Course name: 107 "Game Design Workshops" **[3 ECTS]**

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Description: Initiation to game design, with a holistic approach centred on practice. Initially, students discover game design free of strong technological constraints, at the very start of the year, pendant le bouillon. For instance, this first workshop is centred on the board game or the design of an escape room. Next, students discover the transverse technical tools specific to the development of entertainment video applications. For this part, students must achieve a personal result which shows their capacity to manipulate not only the tools specific to their speciality field, but also those which are generally more relevant to other specialities. Lastly, students make a video game prototype as teamwork.

Prerequisites: Basics of scripting: variables, loops, tables. Concepts of subject matter are a plus. General intuition of issues specific to the creation of video games: modelling, animation, level design, scripting.

Learning: Understanding the link between scripting gameplay. Basically operating all the tools offered by a standard game engine to create an interactive experience: scripting, physics, animation, artificial intelligence, rendering. Designing and producing all aspects of the intended experience and therefore having a global knowledge of the interactive media development tools and of a video game in particular.

Assessment methods:
Session 1: individual delivery of a mini game at the end of the first semester
Session 2: individual delivery of a mini game