

1. Course Details		
1.	Course code	<i>HUM B01</i>
2.	Course title	<i>Humanistic Informatics: Introduction to the Design and Development of Computer Games</i>
3.	Cycle (1st, 2nd or 3rd)	<i>1st [Undergraduate]</i>
4.	Higher education credits	<i>7.5</i>
5.	Details of approval of course	<i>Syllabus approved by the Syllabus Committee of the Faculty of the Humanities and Theology 7th March 2008.</i>
6.	Details of changes approved	

2. General Information		
1.	Field(s) (if applicable)	<i>Cultural Studies</i>
2.	Subject (if applicable)	
3.	Type of course and its place in the educational system	<i>The course is offered as a single course. It can normally be included as part of a general degree at the undergraduate or graduate levels. With the approval of the relevant authenticating body, it can also be included in certain professional degrees.</i>
4.	Language of instruction	<i>English</i>

3. Learning Outcomes		
		On completion of the course the student shall
1.	Knowledge and understanding	<ul style="list-style-type: none"> • <i>be able to give an account of the basic concepts within computer game design and development</i> • <i>be able to identify the various technical elements required for the development of the infrastructure of computer games</i> • <i>be able to describe the relationship between cultural and technical aspects in the development of computer games</i> • <i>be able to give an account of the basic concepts which control animation and interaction relating to computer games</i> • <i>be able to give an account of the history of computer games and their various genres.</i>
2.	Skills and abilities	<ul style="list-style-type: none"> • <i>be able to formulate and delimit a research issue through the composition of an assessed written assignment</i> • <i>be able to analyse the contemporary debate relating to the social and cultural importance of computer games</i> • <i>be able to carry out some of the key practical tasks relating to the development and design of computer games, at an elementary level</i> • <i>be able to develop simple computer games based on pre-existing models, at an elementary level.</i>
3.	Critical judgement and evaluation	<ul style="list-style-type: none"> • <i>be able to analyse and reflect critically on the phenomenon of computer games as well as their ideological, political and social importance.</i>

4.	Course Content	
1.	Brief description of the course and its content including details of any sub-divisions	<i>The course deals with various aspects of the design and development of computer games. These aspects are studied in an interdisciplinary context where elements of information science and the human sciences are interwoven. The course provides the students with an introduction to the basic technological skills required for the development of computer games, and to simulation theory and its importance to the design of computer games. The basic principles of animation are examined as are the various genres of computer games.</i>

5.	Teaching and Assessment	
1.	Teaching methods employed including details of any compulsory components	<i>Teaching consists of lectures and practical sessions in the computer laboratory. Laboratory sessions are obligatory.</i>
2.	Examination details	<i>Examination takes the form of one or more written examinations.</i>
3.	Restrictions regarding the number of examination occasions (if applicable)	

6.	Grades	
1.	Grades	<i>Students are awarded one of the following grades: Fail, Pass or Pass with Distinction.</i>
2.	Grading of the complete course	
3.	Availability of supplementary ECTS grades	<i>Foreign students and Swedish students intending to use their qualifications abroad have the right to a supplementary ECTS grading. Students must request such a grading at the latest three weeks from the start of the course. This request is made to the director of studies or the equivalent authority.</i>
4.	Sub-courses and variations in grading (if applicable)	

7.	Admission Requirements	
1.	Specific admission requirements	<i>To be eligible for the course requires the successful completion of 30 higher education credits, or the equivalent.</i>

8.	Literature	
1.	Required reading	<i>For reading lists and other relevant educational materials see appendix (ces).</i>

9.	Further Information
1.	<i>The credits allocated for course content that in whole or in part is commensurate with another course can only be credited once for a degree. For further details see the current registration information and other relevant documentation.</i>
2.	