



## Qualification descriptor for Higher Education Diploma with specialisation in Game Design

*Högskoleexamen med inriktning mot speldesign*

**Degree regulations of 2007**

**First cycle**

### Established

Qualification descriptor approved on 2009-06-16 by Ordförande teknisk fakultetsnämnd. Qualification descriptor updated on 2006-11-16 by Dekanus tekniska fakultetsnämnden.

### Examination Objectives

#### Higher Education Act

English information is not available

#### Higher Education Ordinance

Annex 2

Knowledge and understanding

For a University Diploma students must

- demonstrate knowledge and understanding of their main field of study, including an awareness of the scientific basis of the field and knowledge of some applicable methods in the field.

Skills and abilities

For a University Diploma students must

- demonstrate an ability to seek, gather and critically interpret relevant information so as to formulate answers to well-defined questions in their main field of study; - demonstrate an ability to present their knowledge and discuss it with different groups; and - demonstrate the skills required to work independently with certain tasks in the field that the education concerns.

Judgement and approach

For a University Diploma students must

- demonstrate knowledge of and be capable of dealing with ethical issues in their main field of study.

### Credits

The programme requires 120 credits.

*The credits stated indicate the total for all courses leading to the degree. All courses are to have been completed and passed.*

### Special requirements

#### Higher Education Ordinance and Luleå University of Technology

Independent project (diploma project)

For a University Diploma students must have completed an independent project (diploma project) in their main field of study, within the framework of the course requirements. (The Higher Education Ordinance, Annex 2 Qualifications ordinance)

The student shall have completed an independent degree project equal to a minimum of 7.5 credits within the framework of the course requirements. All courses included in degrees the equivalent of 120 credits are at first cycle level. (Riktlinjer för Bolognaanpassning (Guidelines for Bologna adaptation), LTU Dnr 783-06)

*All course requirements for this degree are stated in the official syllabus.*

### **Degree certificate**

*A degree certificate will be issued upon application to students who fulfil the requirements for a degree.*

### **Course requirements for this degree**

Syllabus - [Higher Education Diploma Programme in Game Design](#) (*Utbildningsplan - Speldesign*)