



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

TIA248 An introduction to Game Research, 7.5 credits

Introduktion till spelvetenskap, 7,5 högskolepoäng

Second Cycle

Confirmation

This course syllabus was confirmed by Department of Applied Information Technology on 2017-02-17 and was last revised on 2019-02-08 by Department of Computer Science and Engineering to be valid from 2019-09-02, autumn semester of 2019.

Field of education: Design 50% and Arts 50%

Department: Department of Computer Science and Engineering

Position in the educational system

The course is compulsory within the N2GDT. It is also a single subject course at the University of Gothenburg.

The course can be part of the following programmes: 1) Digital Humanities, Master Programme (H2DHU) and 2) Game Design & Technology Master's Programme (N2GDT)

Main field of studies

Interaction Design

Specialization

A1N, Second cycle, has only first-cycle course/s as entry requirements

Entry requirements

Bachelor degree of 180 higher educational credits or 60 higher educational credits in the main field of study of Computer Science. An additional requirement is English proficiency equal to English step 6/English B.

Learning outcomes

On successful completion of the course the student should be able to:

Knowledge and understanding

- know the academic game terms,
- list different ways to classify games
- explain what characterizes games within the most common classifications.

Competence and skills

- analyze games given a specific research question, research stance, and academic vocabulary,
- describe games given a specific focus and showing an adequate use of academic game terms,
- make comparisons between games or parts of games through the use of academic game terms,
- analyze games in relation to various intended uses.

Judgement and approach

- analyze games from several different gaming preferences,
- be able to choose and combine different academic approaches in order to analyze and interpret games given a specific context,
- identify ethical aspects of a game.

Course content

Games have been a part of human culture since ancient times. They have evolved in to many different forms and serve many different target groups, not least since the introduction of computer games. The course provides an overview of games in all their forms as well as theoretical concepts and frameworks to analyze games.

The course is divided into five successive modules that consider different forms of games and different perspectives of gaming. The first module looks at games as systems and focus on board games and card games as well as introduces general concepts to describe games and gaming. The second module transitions over to how players perceive and immerse themselves into games, using role-playing and larps to highlight the play experience as a perceptual stance. The third module highlights how different media forms impacts on games and gaming by focusing on computer games and online games. The final module examines how the boundaries between games and other activities can be obscured by the game design and how games can be used for other purposes than to entertain, for example to criticize, influence, or teach.

Each module introduces theoretical concepts and frameworks through academic texts and builds on the previous modules.

Form of teaching

The course is based on lectures, the reading of academic texts, and analyzing games. Practical experience of game analyzed is obtained by playing these games being part of the course work.

Language of instruction: English

Assessment

The course is examined through four written individual assignments corresponding to the modules.

If a student, who has failed the same examined component twice, wishes to change examiner before the next examination, a written application shall be sent to the department responsible for the course and shall be granted unless there are special reasons to the contrary (Chapter 6, Section 22 of Higher Education Ordinance).

In cases where a course has been discontinued or has undergone major changes, the student shall normally be guaranteed at least three examination occasions (including the ordinary examination) during a period of at least one year from the last time the course was given.

Grades

The grading scale comprises: Pass with Distinction (VG), Pass (G) and Fail (U).

In order to receive Pass on the entire course, a student needs to receive at least Pass on all assignments. In order to receive Pass with Distinction (VG) the student must receive Pass with Distinction on at least three of the assignments and Pass on the other one.

Course evaluation

The course is evaluated through meeting after the course between teachers and student representatives. Further, an anonymous questionnaire is used to ensure written information. The outcome of the evaluations serves to improve the course by indicating which parts could be added, improved, changed or removed.

Additional information

The course is a joint course together with Chalmers.

Course literature to be announced the latest 8 weeks prior to the start of the course.