Course 210

Course name: "Ergonomics Design Methodology" **[9 ECTS]**

Manager: Ludovic le Bigot, University Professor, University of Poitiers

Description: This course allows the future specialist in ergonomics applied to video games to master the tools needed to optimise players' user experience. The aim is to situate the place occupied by ergonomics in a team and a project as well as to cover user-centred design methods.

Prerequisites: Good level of knowledge in cognitive psychology and empirical methodology from the humanities and social science

Learning:

- Ability to position the practice of ergonomics within a project
- Knowledge of user-centred design methods
- An understanding of how human capacities and limitations give shape to the design of an interactive media

Assessment methods:
Session 1:
- Work submitted in tutorials
- Work to be done independently
Session 2:

- Individual written examination