



MASTER IN GAME DIRECTION

Training Program

Program Director & Coordinator

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M1GD Program

1st year of the Degree

Year Curriculum

UV01 - Player Psychology

UV02 - Creative Direction

UV03 - Gamification / Serious Games

UV04 - Game Economy Design

UV05 - Narrative design

UV06 - 2D Level Design Project

UV07 - Technical design

UV08 - Master's Project: Breakthrough

UV09 - Master's Project: Concept Development

UV10 - Narrative design project

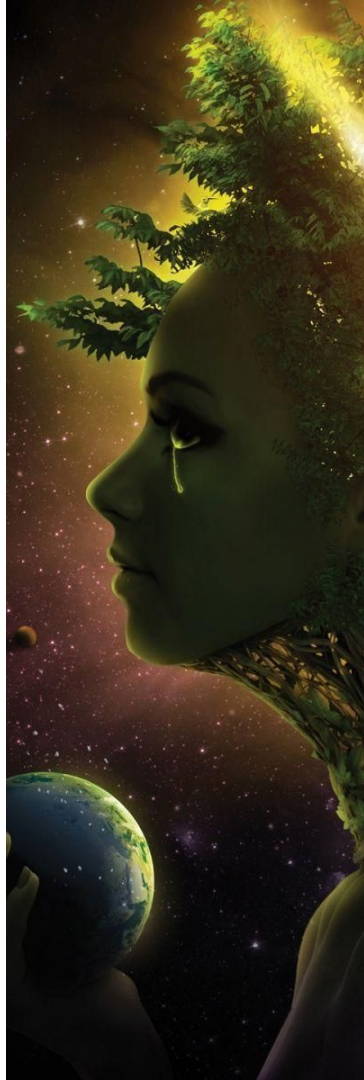
Purpose

UV01

PLAYER PSYCHOLOGY

Description

The Player Psychology module explores how cognition, perception, attention, and emotions influence the player experience. Students learn to leverage these psychological dimensions to design more engaging and impactful games.



Objectives

- 1 Understand player psychology**
- 2 Explore the concepts of cognition, perception, and emotion**
- 3 Use case: survival horror genre**
- 4 Design game experiences that take these dimensions into account**

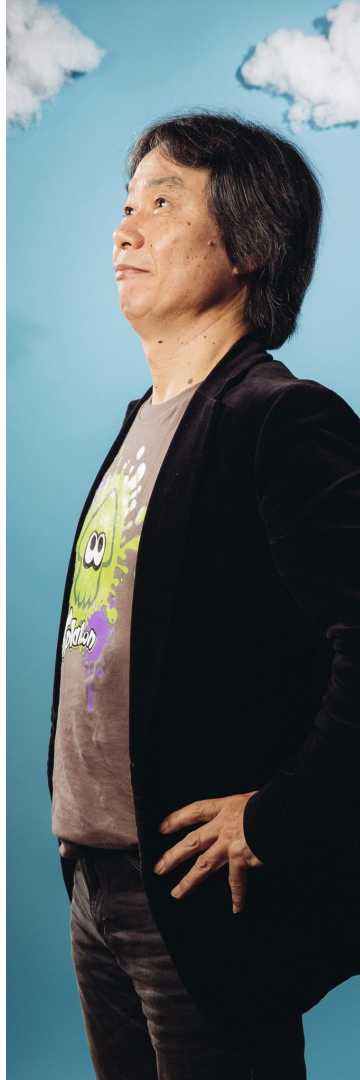
Purpose

UV02

CREATIVE DIRECTION

Description

The Creative Direction module encourages students to adopt a broader perspective on game creation. As creative leaders, they are required to establish a strong vision for a video game project and maintain that vision throughout development.



Objectives

- 1 Position oneself as an innovative creative professional**
- 2 Define a strong vision**
- 3 Understand video games as a multidisciplinary medium**
- 4 Maintain creative direction throughout development**

Purpose

UV03

GAMIFICATION / SERIOUS GAMES

Description

The Gamification and Serious Games module combines the engaging aspects of games with the constraints and objectives of the real world. It provides the tools and methodologies needed to design serious games and gamified experiences that serve a specific purpose.



Objectives

- 1 Discover serious games**
- 2 Discover gamification**
- 3 Practice new design frameworks and methodologies**
- 4 Link design with real-world objectives**

Purpose

UV04

GAME ECONOMY DESIGN

Description

The Game Economy Design module introduces students to the emerging role of the economy designer. Students explore the mechanisms behind in-game economies and learn how to design games around specific business and monetization models.



Objectives

- 1 Analyse video game business models**
- 2 Design clear and effective monetization systems**
- 3 Apply the ARM funnel framework**
- 4 Balance and optimize monetization**

Purpose

UV05

NARRATIVE DESIGN

Description

The Narrative Design module adds a new dimension to game design. After exploring interactivity, level design, and difficulty management, students focus on the narrative layer and its role in shaping meaningful player experiences.



Objectives

- 1 Develop interesting stories**
- 2 Design narrative content**
- 3 Build compelling protagonists through strengths and weaknesses**
- 4 Engage and influence player emotion**

Purpose

UV06

2D LEVEL DESIGN PROJECT

Description

The 2D Level Design Project module takes level design studies further by focusing on the specific challenges and opportunities of 2D environments. Students learn to collaborate on level design projects while using Unity and its 2D Game Kit.



Objectives

- 1 Practice 2D level design**
- 2 Collaborate with other level designers on a Metroidvania project**
- 3 Advanced use of RLD framework**
- 4 Deepen proficiency in Unity**

Purpose

UV07

TECHNICAL DESIGN

Description

The Technical Design module introduces students to the emerging role of the technical designer. The goal is to combine creative design with technical tools in order to prototype, test, and refine gameplay mechanics.



Objectives

1

Discover the technical design

2

Use creative technical tools

3

Deploy technical solutions to try new concepts

4

Deepen Unity expertise

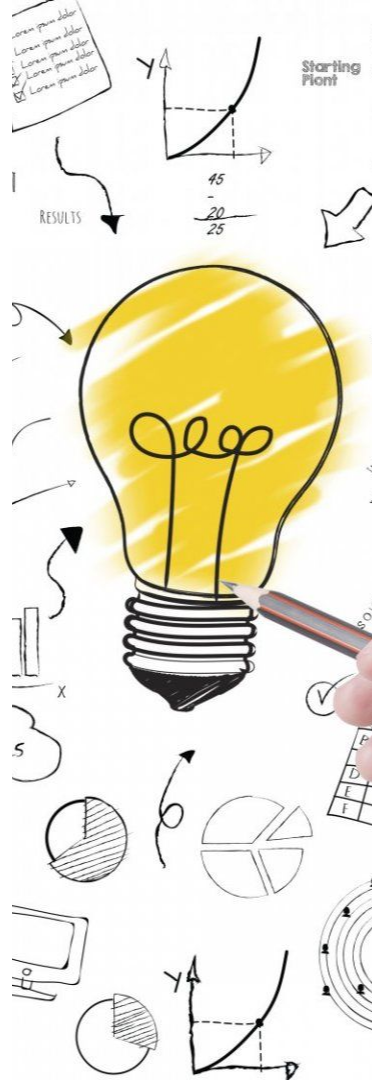
Purpose

UV08

MASTER'S PROJECT BREAKTHROUGH

Description

The Master's Project: Breakthrough module marks the beginning of a video game project that will span eighteen months. At this stage, the creative work is individual and focuses on identifying a compelling and innovative game concept.



Objectives

- 1 Apply advanced creativity techniques and methodologies
- 2 Develop a breakthrough
- 3 Learn to pitch ideas effectively
- 4 Successfully pass the Breakthrough Gate (BG) milestone

Purpose

UV09

MASTER'S PROJECT CONCEPT DEVELOPMENT

Description

The Master's Project: Concept Development module continues the project initiated earlier in the year, this time within a team setting. The various dimensions of the project are defined, documented, prototyped, and validated.



Objectives

- 1 Collaborate on an ambitious project**
- 2 Document its various aspects**
- 3 Prototype the different dimensions of a game project**
- 4 Successfully complete the Kick-off Meeting (KOM) milestone**

Purpose

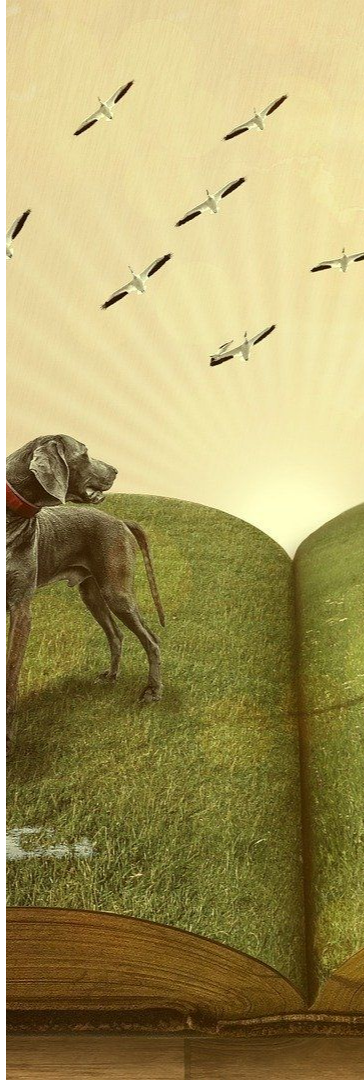
UV10

NARRATIVE DESIGN PROJECT

Description

The narrative needs of the video game are defined.

Students use new methods and tools to clarify and strengthen the project's narrative foundations.



Objectives

1

Clarify the narrative vision

2

Structure the story and plot

3

Develop and analyze antagonists

4

Apply professional writing workflows and narrative production methods

M2GD Program

2nd year of the Degree

Year Curriculum

UV01 - Producing: Macro Management

UV02 - Advanced Design Documentation

UV03 - Master's Project: Pre-Production

UV04 - Producing: Micro Management

UV05 - Sound design

UV06 - Ergonomics and UX Design

UV07 - Master's Project: Production

UV08 - Storytelling

Purpose

UV01

PRODUCING: MACRO MANAGEMENT

Description

This module explores video game production techniques and the responsibilities of a Producer. Particular attention is given to high-level planning and the three pillars of project management: Product, Plan, and People.



Objectives

- 1 Revisit the stages of video game production**
- 2 Discover producing**
- 3 Apply the 3P (Product, Plan, and People)**
- 4 Implement tools for high-level project tracking and planning**

Purpose

UV02

ADVANCED DESIGN DOCUMENTATION

Description

This module expands upon previous documentation practices by introducing more advanced methods for managing design and creative documentation.



Objectives

- 1 Produce advanced documentation
- 2 Apply the Creative Canvas framework
- 3 Prototype through documentation
- 4 Iterate effectively on design and production documents

Purpose

UV03

MASTER'S PROJECT: PREPRODUCTION

Description

This module serves as a project-monitoring milestone leading to the First Publishable Prototype (FPP). The objective is to demonstrate that the team is capable of developing a complete game by delivering a representative portion of the final experience and securing approval to proceed with full production.



Objectives

- 1 Ship a vertical slice**
- 2 Define the production scope**
- 3 Apply project monitoring and production tracking practices**
- 4 Successfully pass the milestone**

Purpose

UV04

PRODUCING: MICRO MANAGEMENT

Description

The Producing: Micro Management module explores production techniques from a more operational perspective. Agile methodologies are introduced, with a particular focus on Scrum and day-to-day production management.



Objectives

- 1 Understand Agile methodologies
- 2 Implement a Scrum workflow
- 3 Use tracking tools
- 4 Address localization and bug-tracking processes

Purpose

UV05
SOUND DESIGN

Description

The Sound Design module provides the knowledge and tools required to identify, create, and integrate audio elements into multimedia productions. Particular emphasis is placed on understanding its impact on the overall user experience.



Objectives

- 1 Explore sound design principles and psychoacoustics**
- 2 Design the audio aspects**
- 3 Link sound with visual**
- 4 Practice audio editing tools**

Purpose

UV06

ERGONOMICS / UX DESIGN

Description

This module examines the criteria and methodologies required to achieve the intended user experience. Students learn how to evaluate, improve, and refine player interactions through dedicated UX and usability tools.



Objectives

- 1 Define ergonomic criteria
- 2 Conduct playtests using advanced methodologies
- 3 Ensure the quality of the user XP
- 4 Design onboarding processes

Purpose

UV07

MASTER'S PROJECT: PRODUCTION

Description

This module concludes the team-based video game development project initiated during the first year of the Master's program.

Students progress through major production milestones—including Alpha, Beta, and Gold Master—in preparation for the final jury presentation.



Objectives

- 1 Apply the best practices acquired throughout the program**
- 2 Ship the game in its final state**
- 3 Deliver a completed project on schedule**
- 4 Successfully reach the Alpha, Beta, and Gold Master milestones**

Purpose

UV08
STORYTELLING

Description

The Storytelling module focuses on techniques for enhancing and communicating content through narrative devices and emotional engagement.



Objectives

- 1 Use the power of storytelling**
- 2 Develop a communication plan**
- 3 Create an introductory cinematic sequence**
- 4 Produce a video game trailer**

Special thanks to our mentors

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