

SYLLABUS

Game development project 15 credits S0003E

Spelutvecklingsprojekt

Course syllabus admitted: Autumn 2023 Sp 1 - Present

**DECISION DATE
2021-06-16**

Game development project 15 credits S0003E

Spelutvecklingsprojekt

First cycle, S0003E

Education level	Grade scale	Subject	Subject group (SCB)
First cycle	U G#	Medieteknik	Computer Technology

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 and S0009E Computer graphics programming, S0010E Software Engineering and S0011E Game engine architecture.

Selection

The selection is based on 1-165 credits.

Course Aim

Implementation of the project gives the student knowledge in the various stages of game development, your own role and responsibility in the group with the interfaces between the various production tools and the roles of the team.

After course completion, the student should be able to demonstrate:

- broad knowledge in the field of computer game development and understanding of the system level
- an ability to apply knowledge of mathematics and science for specific issues.
- knowledge to model, simulate, predict, and evaluate methods and algorithms for the components used in a computer game
- an ability to identify the need for further knowledge and to continuously upgrade their skills. As shown by the inclusion of new concepts and solutions in the computer game.
- an ability to plan own work in relation to other specialists and team members in a game development project.
- an ability to explain the various professional roles, elements, and their relationships and dependencies in a game development project.
- an ability to implement the technically important moments in the production of computer games.
- an ability to recognize and justify the ethical and social considerations made in the game's content.
- an ability to meet the need for equality in practical application, both in terms of computer game content and production

Contents

During the course, students work in groups to produce a prototype computer game in a 3D environment. The work is conducted with agile methods. The course gives the student insight into the entire process of developing a computer game in an environment corresponding to a professional production. Deliverables in the course are: selection and preparation of basic concept and design work, selection of technologies, planning, production and continuous delivery.

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 is conducted in an environment that meets the requirements of a professional production. The technical conditions in the form of development and requirements for game elements/performance are presented before the start by the supervisor.

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. Evaluation occurs continuously during the course in the form of oral and written presentation of assignments, as well as a final statement in the form of written and practical presentation.

Unauthorized aids during exams and assessments

If a student, by using unauthorized aids, tries to mislead during an exam or when a study performance is to be assessed, disciplinary measures may be taken. The term "unauthorized aids" refers to aids that the teacher has not previously specified as permissible aids and that may assist in solving the examination task. This means that all aids not specified as permissible are prohibited. The Swedish version has interpretative precedence in the event of a conflict.

Course offered by

Department of Computer Science, Electrical and Space Engineering

Modules

Code	Description	Grade scale	Cr	Status	From period	Title
0001	Assignment reports	U G#	12	Mandatory	A12	
0002	Presentation	U G#	3	Mandatory	A12	

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 2021-06-16

Syllabus established

by Jonny Johansson, HUL SRT 2012-03-14