

COURSE REPORT – Summary of course evaluation

Background information (To be completed by the course administrator)

Course LADOK code: KD645A	Scope (hp): 15,0 hp
Course title: Play and ludic interaction	
Course coordinator: Simon Niedenthal	Number of registered students: 7
Semester in which the course is conducted: HT25	
Is the course an independent course, programme course or contract course? If the course has been completed within a programme, enter the programme name. TAIND24	

Forms of evaluation and feedback (To be completed by the course coordinator)

Formative course evaluation, for example dialogue during the course (optional): <i>Regular discussion with program leader</i>	Approx. number of students who participated in formative course evaluation(s): 2
Summative course evaluation (obligatory) <input type="checkbox"/> Only via Canvas <input checked="" type="checkbox"/> Canvas and other form <input type="checkbox"/> Only other form (written and/or oral)	Number of students who participated in the summative course evaluation: <i>All students participated in a f2f session at the final design review, 3 students participated in the survey.</i>

Student's perspective (To be completed by the course coordinator)

Summary of the students' oral and written feedback:
<p>In general, students indicated that they were satisfied with the course: <i>Good course structure overall.</i></p> <p><i>A whole week of exploring existing games really helped expand my horizons and interests in what I would want to achieve in this course. The three-week sprint, during which we created small-scale games, was a good practice in understanding the expectations as well as what works for participants and what does not.</i></p>
<p>The main concerns had to do with the course running over the holiday period: <i>Unfortunately, I would say we explored a lot of board games but not enough play interaction, which could also be very interesting. Aside from that, it's not easy to work over the Christmas break, as creating a board game requires creating and testing prototypes, which was holding us back from going forward in the project.</i></p> <p><i>The group project over the holiday break was not ideal. It was helpful to have a week at the end to finish the essay, but having only one week of group work in January was unfortunate. Moreover, even if students were in Malmö during the break, the workshop and prototyping machines were closed.</i></p>
<p>Note that this all of the students'written feedback on the course.</p>

Teacher's perspective (To be completed by the course coordinator)

Summary of the teacher's views:

This was a small cohort of students, but the course outcomes were excellent. Two of the interesting features of this edition of the course related to our collaboration with University of Zagreb students. We designed a critical game exercise for the second week of the course in which students created critical games from content generated in the previous class, Design and Eco-social futures. We also brought students from the two programs together for joint lectures and design reviews. This collaboration was very successful and appreciated.

We also had two visiting speakers, Ole Goethe and Jesper Juul, representing industry and game studies perspectives. These were appreciated by the students.

Action plan (To be completed by the course coordinator)

The underlaying analysis and the action plan should be based on a summary of the students' individual course evaluations, views from teachers in the course and the knowledge development in the research field. If identified problems are left without action, this should be motivated.

The following changes are planned in the short and long term:

PLI is ticking along nicely. We look forward to continuing the collaboration with University of Zagreb next year, and will also arrange visiting speakers on industry and game studies topics.

Remember to orally feedback the results of the course evaluation to

- the students who have completed the course evaluation
- the students of the next course round, i.e. the next time the course is given