

## Description

This module enables student to:

- Understand the importance of visual design in the field of video games and its impact in the production process.
- Establish the concepts and methods needed to analyse an audiovisual piece of work.
- Understand important elements in the field of image and video game animation.

## Detailed objectives

As part of the video game production process:

- Learn how to analyse a linear or interactive audiovisual piece of work and to interpret the various elements of image as a writing method.
- Understand the impact of your role in visual production by differentiating between classic animation and video games.

## Assessment methods

### Session 1

Group or individual project to analyse an audiovisual piece of work.

### Session 2

Individual written examination on how to analyse an audiovisual piece of work.