

Internship in France

or abroad

22 ECTS

Year 2
Semester 4

Common Core

Description

This module gives students practical experience either in a professional production or research environment.

Detailed objectives

Students put the knowledge and skills they have acquired throughout the master's into practice in real-life conditions, either in the production or research projects relating to video games or interactive digital media.

Assessment methods

Session 1

Evaluation method	Percentage of overall mark
Written Internship Report following given guidelines	50%
Oral presentation to a jury during which the student details their internship experience	50%

Session 2

Same as above, but with a more restricted jury.