



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

DIT468 Current Trends in Gaming, 7.5 credits

Aktuella trender inom spel, 7,5 högskolepoäng

Second Cycle

Confirmation

This course syllabus was confirmed by Department of Computer Science and Engineering on 2022-02-03 to be valid from 2022-08-29, autumn semester of 2022.

Field of education: Science 100%

Department: Department of Computer Science and Engineering

Position in the educational system

The course is compulsory within the programme N2GDT. It is also a single subject course at the University of Gothenburg.

The course can be part of the following programme: 1) Game Design & Technology Master's Programme (N2GDT)

Main field of studies

Interaction Design

Specialization

A1F, Second cycle, has second-cycle course/s as entry requirements

Entry requirements

To be eligible for this course, students must have successfully completed 7.5 credits of object-oriented programming.

Applicants must prove knowledge of English: English 6/English B or the equivalent level of an internationally recognized test, for example TOEFL, IELTS.

Learning outcomes

On successful completion of the course the student will be able to:

Knowledge and understanding

- Examine current technological and social trends in gaming.
- Analyse the potential opportunities and threats associated with contemporary gaming trends.

Competence and skills

- Apply creativity techniques with the intention of exploring innovative new gameplay concepts.
- Implement game designs to explore novel, emerging techniques.

Judgement and approach

- Assess the ethical and societal impact of contemporary trends in gaming.

Course content

This course focuses on exploring the implications associated with a selection of current trends in gaming. It blends together methods for ideation with implementation. It addresses the socioeconomic implications associated with new technology; business models; And with changing audience expectations.

Sub-courses

1. **Project** (*Projekt*), 7.5 credits

Grading scale: Pass with distinction (5), Pass with credit (4), Pass (3) and Fail (U)

Form of teaching

The course is divided into several parts, each focusing on a different current trend in gaming. The content will vary on a year to year basis. The course is updated regularly to take into account important contemporary developments in game development and game design. Students will be expected to demonstrate a blend of creative; technical; and design skills. Work is primarily conducted in small groups, where students develop stand-alone assignments linked to each of the emergent topics discussed in the course. Teaching is primarily through lectures and supervision sessions.

Language of instruction: English

Assessment

Each part of the course consists of a group submission which takes the form of a technical artefact, a written report, or both. Groups will be required to regularly present their work.

If a student, who has failed the same examined component twice, wishes to change examiner before the next examination, a written application shall be sent to the department responsible for the course and shall be granted unless there are special reasons to the contrary (Chapter 6, Section 22 of Higher Education Ordinance).

In cases where a course has been discontinued or has undergone major changes, the student shall normally be guaranteed at least three examination occasions (including the ordinary examination) during a period of at least one year from the last time the course was given.

Grades

The grading scale comprises: Pass with distinction (5), Pass with credit (4), Pass (3) and Fail (U).

The final grade is based on the average grade of the group reports and the individual reports.

Course evaluation

The course is evaluated through meeting after the course between teachers and student representatives. Further, an anonymous questionnaire is used to ensure written information. The outcome of the evaluations serves to improve the course by indicating which parts could be added, improved, changed or removed.

Additional information

The course is a joint course together with Chalmers.

Course literature to be announced the latest 8 weeks prior to the start of the course.

The course replaces the course DIT467, 7.5 credits. The course cannot be included in a degree which contains DIT467. Neither can the course be included in a degree which is based on another degree in which the course DIT467 is included.