SYLLABUS

Introduction to game development 7.5 credits S0005E

Introduktion till Datorspelsutveckling

Course syllabus admitted: Autumn 2023 Sp 1 - Present

DECISION DATE
2021-06-16

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LULEÅ TEKNISKA UNIVERSITET

Introduction to game development 7.5 credits S0005E

Introduktion till Datorspelsutveckling

First cycle, S0005E

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 basic knowledge and skills in the imperative programming, e.g. D0009E Introduction to programming

Selection

The selection is based on 1-165 credits.

Course Aim

The execution of the project gives the student knowledge in the various stages of game development, roles and responsibilities in the group and the interfaces between the various production tools and the roles within 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 relations at system level
- 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
- 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.
- ability to plan own work in relation to other specialists and team members in a game development project
- insight, understanding and motivations to justify the ethical and social considerations made in the game's content
- insight in the need for equality, both in terms of computer game content and production
- ability to explain the different elements and their relationships and dependencies in a game development project
- ability to explain the important stages for playability and design in the production of computer games.

Contents

In this course, participants work in groups and produce a limited prototype of a computer game where the elements of design. technology, resource planning, execution and presentation are included. The course is conducted as a project with a design document as basis for planning and execution and examination.Implementation of the project will give the knowledge of the different steps, roles and responsibilities in the group and the interfaces between the different professional roles. The technical conditions in the form of development and requirements for deliverables are presented before the start of a supervisor. Each group will present a game idea which is then evaluated according to the requirements of the teacher at the beginning of the course.

Realization

Each course occasion´s language and form is stated and appear on the course page on Luleå University of Technology's website.
Lectures, group work and individual work with regular meetings with the instructor. Oral presentation of milestone results and implementation.

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. Oral presentation of the finished results and oral and written evaluation of the implementation, playability and creativity.

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.

Overlap

The course S0005E is equal to S0013D

Course offered by

Department of Computer Science, Electrical and Space Engineering

Modules

Code	Description	Grade scale	Cr	Status	From period	Title
0001	Assignment report	U G#	5	Mandatory	A15	
0002	Written report with oral presentation	U G#	2.5	Mandatory	A15	

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 2015-02-16