

## Description

The module enables students to get out of the standard video game framework through two workshops.

The seminar 'Playability in the City' involves creating a game in 4 to 5 days which is semantically and physically located in a city. This seminar also aims to encourage joint reflection and experimentation with art school students.

The seminar 'Smart Objects' involves developing an interactive physical device, drawing on the resources of the FabLab (Angoulême) and on Arduino technology and software. It raises awareness among students of the accessibility of an interactive device. Each workshop involves phases of specification, production and delivery.

## Detailed objectives

Understand and practise the interaction design process in various fields, ranging from urban interactive installation to the video game, and from smart objects to particular accessibility situations.

## Assessment methods

### Session 1

Continuous assessment [100% of the overall mark].

### Session 2

Individual analysis of a case study [100% of the overall mark].