



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

DIT248 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 Computer Science and Engineering on 2020-11-03 and was last revised on 2022-11-23 to be valid from 2023-08-28, autumn semester of 2023.

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.

Applicants must prove knowledge of English: English 6/English B or the equivalent level of an internationally recognized test, for example TOEFL, IELTS.

Learning outcomes

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

Knowledge and understanding

- know and use appropriate academic technical terminology for games
- identify the ethical implications of a game's design

Competence and skills

- show an understanding of different types and approaches to classifying games
- show an understanding of different academic approaches to researching games and gaming
- be able to choose and combine different academic approaches in order to analyze and interpret games
- integrate scholarly literature in the exploration of the academic context of a game

Judgement and approach

- 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
- analyze games from several different gaming preferences

Course content

The course provides an overview of games as well as theoretical concepts and frameworks that can be used for their analysis and evaluation. The course includes a particular focus on video games, modern board games, and tabletop roleplaying games. We also look at transmedial aspects, and gaming forms that don't fit neatly into these categories.

Students formulate several research questions of their choosing around games, and during the course they develop the skills required to provide answers to those questions. The course introduces three key research perspectives that are useful for game studies. We make use of the systemic perspective, which explores how games work. We look at the experiential perspective, which explores how games make us feel. And we look at the critical perspective, which focuses on what games are trying to say.

The course also has a strong focus on 'learning by playing', recognising that games are the primary text of their discipline. Students taking this course will have an opportunity to try out tabletop roleplaying for themselves, as well as a chance to play a curated selection of modern board games.

Course participants put together an academic paper and poster as part of the course; peer review the papers of their fellow students; and present their papers to their colleagues at an end-of-course symposium.

Sub-courses

1. Assignments (*Inlämningsuppgifter*), 7.5 credits

Grading scale: Pass with distinction (5), Pass with credit (4), Pass (3) and Fail (U)

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 several written submissions and a mandatory presentation at the end of the course. Participation in the course, as evidenced through peer reviewing and engagement with scheduled game exercises, also contributes to an individual's grade.

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 (5), Pass with credit (4), Pass (3) and Fail (U).

To pass the course, all mandatory components must be passed. To earn a higher grade than 3, a higher weighted average from the grades of the components is required.

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.

The course replaces the course TIA248, 7.5 credits. The course cannot be included in a degree which contains TIA248. Neither can the course be included in a degree which is based on another degree in which the course TIA248 is included.