

## Description

This course enables students to:

- Improve oral and written skills in English in order to communicate effectively in common professional situations linked directly to the video game and digital interactive media industry through the development of skills in understanding, expression and interaction.
- Regularly create presentations and then present them orally to an auditorium of professionals from the video game and digital interactive media industry.

## Detailed objectives

1. Improve skills in oral and written English centred around four complementary aspects:

- written and oral understanding,
- written and oral expression,
- oral interaction,
- terminology used in the video game and digital interactive media industry.

2. Have a solid basis of English in communication situations, making it possible to work on individual/group projects (activities in small project groups between students).

3. Examine and present specific themes in professional situations, e.g.:

- the background of video games: equipment, trends, platforms, etc.
- the video game market and industry: market stakeholders, players, consumers, figures and statistics, etc.
- the sociological and psychological approach in video games: impact on society, controversies, benefits, medical studies, etc.
- current technologies: current state of the market, legal aspects, moving to a paper-less system, virtual and augmented realities, the Tenth Art, innovations, player expectations, future prospects, etc.

# Assessment methods

## Session 1

Evaluation method	Percentage of overall mark
Continuous assessment based on an oral expression task linked to a theme studied during the course	20%
Final oral expression task linked to a set theme	40%
Individual written examination: analysis and discussion of a subject in a field specific to video games	40%

## Session 2

Same as in Session 1