

## **End-of-year Multi-disciplinary Interactive Experience Mini-project**

**3 ECTS**

**Common Core**

**Year 1, Semester 2**

### **Description**

This module gives students the opportunity to put the knowledge and skills they have learnt during Semesters 1 and 2 into practice for the first time.

### **Detailed objectives**

- Put knowledge and skills acquired into practice to produce a playable interactive experience prototype lasting 10 minutes. These projects shall be completed in groups of at least 3 people.
- Acquire group working methods while making use of specific tools studied in previous modules.

### **Assessment methods**

#### **Session 1**

The prototypes are assessed by a jury composed of game professionals and academics with an oral defence of the project.

#### **Session 2**

Same as in Semester 1, but with a smaller jury.