

**Course name:** 402 “Internship” [24 ECTS]

**Manager:** The various course managers

**Description:** This course must offer students practical experience in a professional production or research environment.

**Prerequisites:**

**Learning:** Putting the knowledge and skills acquired throughout the Master’s into practice in real conditions for the production of developments or research relating to a video game or interactive digital media.

**Assessment methods:**

- First session: written report following specifications [50%] and oral presenting the work carried out [50%] to a jury.
- Second session: same as above, but with a more restricted jury.