Course name: 204 "Game and Level Design" **[9 ECTS]**

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Description: This course presents to game designers a range of methods and techniques for game design and level design linked to ideation, design, and prototyping phases for a video game or interactive media. The lessons start by specifying the roles, activities, competences and disciplinary fields linked to game and level design, and then cover the multidisciplinary nature of video game design, particularly on the subjects of processes and communication. The lessons continue with a presentation and implementation of a range of techniques and concepts from design, game design and level design. This course also offers a first introduction to the current professional context of game designers through retrospectives of professionals.

Prerequisites: Previous participation in a game project as game designer.

Learning: Learning how to position oneself as game designer vis-à-vis one's own creation and within a multidisciplinary team. Knowing how to and being able to apply a range of game design techniques and knowing how to manage them over time to form a relevant process in relation to the current subject of creation and the restricted context of that creation. Individual design of a project, sharing a creative vision up to a first software prototyping. Being capable of presenting one's work as designer in a reflective manner.

Assessment methods:
Session 1: Individual creation project.
Session 2: Design and prototyping of a video game project from a set formulation / pitch, to be submitted in the form of a 10-page report presenting the project, the process followed and a reflective analysis implemented, accompanied by a playable prototype and a video lasting 10 minutes summarizing the report content.