Course name: 214 "Final Year Game Project" **[3 ECTS]**

Manager: Catherine Rolland, PAST Lecturer Cnam CEDRIC

Description: This course must give students the opportunity to put the lessons learned during semesters 1 and 2 into practice for the first time.

Prerequisites: Courses 101, 102 or 103, 104, 105, 106, 107, 108, 109,
(202 and 203) or (204 and 205) or (206 and 207) or (208 and 209) or (210 and 211) or (212 and 213)

Learning: Putting knowledge and skills acquired into practice, with a view to producing a playable interactive experience prototype lasting 10 minutes. These projects shall be in groups of at least 3 people.
This work allows students to acquire group working methods while making use of many of the specific tools studied in previous courses.

Assessment methods:
- First session: the prototypes are subject to assessment by a jury composed of game professionals and academics, with oral defence of the project.
- Second session: same as above, but with a smaller jury.