FHN3011 Gaming and Participatory Simulation for Research and Design 10.0 credits

Spelsimulering inom forskning och utveckling

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

Establishment

Course syllabus for FHN3011 valid from Autumn 2020

Grading scale

P, F

Education cycle

Third cycle

Specific prerequisites

Eligible for studies at the third-cycle level and proven experience in modelling, simulation or gaming, for instance from a previous course or practical experience.

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 doctoral student should have the knowledge and ability to

- assess what problems can be approached with a gaming simulation
- understand the process of conducting game-sessions, the different stages in game sessions, roles of facilitators, players and note-takers in game sessions
- draft the design specifications of a gaming simulation
- be a contributing member in a game design team

Course contents

- Different between gamification, gaming simulation and entertainment games
- Different between gaming simulation for education, design, policy making and hypothesis testing
- Limitations of gaming simulations and their validity requirements
- The constituent parts of a gaming simulation
- Analysis of data from game sessions for research purposes

Examination

- DEL2 - Participation, 3.0 credits, grading scale: P, F
- INLA - Hand in exercise 1, 3.5 credits, grading scale: P, F
- INLB - Hand in exercise 2, 3.5 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.

Written essay on gaming simulation approach relevant for own Doctoral studies, and successful completion of game design exercise.

Other requirements for final grade

Pass / Fail Evaluation of all reflections handed in.
Pass / Fail evaluation of presentation of own game
Attendence of all lectures

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.