

Description

This module is intended for students in the UX/UR specialisation.

This module enables students to:

- Master the tools needed to optimise players' user experience.
- Understand the role of the ergonomist in a team and a project.
- Cover user-centred design methods (UX/UR).
- Put into practise different methods (playtests, real activity analysis, interviews, questionnaires).

Detailed objectives

- Be able to conduct an interview.
- Carry out a study using a questionnaire.
- Carry out a playtest from start to finish.
- Study player activity in real situations.
- Be independent in choosing UX/UR methods.

Assessment methods

Session 1

Average mark of pieces of work submitted in practical classes.

Independent work (study/research work).

Session 2

Individual written examination.