

Description

This module enables students to:

- Have an introduction to Game Design, with a holistic approach centred on practice.
- Discover Game Design without large technological constraints at the very start of the year during a group project that lasts a few days (*“le bouillon”*). This first workshop may be centred on a board game or an escape room, for example.
- Discover the transverse technical tools specific to the development of entertainment video applications. They must create a personal project which shows their capacity to use not only the tools specific to their specialisation, but also those relevant to other specialities.
- Make a video game prototype in teams.

Detailed objectives

- Understand the link between scripting gameplay.
- Have basic knowledge of how to operate all the tools offered by a standard game engine to create an interactive experience: scripting, physics, animation, artificial intelligence, rendering, etc.
- Design and produce all aspects of the intended experience, therefore having a global knowledge of interactive media development tools (and in particular, of a video game).

Assessment methods

Session 1

Individual delivery of a mini-game at the end of Semester 1.

Session 2

Individual delivery of a mini-game.