



Course syllabus

Faculty Board of Science and Engineering
School of Computer Science, Physics and Mathematics

1ME107 Datorspel - en introduktion, 7,5 högskolepoäng
Video Games - an Introduction, 7.5 credits

Main field of study
Media Technology

Subject Group
Media Production

Level of classification
First Level

Progression
G1N

Date of Ratification
Approved by Organisational Committee 2009-09-08

The course syllabus is valid from spring semester 2010

Prerequisites
General entry requirements and Mathematics B and Physics A (Field-specific entry requirements 7).

Expected learning outcomes

Upon completion of the course the student should be able to:

- argue for what constitutes a classic game
- describe how rules and game mechanics affect gameplay
- briefly describe how computer games are developed
- describe the computer games industry in a particular country
- understand why some games are considered better than others
- understand why people play games and why different games appeal to different types of players
- be able to discuss computer games from ethical, social and mass-medial perspectives
- discuss the future of computer games

Content

The course consists of:

- computer game history
- computer game taxonomies and genres
- the computer games industry
- design aspects
- computer game analysis
- ethical, social and mass-medial aspects of computer games
- the future of computer games

Type of Instruction

This is a distance course where the communication is conducted by web pages and email.

Practical work is conducted individually. All assignments are mandatory.

The literature and course web site is in English, but students can write their assignments in Swedish or English.

Examination

The course is assessed with the grades Fail (U) or Pass (G).

Written examination and/or assignments which are presented orally and/or in written form. The assessment method is decided at the start of the course.

Students who do not pass the regular examination are given the opportunity to do a resit examination shortly after the regular examination, however, hand-in assignments must be submitted by the due date.

On request, students may have their credits translated to ECTS-marks. Such a request must be sent to the examiner before the grading process starts.

Course Evaluation

A written course evaluation will be carried out at the end of the course in accordance with the guidelines of the University. The course evaluation will be filed at the department.

Required Reading and Additional Study Material

Required reading

CRAWFORD, C. (1984) *The art of computer game design*, Berkeley, Calif., Osborne/McGraw-Hill. ISBN 0881341177. 113 pages (113).

Available online at <http://www.vancouver.wsu.edu/fac/peabody/game-book/Chapter1.html>

KOSTER, R. (2005) *A theory of fun for game design*, Scottsdale, AZ, Paraglyph Press. ISBN 1932111972. 244 pages (244).

DFM, *Web-based material*. 500 pages.