

**Course name:** 310-315 “Practical professional exercises according to career” [6 ECTS]

**Manager:** Catherine Rolland, PAST Lecturer Cnam CEDRIC

**Description:** This course must allow students to engage in their first game production in conditions which are as realistic as possible.

**Prerequisites:** monitoring is necessary for the first year of the Master’s, or an equivalence. This course runs in parallel to course 401

**Learning:** Application of knowledge and skills acquired over the Master’s with a view to producing a vertical slice of an original game in order to present it to a jury of professionals with the aim of securing financing. These courses correspond to monitoring by professionals and academics throughout the project and vary according to career. Advice is adapted to specific production situations, and allows students to apply the best practices in their respective fields *in situ*.

**Assessment methods:**

- First session: A final mark for a number of evaluations and exchanges throughout the implementation of the support project for these courses.
- Second session: idem, but with a smaller jury and one defence of the work.