

## Description

This module enables students to:

- Gain knowledge of the fundamentals in psychology and ergonomics in order to better understand and predict different players' behaviours and needs.
- Understand theoretical knowledge of the human cognitive function and human activity through real-life examples in the field of video games or interactive media.

## Detailed objectives

- Understand that a person's behaviour and the subjective experiences they face in an interactive medium are the result of multiple complex processes which require specific concepts and methods.
- Know the major aspects of human behaviour and their involvement in the use and appreciation of an interactive medium.

## Assessment methods

### Session 1

Evaluation method	Percentage of overall mark
Individual written exam	50%
Continuous assessment during a practical class	50%

### Session 2

Evaluation method	Percentage of overall mark
Individual written exam	100%