

Detailed program of the Video games and interactive media (VGIM) international master's degree

The VGIM program consists of the following modules, with the colored ones corresponding to a particular Track (T) and the white ones to the Common Core (CC):

VIDEO GAMES AND INTERACTIVE MEDIA INTERNATIONAL MASTER'S DEGREE

Module Type	Six tracks or specializations						ECTS	Student Hours
	Project Management	Game Design	Game Art	Sound Design	UX / UI Design	Game Programming		
Semester 1								
CC	USMU01 English						6	66
T	US332E	US332E	US332E	US332E	US332E	USMU0B	3	24
CC	US332F Sound Design						3	24
CC	US332G Visual Design						3	24
CC	USMU02 Interactive Media						3	24
CC	US335U Game Design Workshops						3	72
CC	USMU03 Fundamentals of Game and Level Design						3	24
CC	US335T Cognitive, Social and Emotional Fundamentals						3	24
CC	US332K Social Management – Law						3	24
TOTAL							30	306
Semester 2								
CC	US332L Methodology and Process						6	66
T	US332Y	US332Q	US332U	US332S	US332W	US332N	9	66
T	US332Z	US332R	US332V	US332T	US332X	US332P	9	66
CC	UA3334 M1 Final Year Game Development Project						3	100
CC	UA333H Research Project						3	100
TOTAL							30	398

Semester 3								
CC	US3330 Practice of Innovation: a collaborative approach						3	24
CC	US335V Interaction Design						9	66
CC	US335W Modelling Interactions						6	48
T	US3336	US3333	US3335	US3334	USMU08	US335Z	6	48
T	USMU04	USMU05	USMU06	USMU07	USMU09	USMU0A	6	96
TOTAL							30	282
Semester 4								
CC	UAMU1A Student Commitment						2	30
CC	UA333J M2 Final Year Game Development Project						6	200
CC	UA333K Internship in France or abroad						22	600
TOTAL							30	830

TOTAL

120 1816

Track / Specialization module code – Semesters 1 & 2					
Project Management	Game Design	Game Art	Sound Design	UX / UI Design	Game Programming

Semester	Track Module Code	Name of the Module
S1	US332E	IT Design and Development
S1	USMU0B	C++ Programming Language
S2	US332N	IT Design and Development for Video Games 1
S2	US332P	IT Design and Development for Video Games 2
S2	US332Q	Game & Level Design
S2	US332R	Video Game Design Theory
S2	US332S	Sound Design Fundamentals
S2	US332T	Sound Design in Games
S2	US332U	The Image in Visual Design
S2	US332V	Visual Design in Games
S2	US332W	Ergonomics Design Methodology
S2	US332X	Experimental and Statistical Methods
S2	US332Y	Technical and Economic Management
S2	US332Z	Social and Human Resource Management

Track / Specialization module code – Semester 3					
Project Management	Game Design	Game Art	Sound Design	UX / UI Design	Game Programming

Semester	Track Module Code	Name of the Module
S3	US335Z	Advanced Programming
S3	USMU0A	Game Programming in Practice
S3	US3333	Problems and Advanced Concepts in Game Design
S3	US3334	Advanced Sound Design for Games
S3	US3335	Visual Design Seminars
S3	US3336	Organization of Production and Team Management
S3	USMU04	Putting Project Management into Practice
S3	USMU05	Game Design in Practice
S3	USMU06	Visual Design in Practice
S3	USMU07	Sound Design in Practice
S3	USMU08	UX / UI and Accessibility
S3	USMU09	Putting UX/UI into Practice