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Interested in project-based learning, research and videogames? New option taught in English for third-year students

Following a trial in 2022-23, the Faculty of Languages and Communication is planning to offer an experimental module on videogame studies to third-year students in 2023-24. The module is called “**Applied Research in Interactive Narratives**” and is co-funded by the RITM regional teaching innovation program and by the FORTHEM alliance. (*Approval to open the module in 2023-24 is subject to confirmation of funding and will be confirmed as soon as possible.*)

The module will be taught in English, mainly online, and will be offered to LEA and LLCER English students entering their third BA year at the University of Burgundy as well as to students from other universities in the FORTHEM alliance. It will run for 2 semesters and is worth 6ECTS per semester.

For UB students, the module will be integrated into current degree programs: as a UE1 option replacing English language classes in LEA or as a UE5 option in LLCER. For more information, please see your *fiche filière* available at <https://langues-communication.u-bourgogne.fr/>

All students will follow classes, at least partly online, and will be graded on the basis of a personal project (Semester 5) and a short thesis linked to the project (Semester 6). Students will work with a tutor over the course of the year and will be expected to apply what they have learned in class to their practical game design/development project and to their research dissertation. See below for breakdown of classes.

The number of places is limited and students will be required to show that they (a) have a sufficient level of English and (b) are interested in the field of videogame studies and preferably have some idea of a possible research project. If you are interested or potentially interested, please fill in the online form available at <https://forms.office.com/r/SMtYJMKCQh>

We will contact interested students before the summer break with more information. Filling in the form does not mean that you commit to the module or that you are guaranteed a place: enrolment will be confirmed when the academic year begins in September. If you have any other queries, please contact will.noonan@u-bourgogne.fr.

Semester 1 (September>December)	Course	Contact hours	ECTS	Evaluation (session 1)	Evaluation (resit)
Applied research in interactive narratives	Creative writing and interactive storytelling	12		Satisfactory participation	Personal project
	Game design and development (1)	12		Satisfactory participation	
	Serious games and e-learning	8		Satisfactory participation	
	Project tutoring	12		Project (continuous assessment)	
Total		44	6		
Semester 2 (January>April)	Course	Contact hours	ECTS	Evaluation (session 1)	Evaluation (resit)
Applied research in interactive narratives	UX design and accessibility	12		Satisfactory participation	Dissertation (revised)
	Game design and development (2)	12		Satisfactory participation	
	Designing for clients: games for specific purposes	8		Satisfactory participation	
	Research seminars and dissertation supervision	12		Dissertation (continuous assessment)	
Total		44	6		