



Faculty of Arts and Social Sciences  
Educational Work

# Syllabus

## Digital games for learning

<b>Course Code:</b>	PAGE10
<b>Course Title:</b>	Digital games for learning <i>Spelplan för lärande</i>
<b>Credits:</b>	7.5
<b>Degree Level:</b>	Undergraduate level
<b>Progressive Specialisation:</b>	First cycle, has only upper-secondary level entry requirements (G1N)

**Major Field of Study:**  
PGA (Educational Work)

### Course Approval

The syllabus was approved by the Faculty of Arts and Social Sciences 2025-03-06, and is valid from the Autumn semester 2025 at Karlstad University.

### Prerequisites

General admission requirements

### Learning Outcomes

Upon completion of the course, students should be able to:

1. give examples of and problematise how digital games contribute to learning,
2. describe and problematise advantages and risks of digital games for children and pupils, and
3. reflect upon norm critical, ethical, and social aspects of game design for children and pupils.

### Content

The course is aimed at game developers and/or teachers (in preschool, school, after-school programs) who want to gain in-depth knowledge of digital games from a pedagogical

perspective for children and pupils. The focus is on exploring how games can be used as a tool for learning and motivation, with special emphasis on the concept of "finding the fun" identifying and creating what makes a game enjoyable and engaging. The starting point of the course is that digital games need to be placed in an educational context. In this context, problematising means reflecting on different perspectives, comparing them, and thinking "outside the box".

The course also covers:

- What defines a digital game
- What defines an educational game
- How game design and gamification/motivational design can be incorporated into teaching
- Norm creativity, gender, diversity, and childrens agency in games
- Critical perspectives and ethical aspects of digital games

Instruction is in the form of recorded lectures, literature study, and students' analyses of digital games for children. Students are expected to participate in online discussions and carry out a development project in the form of an idea for a game

### **Reading List**

See separate document.

### **Examination**

Assessment is based on an individual oral presentation and a development project which is documented multimodally and discussed in a seminar. The project can be completed individually or in pairs. 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.

### **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.