



UNIVERSITY  
OF SKÖVDE

## COURSE SYLLABUS

TRANSLATION FROM SWEDISH  
Preliminary, not ratified

# Rapid Prototyping for Experimental Game Design 2 A1N

3 credits

**Course code:** ME734A

**Version number:** 1

**Valid from:** 1 January 2025

**Ratified by:** Curriculum Committee for Informatics

**Date of ratification:** 31 October 2024

## 1. General information about the course

The course is provided by the University of Skövde and is named Rapid Prototyping for Experimental Game Design 2 A1N (Snabb prototyputveckling för experimentell speldesign 2 A1N). It comprises 3 credits and is a second-cycle course. The level of progression is A1N.

The course is a part of the main field of study in Media Arts, Aesthetics and Narration. The disciplinary domain of the course is Technology.

## 2. Entry requirements

Bachelor degree in Fine Arts; Media, Aesthetics and Narration or Informatics (or the equivalent); or an attended Bachelor Degree Project course 30 credits in Media, Aesthetics and Narration or Informatics. A further requirement is proof of skills in English equivalent of studies at upper secondary level in Sweden, known as the Swedish course English 6. This is normally demonstrated by means of an internationally recognized language test, e.g. IELTS or TOEFL or the equivalent.

## 3. Course content

The course aims to develop students' theoretical and practical knowledge in creating stories for interactive media and games in the relationship to sustainability, inclusion and intersectionality. Rapid Prototyping for Experimental Game Design is viewed from a critical perspective where power and hierarchical structures are deconstructed and re-organised in an inclusive design process created through intercultural collaboration in form of rapid prototype development.

The group assignment is formed as a game jam with a fixed time frame where the students make prototypes that are evaluated by a public performance and peer-to-peer user-testing. The course foundation is based on literature and research of critical game design and inclusion. At the final seminar, the students present their prototypes and review other students' prototypes. Representatives from game industry will be invited to partake in the evaluation of the prototypes.

## 4. Objectives

After completed course the student should be able to:

- in an in-depth way describe, compare, and contrast central concepts, models, and processes in interactive dramaturgy and game design, as well as the relationship to sustainability, inclusion and cultural intersectionality,
- analyze, discuss and problematise central concepts, models, and processes used in experimental game design,
- apply relevant concepts, models, and processes in collaborative prototype formation,
- evaluation ability and approach, and
- reflect upon experimental game design in relation to sustainable and inclusive development.

## 5. Examination

The course is graded A (Excellent), B (Very good), C (Good), D (Satisfactory), E (Sufficient) or F (Fail).

The examinations of the course consist of the following modes of assessment:

- **Prototype assignment**<sup>1</sup>  
2 credits, grades: A/B/C/D/E/F (determines the final grade)
- **Seminars**<sup>2</sup>  
1 credit, grades: G/U

<sup>1</sup> Presentation and submitted prototype.

<sup>2</sup> Active participation

Students with a permanent disability who have been approved for directed educational support may be offered adapted or alternative modes of assessment.

## 6. Types of instruction and language of instruction

Lectures, seminars, workshop, game jam (on-site as well as online).

The teaching is conducted in English.

## 7. Course literature and other educational materials

Scientific papers sought partly independently by students and chosen partly in consultation with the teacher.

## 8. Student influence

Student influence in the course is ensured by means of course evaluation. The students are informed about the results of the evaluation and potential measures that have been taken or are planned, based on the course evaluation.

## 9. Additional information

Further information about the course, as well as national and local governing documents for higher education, is available on the website of the University of Skövde.