

Description

This module gives students the opportunity to put the knowledge and skills they have learnt during Semesters 1 and 2 into practice for the first time.

Detailed objectives

- Put knowledge and skills acquired into practice to produce a playable interactive experience prototype lasting 10 minutes. These projects shall be completed in groups of at least 3 people.
- Acquire group working methods while making use of specific tools studied in previous modules.

Assessment methods

Session 1

The prototypes are assessed by a jury composed of game professionals and academics with an oral defence of the project.

Session 2

Same as in Semester 1, but with a smaller jury.