Computer Game Production 7.5 credits M0053D

Datorspelsproduktion

Course syllabus admitted: Autumn 2022 Sp 1 - Spring 2023 Sp 4
DECISION DATE
2022-02-11

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Computer Game Production 7.5 credits M0053D

Datorspelsproduktion

First cycle, M0053D

Education level	**Grade scale**	**Subject**	**Subject group (SCB)**
First cycle	U G#	Mediedesign	Media Production

Entry requirements

In order to meet the general entry requirements for first cycle studies you must have successfully completed upper secondary education and documented skills in English language +
Swedish upper secondary school course English 6.

Selection

The selection is based on final school grades or Swedish Scholastic Aptitude Test.

Examiner

Arash Källmark

Course Aim

In this course students will learn about different production stages, their internal and external dependencies and deliveries.
After course completion, the student should be able to demonstrate:

1. ability to plan a smaller production and budgeting
2. ability to document a project
3. ability to present the results

Contents

The course discusses the following subject areas:

- Game industry overview
- Basic framework in a production process.
- Types of Roles found on a game development team
- Project planing
- Budgeting
- Documentation and Communication
- Production cycle.

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Realization

Each course occasion´s language and form is stated and appear on the course page on Luleå University of Technology's website.
  The course material is in English and you are expected to have good oral, written and information-seeking knowledge in that language.

The course is a online course without any physical meetings and the teaching is based on independent work and self-study of course literature and specified material and you are expected to be able to search for information on your own. This is then processed through quizzes and assignments.

The course does not follow the traditional schedule, but you are expected to carry out learning and examination activities before the closing times in the learning platform so that the teachers have the opportunity to review and grade.

Examination

If there is a decision on special educational support, in accordance with the Guideline Student's rights and obligations at Luleå University of Technology, an adapted or alternative form of examination can be provided.
  The course objectives are examined in the form of quizzes and assignments organized in test modules defined in the course syllabus. Each test module can in itself consist of several tasks, which appear in the study guide for the course. For all assignments, there are detailed descriptions in the course's learning platform that clarify how the assignment is to be performed and examined.
For assignments that are not approved at the end of the course, there is an opportunity to supplement at later courses.

Literature. Valid from Autumn 2022 Sp 1

The Game Production Toolbox, by Heather Maxwell Chandler, ISBN-10: 1138341711

Course offered by

Department of Computer Science, Electrical and Space Engineering

Modules

Code	Description	Grade scale	Cr	Status	From period	Title
0004	Quiz	U G#	4	Mandatory	A22	
0005	Assignments	U G#	3.5	Mandatory	A22	

Study guidance

Study guidance for the course is to be found in our learning platform Canvas before the course starts. Students applying for single subject courses get more information in the Welcome letter. You will find the learning platform via My LTU.

Last revised

by Jonny Johansson, HUL SRT 2022-02-11

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Syllabus established

by LTU Skellefteå 2010-02-19

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