

## Description

This module is intended for students in the Game Design specialisation.

This module aims to introduce a range of Game and Level Design methodologies oriented towards the industry, as well as new and current subjects relating to Game Design.

Students will study Game Design techniques in the industry, with an introduction to a wide range of video game design issues, rationalisation and formalisation techniques in game and level design, and links between game design and financing (e.g. drafting a document with a view to obtaining financing, links between game design and economic model).

At the same time, classes evolve each to cover up-to-date subjects in video gaming (e.g. Twitch integration, transmedia, open-world, interactive narration, serious games, pervasive gaming).

## Detailed objectives

- Understand industrial issues linked to the Game Design of video games, as well as topical issues in the industry.
- Understand and know how to apply industrial Game Design methodologies.
- Understand existing relations between an economic model and the design of a video game, and know how to integrate the implications of this in its design.

# Assessment methods

## Session 1

Evaluation method	Percentage of overall mark
Individual written file of about 10 pages summarising the portfolio of acquired skills and those still being learnt	50%
5-minute video presenting a portfolio with observations on personal and group achievements	50%

## Session 2

Evaluation method	Percentage of overall mark
Individual written file of about 20 pages summarising the portfolio of acquired skills and skills that still need to be mastered	50%
5-minute video presenting a portfolio with observations on personal and group achievements	50%