



Faculty of Arts and Social Sciences  
Information Systems

# Course Reading

## Research methods in game development

Valid from 01/19/2026

**Course Code:** ISAD03

**Course Title:** Research methods in game development

**Credits:** 7.5

**Degree Level:** Master's level

---

### Books

Bryman, A. *Social research methods*. Oxford: Oxford University Press

Engström, H. (2020). *Game Development Research* (Elektronisk). Skövde: University of Skövde

[https://www.researchgate.net/publication/348446595\\_Game\\_Development\\_Research](https://www.researchgate.net/publication/348446595_Game_Development_Research)

---

Approved by the Faculty Board of Arts and Social Sciences 04/22/2025