Faculty of Arts and Social Sciences
Information Systems

# Syllabus

## Applied games development

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| **Course Code:** | ISGB40 |
| **Course Title:** | Applied games development<br>*Tillämpad spelutveckling* |
| **Credits:** | 15 |
| **Degree Level:** | Undergraduate level |
| **Progressive Specialisation:** | First cycle, has less than 60 credits in first-cycle course/s as entry requirements (G1F) |

**Major Field of Study:**
IKA (Information Systems)

**Course Approval**
The syllabus was approved by the Faculty of Arts and Social Sciences 2024-01-19, and is valid from the Spring semester 2024 at Karlstad University.

**Prerequisites**
45 ECTS credits in Information Systems, or equivalent

**Learning Outcomes**
Upon completion of the course, students should be able to:
1. carry out a substantial games development project based on an idea or an existing prototype,
2. describe a typical work process in a games development project, and
3. discuss and give reasons for various choices related to the work process in a games development project.

**Content**
The course comprises three parts:

The first part of the course includes a presentation of course objectives, how to report time, and what students are required to do in terms of reports and so on. Games development can be about software development, but can also involve business modelling.

The second part of the course is a longer period of time spent working in a creative environment at Karlstad Innovation Park and its games development studio, which also means sustained contact with groups of stakeholders. Students report back to the course coordinator at the university about their work, but this course component is primarily about contacts, discussions, and demonstrations with stakeholders in the intended area of application. A group of students may for instance have received an suggestion from a company regarding a project related to games development, and are then expected to be in touch regularly with representatives of that company about their work. Students document everything that they do throughout this period in preparation for the last part of the course.

The last part of the course requires students to present the project and the results to the course coordinator at the university, other students taking the course, and sometimes invited guests, as well as complete and submit the project report.

Instruction is in the form of lectures, contacts in the studio, and independent work.

**Reading List**
See separate document.

**Examination**
Learning outcomes are assessed based on a written hand-in assignment completed in groups or individually, and active participation in oral seminars.

The written report should give an account of the work done, the time spent, and how contacts with stakeholders in the game development company have influenced the scope and focus of the project.

Submissions for assessment must clearly indicate individual contributions.

If students have a decision from Karlstad University entitling them to Targeted Study Support due to a documented disability, the examiner has the right to give such students an adapted examination or to examine them in a different manner.

**Grades**
One of the grades Distinction (VG), Pass (G), or Fail (U) is awarded in the examination of the course.

For a grade of Pass (G), a minimum of 80% active attendance is required in the games development studio or other setting specified by the course coordinator, as well as participation in supervision meetings with the course coordinator and representatives of the game development company. If a Fail (U) grade is awarded, students are responsible for arranging a new project and completing a new project period.

**Quality Assurance**
Follow-up relating to learning conditions and goal-fulfilment takes place both during and upon completion of the course in order to ensure continuous improvement. Course evaluation is partly based on student views and experiences obtained in accordance with current regulations and partly on other data and documentation. Students will be informed of the result of the evaluation and of any measures to be taken.

**Course Certificate**
A course certificate will be provided upon request.

**Additional information**
The local regulations for studies at the Bachelor and Master levels at Karlstad University stipulate the obligations and rights of students and staff.