

Course name: 105 “Visual Design” [3 ECTS]

Manager: X

Description: This course must allow any video game professional to assess the importance of visual design in the field of video games and its impact in the production process. It establishes the concepts and methods needed to analyse a visual audio work and elements of understanding in the field of image and animation of video games.

Prerequisites: Good level of general culture, particularly in the arts. Level of English needed to read and understand someone speaking in English

Learning: As part of the process of creating a video game, the objectives are

1. On the one hand, to have methods to analyse a linear or interactive audiovisual work and to interpret the various elements of image as a writing method.
2. On the other hand, to situate the impact of one’s personal action in the stages of the production pipeline for images by differentiating between classic animation and the video game.

Assessment methods:

- First session: Group or individual work to analyse an audiovisual work.
- Second session: Written examination on the understanding of an audiovisual work.