

## **Multi-disciplinary Video Game Development Project**

**6 ECTS**

**Common Core**

**Year 2, Semester 4**

### **Description**

This course must offer students their first opportunity to produce a game in the most realistic conditions possible.

### **Detailed objectives**

Putting the knowledge and skills acquired throughout the Master's into practice, with a view to creating a vertical slice of an original game, to be presented to a jury of professionals with a view to securing financing. This course offers a real-life game-production scenario. The teams are substantial, including at least one element from each course and at least two elements from the courses Game Design, Visual Design, and Programming, each thereby forming a mini studio.

### **Assessment methods**

#### **Session 1**

The games are subject to assessment by a jury composed of game professionals and academics during several submissions, which make it possible to grade project progress.

#### **Session 2**

Same as above, but with a more restricted jury and a single submission.