DH2650 Computer Game Design 6.0 credits

Datorspelsdesign

This is a translation of the Swedish, legally binding, course syllabus.

Establishment

Course syllabus for DH2650 valid from Spring 2019

Grading scale

A, B, C, D, E, FX, F

Education cycle

Second cycle

Main field of study

Computer Science and Engineering

Specific prerequisites

Single course students: At least two years of studies in media technology, computer science, information technology or comparable and the courses DD1337 Programming and DH1620 Human-Computer Interaction, Introductory Course or equivalent.

Language of instruction

The language of instruction is specified in the course offering information in the course catalogue.

Intended learning outcomes

After completion of the course the student (with grade A) will be able to

- Explain the historical development of computer games.
- Analyse the market for computer games.
- Explain the theory behind game rules and game experience and analyse how rules affect games.
- Describe and apply conditions and demands for the game genres massive multiplayer worlds, mobile games and educational games.
- Describe and apply design patterns and graphic quality analysis on computer games.
- Explain how narration and sound affects the gaming experience.

So the students will be able to

- Develop prototypes of computer games, sufficiently advanced for presenting to a publisher.

Course contents

Computer game history, narrative, learning games, games for children, social gaming, game rules, game experience, mobile games, computer game market, and game audio.

Examination

- LAB4 - Laboratory Work, 3.0 credits, grading scale: A, B, C, D, E, FX, F
- LAB3 - Laboratory Work, 1.5 credits, grading scale: A, B, C, D, E, FX, F
- LAB2 - Laboratory Work, 1.5 credits, grading scale: P, F

Based on recommendation from KTH's coordinator for disabilities, the examiner will decide how to adapt an examination for students with documented disability.

The examiner may apply another examination format when re-examining individual students.

If the course is discontinued, students may request to be examined during the following two academic years.

In this course all the regulations of the code of honor at the School of Computer science and Communication apply, see: http://www.kth.se/csc/student/hederskodex/1.17237?l=en_UK.

Ethical approach

- All members of a group are responsible for the group's work.

- In any assessment, every student shall honestly disclose any help received and sources used.
- In an oral assessment, every student shall be able to present and answer questions about the entire assignment and solution.