

Rev 190610 Link to Syllabus		Semester Overview Fall 2019 Terminsöversikt Speldesign HT 2019																											
Datum Date		2019-09-02 -- 2020-01-19														2019-11-04							2020-01-19						
Vecka Week		36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	1	2	3								
Year 1	Master in Game Design HSD2M	5SD300/SD300 Introduktion till spelforskning, 15 hp 5SD300/SD300 Introduction to Games Research, 15 credits														5SD301/SD301 Spelanalys: struktur, 7,5 hp 5SD301/SD301 Game Analysis: Structure, 7,5 credits							5SD302/SD302 Spelanalys: visualitet, 7,5 hp 5SD302/SD302 Game Analysis: Visuality, 7,5 credits						
	HSD2M P5130 SV HSD2M M5130ENG	Henrik Warpefelt & Patrick Prax														Adam Mayes							Steven Bachelder						
Year 1	Kandidatprogram i speldesign	5SD065/SD065 Speldesign 1- Introduktion 15 hp Game Design 1: Introduction														Mariam Forsmark (Monday Thursday)							5SD065/SD065						
		5SD400/SD400 Testdriven speldesign 1 15 hp Test-Driven Game Design 1														Misha Hiessboeck (Tuesday, Friday)							5SD400/SD400						
	Kandidatprogram i speldesign och programmering	5SD065/SD065 Speldesign 1- Introduktion 15 hp Game Design 1: Introduction														Mariam Forsmark (Monday Thursday)							5SD065/SD065						
		5SD802 /54841 Programmering C/C++ I - introduktion 5 hp 5SD802/54841 Programming with C/C++ 1					5SD803/54842 Programmering C/C++ II - algoritmer, datastrukturer och designmönster 5 hp 5SD803/54842 Programming with C/C++ 2: Algorithms, Data Structures and Design Patterns					5SD804/54843 Spelprogrammering I - datorspel i 2D 5hp 5SD804/54843 Programming 1: Computer Games in 2D																	
	HSP1K/15016 SV HSP1K/15014 ENG	Jerry Jonsson (Tuesday, Friday)					Jerry Jonsson (Tuesday, Friday)					Jerry Jonsson (Tuesday, Friday)																	
	Kandidatprogram i speldesign och projektledning	5SD065/SD065 Speldesign 1- Introduktion 15 hp Game Design 1: Introduction														Mariam Forsmark (Monday Thursday)							5SD065/SD065						
		5SD950/54844 Projekt och ledarskap 15 hp Projects and Leadership														(Tuesday, Friday)							5SD950/54844						
	HSL1K/15018 SV HSL1K/15013ENG																												
	Kandidatprogram i speldesign och grafik	5SD065/SD065 Speldesign 1- Introduktion 15 hp Game Design 1: Introduction														Mariam Forsmark (Monday Thursday)							5SD065/SD065						
		5SD509/54824 Konst i spel och spel som konst form 5 hp 5SD509/54824 Art in Games and Games as an Art Form 5 credits					5SD510/54839 Gestaltning och 2D-datorgrafik för spel 1 10 hp 5SD510/54839 Expression and 2D Graphics for Games 1 10 credits					Johan Eriksson (Tuesday, Friday)																	
HSG1K/15017 SV HSG1K/15012 ENG	Steven Bachelder (Tuesday, Friday)										Johan Eriksson (Tuesday, Friday)																		
Year 2	Kandidatprogram i speldesign	5SD066/54829 Speldesign 3 - Systemdesign Speldesign 3 -System Design														Johan Eriksson (Monday, Thursday)							5SD066/54829						
		Valbar kurs, Free Courses, Electable courses																											
	Kandidatprogram i speldesign och programmering	5SD066/54829 Speldesign 3 - Systemdesign Speldesign 3 -System Design														Johan Eriksson (Monday, Thursday)							5SD066/54829						
		5SD901/54831 Linjär algebra, trigonometri och geometri Linear Algebra, Trigonometry and Geometry					5SD901/54840					5SD805/54832 Spelprogrammering av realtidsgrafik 1 Real-time Graphics Programming for games 1							5SD805/54832										
	HSP1K/15016 SV HSP1K/15014 ENG	Mikael Fridenfolk (Tuesday, Friday)										Tommi Lipponen (Tuesday, Friday)																	
	Kandidatprogram i speldesign och projektledning	5SD066/54829 Speldesign 3 - Systemdesign Speldesign 3 -System Design														Johan Eriksson (Monday, Thursday)							5SD066/54829						
5SD952/54833 Produktutveckling för spel Product Development for games														(Tuesday, Friday)							5SD54833								
HSL1K/15018 SV HSL1K/15013ENG																													
Kandidatprogram i speldesign och grafik	5SD066/54829 Speldesign 3 - Systemdesign Speldesign 3 -System Design														Johan Eriksson (Monday, Thursday)							5SD066/54829							
	5SD515/54835 Gestaltning, 3D-modellering och texturering för spel 5SD515/54837 Expression, 3D Modelling and Texturing for Games					5SD516/54837 Gestaltning med 3D-miljöer för spel, I Expression with 3D-Environment Art for Games, I					SD516/54837																		
HSG1K/15017 SV HSG1K/15012 ENG	Camilla von Paykull (Tuesday & Friday)										Jonatan Österberg (Tuesday, Friday)																		
Campus Fristående kurser Electable courses	5SD501 /54852 3D-modellering och visualisering med ZBrush 15 hp Modelling and Visualisation with ZBrush														Alvin O'Sullivan (Tuesday & Friday)							5SD501/54852 3D							
	5SD518/54802 Gestaltning med 3D-karakterer och animation för spel 2 5SD518/54802 Expression with 3D Characters and Animations for Games 2					5SD519/54826 Gestaltning med 3D-miljöer för spel 2 Expression with 3D-Environment Art for Games 2					5SD519/54826																		
	Camilla von Paykull (Tuesday & Friday)										Jonatan Österberg (Tuesday, Friday)																		
	5SD514/54805 Gestaltning med 2D-datorgrafik för spel 3 Expression with 2D Graphics for Games 3					5SD514/54805					5SD520/54821 Concept Art 7,5 hp Concept Art					5SD520/54821													
	Pernilla Persson (Tuesday & Friday)										Leo Sandberg (Tuesday)																		
	5SD060/54803 Karaktärsdesign och representation Character Design and Representation					5SD060/54803					5SD059 /54817 Interaktivt berättande Interactive Storytelling					5SD059/54817													
	Cecilia Rodehn (Monday, Thursday)										Ernest Adams (Monday & Thursday)																		
	5SD058/54801 Speldesign i praktiken 15 hp 50% Design in Practice , 15c.														Adam Mayes (Monday Thursday)							5SD058/54801 Game							
	5SD808/54808 Nätverksprogrammering för spel 1 5SD808/54808 Network Programming for Games 1					5SD807/54800 API för spelutveckling API for Game Development					5SD807/54800																		
	Henrik Warpefelt (Tuesday & Friday)										Ulf Benjaminsson (Tuesday, Friday)																		
5SD507/54814 Grafisk design för webb 7,5 hp 5SD507/54814 Graphic Design for Web 7,5 credits					5SD506/54813 Motion Capture för spel, 7,5 hp 5SD506/54813 Motion Capture for Games, 7,5 c					5SD506/54813																			
Johan Eriksson (Tuesday, Friday)										Camilla von Paykull (Monday)																			
5SD505/54816 Visualisering med 3D-datorgrafik, 7,5 hp Visualisation with 3D Computer Graphics					5SD505/54816					5SD505/54816																			
Masaki Hayashi (Tuesday, Friday)																													
Fristående Nätbaserade kurser Electables Distance Courses	5SD061/54804 Spelutveckling för Android 5SD061/54804 Game Development for Android 7.5 credits														5SD505/54812 Visualisering med 3D-datorgrafik, 7,5 hp Visualisation with 3D Computer Graphics							5SD505/54812							
	Ulf Benjaminsson (Tuesday, Friday)														Masaki Hayashi (Tuesday, Friday)														
	5SD512/54815 Animation i 2D 1 - teori och praktik 7,5 hp 5SD512/54815 Animation in 2D 1 - Theory and Practice 7.5 credits					5SD513/54818 Animation i 2D 2 - teori och projekt 50 % Animation 2D 2: Theory and Projects					5SD513/54818																		
	Leo Sandberg (Tuesday & Friday)										Leo Sandberg																		
5SD521/54836 Motion Graphics i speldesign 7,5 hp 5SD521/54836 Motion Graphics in Game Design 7,5 hp														Alvin O'Sullivan (Thursday Friday)															
5SD809/54830 Artificiell intelligens för spelprogrammering 1 5SD809/54830 Artificial Intelligence for Game Programming 1 7.5 credits														5SD810/54828 Artificiell intelligens för spelprogrammering 2 5SD810/54828 Artificial Intelligence for Game Programming 2 7.5 credits															
Mikael Fridenfolk (Tuesday, Friday)														Mikael Fridenfolk (Tuesday, Friday)															

The last day of teaching prior to the christmas hiatus will be December 20. The first day of teaching after the christmas hiatus will be January the 7th. (teachers might still schedule activities that can be done without physical presence, between these two dates).