

Course 109

Course name: "Cognitive, Social and Emotional Fundamentals" [3 ECTS]

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Description: This course gives future video game professionals knowledge of the fundamentals in psychology and neuroscience in order to better understand and anticipate player behaviour. The interventions present theoretical knowledge of human cognitive functioning while illustrating examples of applications in the field of video games or interactive media.

Prerequisites: good level of general culture; in particular, it is necessary to have elementary knowledge of how the human nervous system works.

Learning:

- Knowing that the behaviour and subjective experiences of a user faced with an interactive medium are the result of multiple complex processes which, to be understood, call for the use of specific concepts and methods
- Knowing the major dimensions of human behaviour and their involvement in the use and appreciation of an interactive medium

Assessment methods:

Session 1

- Individual written examination

Session 2

- Identical to session 1