

Multi-disciplinary Video Game**Development Project**

6 ECTS

Year 2
Semester 4

Common Core

Description

This module gives students their first opportunity to produce a game (centred around the creation of a 'Vertical Slice') in the most realistic industry conditions possible.

Detailed objectives

Students put the knowledge and skills they have acquired throughout the master's into practice by creating a 'Vertical Slice' of an original game. They will then present this to teaching staff, as well as a jury of industry professionals in the hope of securing financing.

This module offers a real-life game-production scenario with multi-disciplinary teamwork. Each project has a substantial team behind it. There is at least one student from each specialisation and at least two students from the Game Design, Game Art and Game Programming specialisations, thereby forming a mini-studio.

Assessment methods

Session 1

The video game projects are assessed by a jury made up of video game professionals and academics. There are several submissions and deadlines, which make it possible to keep track of and grade the progress of each project.

Session 2

Same as above, but with a more restricted jury and a single submission.