

## **Practical Professional Activities according to specialisation**

**6 ECTS**

**Specific to each Specialisation**

**Year 2, Semester 4**

### **Description**

This course enables students to participate in their first game production in real-life industry conditions.

### **Detailed objectives**

Application of knowledge and skills acquired over the master's degree to produce a Vertical Slice of an original game, which will be presented to a professional jury with the aim of securing financing.

These modules correspond to monitoring by professionals and academics throughout the project, which varies according to specialisation. Advice is adapted to specific production situations and allows students to apply the best practices in their respective fields.

### **Assessment methods**

#### **Session 1**

A final overall mark evaluating several evaluations and exchanges, and ultimately the implementation of the support given throughout the project.

#### **Session 2**

Same as in Semester 2, but with a smaller jury and only one oral defence.