



DH2650 Computer Game Design 6.0 credits

Datorspelsdesign

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

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

Establishment

On 04/21/2020, the Head of the EECS School has decided to establish this official course syllabus to apply from autumn semester 2020, registration number: J-2020-0678.

Grading scale

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

Education cycle

Second cycle

Main field of study

Computer Science and Engineering

Specific prerequisites

Completed courses in all of the following fields.

- Programming, equivalent to DD1310/DD1311/DD1312/DD1314/DD1315/DD1316/DD1318/DD1331/DD1337/DD100N/ID1018.
- Basic computer science equivalent to DD1338/DD1320/DD1321/DD1325/DD1327/ID1020

- Computer Graphics with interaction equivalent to DH2323.
- Human-Computer Interaction, equivalent to DH1620/DH1622/DH2624.

Active participation in a course offering where the final examination is not yet reported in LADOK is considered equivalent to completion of the course. This applies only to students who are first-time registered for the prerequisite course offering or have both that and the applied-for course offering in their individual study plan.

Language of instruction

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

Intended learning outcomes

After passing the course, the student should be able to

- give an account of actors on the computer game market and their roles
- explain the theory behind game rules and game experiences and analyse the influence of rules on systems
- describe and apply conditions and requirements for different game genres
- describe and apply user studies of computer games
- explain how modalities influence the game experience

in order to be able to develop computer game prototypes advanced enough to present to a publisher or other interested party.

Course contents

Computer Graphics, geometric modelling for games, real-time graphics and special effects, OpenGL, storytelling, educational games, children's games, social gaming, game rules, game experience.

Examination

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

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.