

## MODULES DESCRIPTIONS • YEAR 3

### INTERNATIONAL PROGRAM • SEMESTER 2

#### MODULES DESCRIPTIONS - YEAR 3 INTERNATIONAL PROGRAM - SEMESTER 2 25/26

Digital Media Design		
COMPULSORY CLASSES	HOURS	ECTS
<b>Digital arts</b> Exploration of digital and visual tools for the personal project. Using graphic tablets, virtual reality in visual arts.	20	2
<b>Technology and materials</b> Research and experimentation of different technologies for the personal project.	18	2
<b>Tools and digital language</b> Using different tools and language for a diploma project. Students learn to use UNREAL, a 3D real time tool.	20	2
<b>Techniques and skills (UI Design)</b> Graphic design skills applied to digital interfaces.	18	2
<b>Circular design Workshop</b> Workshop focussing on sustainable development and eco design in multidisciplinary groups.	28	3
<b>Short project</b> Project based on a given research question without any particular context (related to technology, society, art etc).	32	4
<b>Digital workshop</b> Students work on a given subject for one week	28	3
<b>Personal Project</b> Design and development phases of the MADE project. Students chose their own subject.	88	8
<b>TOTAL</b>	<b>252</b>	<b>26</b>
OPTIONAL CLASSES	HOURS	ECTS
<b>FRENCH LANGUAGE AND CULTURE</b>	20	4