DIT460 Game Development Project, 7.5 credits

Spelutvecklingsprojekt, 7,5 högskolepoäng

Second Cycle

Confirmation

This course syllabus was confirmed by Department of Computer Science and Engineering on 2017-12-19 to be valid from 2018-08-19, autumn semester of 2018.

Field of education: Science 100%
Department: Department of Computer Science and Engineering

Position in the educational system

The course is compulsory within the Game Design & Technology Master's Programme.

The course can be part of the following programme: 1) Game Design & Technology Master's Programme (N2GDT)

Main field of studies	*Specialization*
Interaction Design	A1F, Second cycle, has second-cycle course/s as entry requirements

Entry requirements

To be eligible for this course, students must have successfully completed the following courses, or equivalent:

- TIA248 Introduction to Game Research, 7.5 credits
- TIA098 Gameplay Design, 7.5 credits
- TIA265 Game Engine Architecture, 7.5 credits

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

After completion of the course the student should be able to:

Knowledge and understanding
- List best practice methodologies for development of computer games and game engines
- Name standard concepts and terms for describing games, game engines, and game development projects

Competence and skills
- Apply user evaluation methods in practical projects
- Apply design & development methods systematically to create and critically compare different possibilities in game development projects
- Identify needs and requirements of specific intended user groups and stakeholders

Judgement and approach
- Motivate design choices in an game development process
- Conduct an informed analysis of what ethical and societal effects technical solutions can create in a game develop process

Course content

The course aims at a deepened understanding of the central issues in game development by means of practical training and reflection in a game project.

Central issues that is addressed in the course is the interaction between different technical parts of a game, how the different parts of a game engine can work together to create a specific game experience, and how methods and tools can in the best way support a development process. A combination of new and previously introduced methods and tools will be used in the course. Play testing and reflection regarding ethical and social consequences of the developed game are parts of the course besides the development of the game and its game engine.

Form of teaching

The course consists of lectures, seminars, project work in groups, and exercises supported by supervision related to these. The project work is carried out in groups of normally 5-6 people, with access to supervision. Creating several reports and running several tests are part of the development process and the result of the project work is presented both orally and in writing.

Language of instruction: English

Assessment

The course is examined by means of exercises, a project report and an individual written essay.

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).
To pass the course, approved results on all exercises are required.

The final grade of the course is based on the project report and the individual report.

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 courses TIA108 Prototyping in interaction design, TIA106 Graphical interfaces, and TIA104 Interaction design methodology or equivalent are recommended.