HUMB01, Humanistic Informatics: Introduction to Video Games Design and Development, 7.5 credits

Humanistisk informatik: Introduktion till datorspeldesign och utveckling, 7,5 högskolepoäng

First Cycle / Grundnivå

Details of approval

The syllabus was approved by the programmes director by delegation from the pro-dean for first- and second-cycle studies on 2008-03-07 to be valid from 2008-03-07, autumn semester 2008.

General Information

The course is offered as a single course. It can normally be included as part of a general degree at the undergraduate or graduate levels. With the approval of the relevant authenticating body, it can also be included in certain professional degrees.

Language of instruction: English

Main field of studies	Depth of study relative to the degree requirements
Cultural Sciences	G1F, First cycle, has less than 60 credits in first-cycle course/s as entry requirements

Learning outcomes

On completion of the course the student shall

Knowledge and understanding
- be able to give an account of the basic concepts within computer game design and development
- be able to identify the various technical elements required for the development of the infrastructure of computer games
- be able to describe the relationship between cultural and technical aspects in the development of computer games
- be able to give an account of the basic concepts which control animation and interaction relating to computer games

- be able to give an account of the history of computer games and their various genres.

Competence and skills
- be able to formulate and delimit a research issue through the composition of an assessed written assignment
- be able to analyse the contemporary debate relating to the social and cultural importance of computer games
- be able to carry out some of the key practical tasks relating to the development and design of computer games, at an elementary level
- be able to develop simple computer games based on pre-existing models, at an elementary level.

Judgement and approach
- be able to analyse and reflect critically on the phenomenon of computer games as well as their ideological, political and social importance.

Course content

The course deals with various aspects of the design and development of computer games. These aspects are studied in an interdisciplinary context where elements of information science and the human sciences are interwoven. The course provides the students with an introduction to the basic technological skills required for the development of computer games, and to simulation theory and its importance to the design of computer games. The basic principles of animation are examined as are the various genres of computer games.

Course design

Teaching consists of lectures and practical sessions in the computer laboratory. Laboratory sessions are obligatory.

Assessment

Examination takes the form of one or more written examinations.

Subcourses that are part of this course can be found in an appendix at the end of this document.

Grades

Marking scale: Fail, Pass, Pass with distinction.

Entry requirements

To be eligible for the course requires the successful completion of 30 higher education credits, or the equivalent.

Further information

1. The credits allocated for course content that in whole or in part is commensurate with another course can only be credited once for a degree. For further details see the current registration information and other relevant documentation.

Subcourses in HUMB01, Humanistic Informatics: Introduction to Video
Games Design and Development

Applies from V08

0801   Final Homework, 7,5 hp
       Grading scale: Fail, Pass, Pass with distinction