

Internship in France or abroad

22 ECTS

Common Core

Year 2, Semester 4

Description

This course must offer students practical experience in a professional production or research environment.

Learning

Putting the knowledge and skills acquired throughout the Master's into practice in real conditions for the production of developments or research relating to a video game or interactive digital media.

Assessment methods

Session 1

Written report following specifications [50%] and oral presenting the work carried out [50%] to a jury.

Session 2

Same as above, but with a more restricted jury.