

Curriculum for the Master of Science Programme in Information Technology at the IT University of Copenhagen, Games

Curriculum of 1 August 2018

Content

Background

Chapter 1 Programme Title and Objectives

Chapter 2 Programme Structure, Content and Programme Language

Chapter 3 General Rules and Miscellaneous Regulation

Chapter 4 Date of Commencement and Transitional regulations Appendix

Appendix

Background

This curriculum for the Master of Science Programme in Information Technology, Games, has been drawn up by the Board of Studies ITU at the IT University of Copenhagen (henceforth referred to as the IT University). The curriculum has been drawn up in compliance with the current legislation governing bachelor's and master's (Candidatus) programmes at the universities.

Students enrolled in the above MSc study programmes with study start from autumn of 2017 study according to this curriculum.

Chapter 1

Programme Title and Objectives

Programme Title

Section 1. A student, who has completed the programme, has the right to use the title candidatus/candidate informationis technologiae (cand.it.) i spil.

Subsection 2. The title in English is Master of Science (MSc) in Information Technology, Games.

Programme Objectives

Section 2. The purpose of the Master of Science Programme in Information Technology is to provide students with the scientific qualifications to identify, formulate, solve and reflect on complex problems relating to information technology.

Subsection 2. The programme prioritises the student's ability to assess, apply and develop the underlying technology as well as the scientific theories, methods and tools upon which it is based.

Subsection 3. The student must have the ability to independently initiate and carry out collaborative work in professional and multidisciplinary settings. Furthermore, the student must have the ability to engage in global and distributed interaction, drawing on research-based perspectives.

Subsection 4. On the background of the student's preceding bachelor's programme, the programme provides the student with the qualifications to define his or her own academic profile within the field of information technology and to take independent responsibility for his or her own professional development and specialisation.

Subsection 5. Within the framework of the programme, the student can acquire the requisite individual qualifications for specialised posts in business and industry as well as for research training programmes (PhD programme) in information technology.

Objectives for Learning Output

Section 3. The graduate will develop knowledge and understanding of:

- tools, methods and techniques applicable to the design, development, production, and understanding of games and other playful and engaging experiences, as well as their technological foundations, based on highest international research
- the scientific basis and scientific methods for reflecting on the design, development, production, and understanding of games and other playful and engaging experiences, as well as their technological foundations.

Subsection 2. The graduate will develop the skills to:

- design and develop innovative and creative technologies, products and concepts within games, based on scientific analysis and established design methods
- research, communicate and develop concepts, theories, methods, models and solutions based on scientific analysis of games, their design and development process, and their technological foundations
- analyse, communicate, evaluate and select scientific methods, tools and theories supporting the creation of games and other playful and engaging experiences.

Subsection 3. The graduate will develop the competences to:

- initiate, manage, plan and participate in the complex and unpredictable production process of games within local and global multidisciplinary environments
- employ data-based and user research methods to evaluate, refine, assess and make decisions about prototypes and products

- reconcile the limitlessness of creative ideas with the limitations of system requirements based on established design, production and development practices
- further her skills, knowledge and competences concerning her specialisation in the field of games and other playful and engaging experiences independently and self-determinedly.

Subsection 4. Additional track specific competencies for graduates are:

Design track:

- the graduate can employ, select and adapt a range of design methods and processes to create innovative games and other playful and engaging experiences
- the graduate can apply programming and computational thinking competences to solve design-related technical challenges.

Technology track:

- the graduate can select, evaluate, discuss, apply, adapt and develop complex algorithmic and technological solutions in the field of games and game technologies.

Chapter 2

Programme Structure, Content and Programme Language

Programme Structure

Section 4. The Master of Science programme requires passes in study activities corresponding to 120 ECTS points consisting of a mandatory backbone, a specialisation, optional modules and a master's thesis.

Subsection 2. The study activities of the programme are composed of modules corresponding to 90 ECTS points and a concluding master's thesis corresponding to 30 ECTS points.

Subsection 3. Graphic overview of the Technology track and Design track programme structure is found at the IT University's online Study Guide.

Programme Content

Section 5. The mandatory backbone of the MSc study programme Games, Design track, consists of modules corresponding to 45 ECTS points within the first three terms.

Subsection 2. The specialisation of the MSc study programme consists of study activities corresponding to 30 ECTS points within the first three terms.

Subsection 3. The optional study activities of the MSc study programme correspond to 15 ECTS points within the first three terms.

Subsection 4. The mandatory backbone of the Design track consists of four modules:

1. Programming (7.5 ECTS)

The module focuses on programming techniques applicable to computer games and other interactive systems

2. Foundation (15 ECTS)

The module focuses on foundational methods for the production of games and engaging experiences, including design, prototyping, development, project management, and user testing methods.

3. Development & Design (15 ECTS)

The module focuses on the design and development of innovative products expanding game technologies, based on a structured and scientific perspective.

4. Research (7.5 ECTS)

The module focuses on research methods and the analysis of games, their history, social implications, and their culture on the basis of research-based studies.

Section 6. The mandatory backbone of the MSc study programme Games, Technology track, consists of modules corresponding to 45 ECTS points within the first three terms.

Subsection 2. The specialisation of the MSc study programme consists of modules corresponding to 30 ECTS points within the first three terms.

Subsection 3. The optional modules of the MSc study programme correspond to 15 ECTS points within the first three terms.

Subsection 4. The mandatory backbone of the Technology track consists of the following four modules:

1. Programming (7.5 ECTS)

The module focuses on programming techniques applicable to computer games and other interactive systems

2. Foundation (15 ECTS)

The module focuses on foundational methods for the production of games and engaging experiences, including design, prototyping, development, project management, and user testing methods.

3. Development & Design (15 ECTS)

The module focuses on the design and development of innovative products expanding game technologies, based on a structured and scientific perspective.

4. Research (7.5 ECTS)

The module focuses on research methods and the analysis of games, their history, social implications, and their culture on the basis of research-based studies.

Programme Language

Section 7. The MSc Games study programme is conducted in English.

Chapter 3

General Rules and Miscellaneous Regulation

Section 8. Furthermore, please refer to the IT University's rules and regulation, appendix to this curriculum.

Chapter 4

Date of Commencement and Transitional Regulations

Section 9. This curriculum comes into force 1 September 2018 and applies to all students admitted to the programme from autumn 2018.

Subsection 2. Students, who are enrolled under previous curricula, may apply to the Board of Studies ITU to complete the programme under the present curriculum if this can be done within a maximum of 120 ECTS point.

Subsection 3. When a new curriculum is published, or in the event of significant changes to this curriculum, transitional regulations will be set out in the curriculum as appendix.

Approved by the Board of Studies ITU November 22 2017.

Approved by Vice Chancellor Mads Tofte December 4 2017

