Bachelor Programme in Game Design and Project Management 2017/2018

The Bachelor Programme in Game Design and Project Management gives you the tools to work with the game medium on a professional level and to develop new experiences within the field. The programme specialises in leading and planning game projects. Former graduates have started their own studios and work at some of the world’s best known game companies. The programme is given at Campus Gotland, an environment characterised by the close proximity between professors and students.

Numerous profiles from the game industry and notable higher education institutions have given the programme high praise:

“This game design programme is one of the best that I have seen, particularly the polymorphous approach to design. The code is only as good as the player experience, and this shows. Also, there is a political approach that inflects design that gives many of us hope for a mature and complex industry of the future.” – Prof. Derek A. Burrill, University of California

ABOUT THE PROGRAMME

The programme Game Design and Project Management provides skills in developing games for commercial production, as well as a deeper understanding of how games work and how they affect us.

The education mixes practical game development with theoretical courses within game design and a minor subject of your own choice. Throughout the programme we explore theories and methods in game design, game development and game analysis. Game developers need good communicative skills both to communicate with their team and to shape the experience that the game will provide. To reflect this, the programme provides training in expression through text, imagery and games, as well as verbal communication.

As a project manager, you acquire skills and knowledge to plan and lead game production projects from inception to release. This includes group dynamics, planning and game specific production methodology. The programme also trains practical production with other disciplines through project courses.

In 2014 the Department of Game Design was entered into the Higher Education Video Game Alliance, a gathering of mainly North American higher game development educators where both education, research and industry questions are on the agenda.

Study Abroad
The Department of Game Design today has cooperation agreements with four institutions in Tokyo and Erasmus-agreements with the university in Riga as well as Université d’Angers for the purpose of student exchange. A cooperation agreement with the university of Silesia, Poland, will soon be established. In addition to this, Uppsala University has a wealth of cooperation agreements providing many options for studying abroad.

**DEGREE**

The programme leads to a Bachelor of Arts with Game Design as the main field of study.

**INSTRUCTION**

The programme is offered on the island of Gotland. Instruction is entirely in English.

The theoretical courses within game design are taught through lectures, workshops and smaller projects. The majority of the courses include group work. The programming courses are lecture based with continuous practical programming.

Every year includes one or two project courses, in which you will work with your specific role in groups to produce complete games, and teaching takes the shape of guidance and tutoring.
The programme comprises three years of full-time studies where the major subject Game Design is studied in parallel with the minor Computer Science through both theoretical and practical project courses. Courses within Game Design, where all project based courses are housed, are read together with the other programmes within the area of Game Design. Game Design makes up 105 credits out of the total 180 credits, while the minor subject makes up 30 credits. The programme also has 30 credits where you get to choose what to study, which can also be used to deepen or broaden your studies in the major or minor.

The minor and major subjects are studied in parallel. Both subjects contain theoretical courses as well as practical, project based courses. The project courses test and train both game design and art production skills as students from all Game Design programmes collaborate to produce games. In this way, the programme provides a continuous opportunity to test and utilise your ability in realistic scenarios, since the project courses effectively model the challenges that must be faced when working in a diverse team of creative, artistic, organisational and technical individuals.

The projects, like the theoretical courses train academic writing and presenting, as training for the degree project that ends the third year.

The project management courses start from the basics and will lead to a small game development project, after which the education and the projects increase in complexity and size. The project management courses teach group dynamics, project planning, leadership, risk management and conflict management.

COURSES WITHIN THE PROGRAMME

**Semester 1**
- Game Design 1 - Introduction, 15 credits
- Minor Subject, 15 credits

**Semester 2**
- Game Design 2 – Game Development, 7.5 credits
- Game Production 1 – Arcade Games, 15 credits
- Minor Subject, 7.5 credits

**Semester 3**
- Game Design 3 – System Design, 15 credits
- Minor Subject, 15 credits

**Semester 4**
- Game Design 4 – Serious Games Design, 7.5 credits
- Minor Subject or optional courses, 7.5 credits
- Game Production 2 – Vertical Slice, 15 credits

**Semester 5**
- Optional courses*, 30 credits
  *within major, minor or other subject, alternatively studies abroad.

**Semester 6**
- Game Design 5 – Theory and Method, 7.5 credits
- Game Design 6 – Experimental Game Design, 7.5 credits
- Degree Project, 15 credits
The programme theoretically and practically prepares you for a professional career within business, organisations, authorities or as a business owner.

One of the programme’s strengths is its well-developed contact with the game industry. This is why graduates of the programme make up an especially useful network. Through yearly recurring events, notable individuals from the international game industry, former students and academics are invited to judge student projects and share their experience. This provides an excellent opportunity for you to build your own contact network for the career ahead of you.

Former students have gone on to become both business owners running their own studios and employees at some of the most successful game studios in the world. Notable examples of companies where graduates have found work include Blizzard Entertainment, Massive Entertainment, Starbreeze Studios, Crytek, Fatshark, Frictional Games, Ubisoft, Avalanche, Lionhead, CCP, DICE and Might and Delight. A number of former students also work within the Swedish higher education sector, teaching and running game design programmes.

The game industry is the largest and fastest growing business in the entertainment industry. It is in continuous development which leads to a large demand for a broad spectrum of creative professionals with game development as the common denominator. Games are also increasingly being used within education, training and medicine, under the name Serious Games.

As a graduate of the programme, you will be able to continue your studies at Master’s level in or outside of Sweden.

**APPLICATION AND REQUIREMENTS**

**BACHELOR PROGRAMME IN GAME DESIGN AND PROJECT MANAGEMENT**

**180 credits**
**Autumn 2017** 100% Campus

**Location:** Visby

**Application Deadline:** 2017-01-15

**Enrolment Code:** UU-K5126

**Language of Instruction:** English

**Requirements:** Mathematics 2a/2b/2c, or Mathematics B

**Selection:** Final school grades (67 %) - Swedish Scholastic Aptitude Test (33 %)

**Fees:** If you are not a citizen of a European Union (EU) or European Economic Area (EEA) country, or Switzerland, you are required to pay application and tuition fees. Read more about fees.

**Application Fee:** SEK 900

**Tuition fee, first semester:** SEK 55000

**Tuition fee, total:** SEK 330000

**CONTACT & MORE INFO**

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