

**Course name:** 101 “English” [6 ECTS]

**Manager:** Jacques-Louis Sardin

**Description:** This course makes it possible to:

- improve oral and written skills in English in order to communicate effectively in current professional situations linked directly to the video game and interactive digital media industry through the development of skills in understanding, expression and interaction.
- set up ‘training’ in order to formalise presentations and then present them orally to an auditorium of professionals from the video game and interactive digital media industry

**Prerequisites:** None

**Learning:**

1. Improve skills in oral and written English on the basis of four complementary 4 aspects:
  - written and oral understanding,
  - written and oral expression,
  - oral interaction,
  - lexicology of the video game and interactive digital media industry
2. build stable references in English in communication situations which make it possible to work on an individual/group project (activities in collaborative model between students in small project groups).
3. examine and present specific themes in professional situations, e.g.:
  - video game background: equipment, trends, changes in platforms, etc.
  - the market and video game industry: market stakeholders, players, consumers and prescribers, figures and statistics, etc.
  - the sociological and psychological approach in video games: impact on society, les controversies, inputs, medical studies, etc.
  - current technologies: market news, legal aspects, dematerialisation, virtual and augmented realities, tenth art, innovations, player expectations, future prospects, etc.

**Assessment methods:**

**Session 1**

Evaluation on a continuous assessment basis of an oral expression task linked to a theme studied during the course [breakdown: 20% of the overall mark]

Evaluation of a final oral expression task linked to a set theme [breakdown: 40% of the overall mark]

Individual written examination in English: analysis and discussion of a subject in a field specific to video games [breakdown: 40% of the overall mark]

**Session 2**

- Same delivery as in session 1