



Course syllabus

Faculty of Technology

Department of Computer Science and Media Technology

1ME303 Projektkurs 2 i medieteknik, 7,5 högskolepoäng

Project course in Media technology 2, 7.5 credits

Main field of study

Media Technology

Subject Group

Media Production

Level of classification

First Level

Progression

G1F

Date of Ratification

Approved by Faculty of Technology 2016-06-30

The course syllabus is valid from spring semester 2017

Prerequisites

1ME302 Project course in media technology 1 and 1ME333 Interaction design 3 as well as 1ME325 Web technology 5 or 1ME313 Digital graphics 2 or equivalent.

Objectives

Upon completion of the course the student is expected to:

- demonstrate knowledge in the taxonomies for computer games
- be able to outline the differences between different kinds of gaming related interactivity
- be able to implement a computer game
- demonstrate knowledge in management in a game development project.

Content

The course consists of:

- taxonomies for computer games
- game analysis
- game design theory
- script programming for game development
- project assignment with design and development in practice

Type of Instruction

The teaching consists of lectures, laborations and seminars.

Examination

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

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The examination consists of submissions of mandatory hand-in assignments as well as an assignment carried out as a group.

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.

Required Reading and Additional Study Material

Required reading

Schell, J. (latest edition). The art of game design. Morgan Kaufmann. Pages 250 (TOTALT)

Web published material. Department of media technology. Pages 300.

Recommended external reading

Adams, E. (latest edition). Fundamentals of game design. New Riders Publishing. Pages 300 (670)