

Description

This module is intended for students in the Game Design specialisation.

This module enables students to discover a range of methods and techniques for Game and Level Design linked to ideation, design, and prototyping phases for a video game or interactive media.

Classes will:

- Specify the roles, activities, competences and disciplinary fields linked to Game and Level Design.
- Cover the multi-disciplinary nature of video game design, with a particular focus on processes and communication.
- Present and implement a range of techniques and concepts from design, game design and level design.
- Offer a first introduction to the current professional context of Game Designers through retrospectives of professionals.

Detailed objectives

- Learn how to establish oneself as a Game Designer vis-à-vis one's own creation and within a multi-disciplinary team.
- Be aware of and be able to apply a range of game design techniques and know how to manage them over time to form a relevant process in the restrictive context of the current development project.
- Individual design of a project, from sharing a creative vision to first software prototyping.
- Be capable of presenting one's own work as a designer in a reflective manner.

Assessment methods

Session 1

Individual design project.

Session 2

Design and prototype of a video game project from a prompt/pitch. It will be submitted in the form of a 10-page report presenting the project, the process and the reflective analysis implemented, accompanied by a playable prototype and a video lasting 10 minutes summarising the report content.