

Detailed Programme of the International Master's in Video Games and Digital Interactive Media

	Common Core / Specialisation	Module Name	ECTS credits	Number of hours
Year 1, Semester 1	Common Core	Specialised English	6	66
		Sound Design	3	24
		Visual Design	3	24
		Interactive Media	3	24
		Game Design Workshops	3	72
		Fundamentals of Game and Level Design	3	24
		Cognitive, Social and Emotional Fundamentals	3	24
		Social Management – Law	3	24
	Game Design	IT Design and Development	3	24
	Sound Design			
	Game Art			
	UX/UR			
	Project Management			
	Game Programming	C++ Programming Language	3	24
	Total per specialisation		30	306

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Year 1, Semester 2	Common Core	Methodology and Process	6	66
		Multi-disciplinary Interactive Experience Mini-project	3	100
		Research Project	3	100
	Game Programming	IT Design and Development for Video Games 1	9	66
		IT Design and Development for Video Games 2	9	66
	Game Design	Game & Level Design	9	66
		Video Game Design Theory	9	66
	Sound Design	Sound Design Fundamentals	9	66
		Sound Design in Games	9	66
	Game Art	Image in Game Art	9	66
		Visual Design in Games	9	66
	UX/UR	Ergonomics Design Methodology	9	66
		Experimental and Statistical Methods	9	66
	Project Management	Technical and Economic Management	9	66
		Social and Human Resource Management	9	66
	Total per specialisation		30	398

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Year 2, Semester 3	Common Core	Practice of Innovation: A Collaborative Approach	3	24
		Interaction Design	9	66
		Modelling Interactions	6	48
	Game Programming	Advanced Programming	6	48
		Game Programming in Practice	6	96
	Game Design	Problems and Advanced Concepts in Game Design	6	48
		Game Design in Practice	6	96
	Sound Design	Advanced Sound Design for Games	6	48
		Sound Design in Practice	6	96
	Game Art	Game Design Seminars	6	48
		Visual Design in Practice	6	96
	UX/UR	UX/UR and Accessibility	6	48
		Putting UX/UR into Practice	6	96
	Project Management	Organisation of Production and Team Management	6	48
		Putting Project Management into Practice	6	96
	Total per specialisation		30	282

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Year 2, Semester 4	Common Core	Student Commitment	2	30
		Multi-disciplinary Video Game Development Project	6	200
		Internship abroad or in France	22	600
	Total per specialisation		30	830
Total			120	1816