

SYLLABUS

Introduction to computer game creation 7.5 credits W0017F

Introduktion till datorspelsskapande

Course syllabus admitted: Autumn 2023 Sp 1 - Present

**DECISION DATE
2022-02-11**

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Introduktion till datorspelsskapande

First cycle, W0017F

Education level	Grade scale	Subject	Subject group (SCB)
First cycle	U G#	Medieproduktion	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.

Course Aim

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

1. ability to describe the most important elements that provide good playability
2. ability to manage production environment and tools
3. ability to explain the different professional roles, elements and their interrelationships and dependencies in a game development project.

Contents

Topics covered in this course include:

- Overview of professional roles and work processes / production pipeline in the gaming industry.
- Basic scripting / visual scripting.
- Basic game / level design and content creation for games.

Realization

Each course occasion's language and form is stated and appear on the course page on Luleå University of Technology's website.

The teaching takes place in the form of lectures, independent study of course literature and distributed material. You are furthermore expected to show a high degree of independence in your own search for information.

Game creation contains many elements that require experience-based skills in combination with theoretical knowledge and problem-solving ability, both technical, artistic and production related. A large part of the work in the course therefore consists of practical assignments in the subject which are solved mainly independently, with some support from the teacher.

The course also includes review of fellow students work based on process, artistic and technical perspectives.

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 consists of several major assignments with examination that take place continuously with approved assignments according to schedule.

For most assignments in the course, one or more supplementary opportunities are given during the course. For assignments that are not approved at the end of the course, there is an opportunity to supplement at later courses.

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
0003	Assignment - Roles and Game Production Processes	U G#	1.5	Mandatory	A22	
0004	Assignment - Game Design	U G#	1.5	Mandatory	A22	
0005	Assignment - Computer Graphics	U G#	1.5	Mandatory	A22	
0006	Assignment - Game Logic	U G#	1.5	Mandatory	A22	
0007	Assignment - Game Prototype	U G#	1.5	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

Syllabus established

by Monica Johansson, Director of Undergraduate Studies at the Department of Arts, Communication and Education 2013-02-15