



Course syllabus

Faculty of Technology

Department of Computer Science and Media Technology

1ME113 Games Design, 7,5 högskolepoäng

Games Design, 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 Faculty of Technology 2016-02-08

The course syllabus is valid from autumn semester 2016

Prerequisites

NO VALUE DEFINED

Objectives

The aim of this course is to provide students with theory, practical knowledge, and skills that are required for the design of digital games.

Upon completion, the student should be able to:

- Understand theoretical aspects designing games and entertainment with a focus on "serious games".
- Design, produce, and evaluate prototypes of games and entertainment that span across virtual and physical space and across multiple platforms and devices that incorporate social aspects of game play and entertainment.

Content

The course comprises of:

- An overview of relevant concepts and contemporary development approaches in the field of games and entertainment.
- Analysis and discussion of different games and entertainment cases.
- Different tools for game and entertainment production.
- Experimental design and production of a game or entertainment application around proposed themes and requirements.
- Testing and evaluation of the produced prototypes.

Type of Instruction

Lectures, mandatory seminars and workshops

Examination

The course is assessed with the grades A, B, C, D, E, Fx or F.

The grade A constitutes the highest grade on the scale and the remaining grades follow in descending order where the grade E is the lowest grade on the scale that will result in a pass. The grade F means that the student's performance is assessed as fail (i.e. received the grade F).

Assessment in this course will be comprised of: written and/or oral examinations, assignments as well as mandatory seminar work. At the beginning of the course it will be decided on what types of assessment used.

Course Evaluation

During the course or in close connection to the course, a course evaluation is to be carried out. The result and analysis of the course evaluation are to be communicated to the students who have taken the course and to the students who are to participate in the course the next time it is offered. The course evaluation is carried out anonymously. The compiled report will be filed at the Faculty.

Other

Grade criteria for the A–F scale are communicated to the student through a special document. The student is to be informed about the grade criteria for the course by the start of the course at the latest.

Required Reading and Additional Study Material

Required reading

BOGOST, Ian. 2011. *How to do things with videogames*, Minneapolis, University of Minnesota Press, ISBN: 978-0816676477. Pages 154 (180)

KOSTER, Raph. 2005. *A theory of fun for game design*, Scottsdale, AZ, Paraglyph Press, ISBN: 978-1932111972. Pages 244 (244).

SCHELL, Jesse. 2008. *The art of game design: a book of lenses*, Amsterdam ; Boston, Elsevier/Morgan Kaufmann, ISBN: 978-0123694966. Pages 489 (489)