

**Multi-disciplinary Video Game****Development Project****6 ECTS****Year 2  
Semester 4****Common Core**

## Description

This module gives students their first opportunity to produce a game (centred around the creation of a 'Vertical Slice') in the most realistic industry conditions possible.

## Detailed objectives

Students put the knowledge and skills they have acquired throughout the master's into practice by creating a 'Vertical Slice' of an original game. They will then present this to teaching staff, as well as a jury of industry professionals in the hope of securing financing.

This module offers a real-life game-production scenario with multi-disciplinary teamwork. Each project has a substantial team behind it. There is at least one student from each specialisation and at least two students from the Game Design, Game Art and Game Programming specialisations, thereby forming a mini-studio.

## Assessment methods

### Session 1

The video game projects are assessed by a jury made up of video game professionals and academics. There are several submissions and deadlines, which make it possible to keep track of and grade the progress of each project.

### Session 2

Same as above, but with a more restricted jury and a single submission.