



ESSCA



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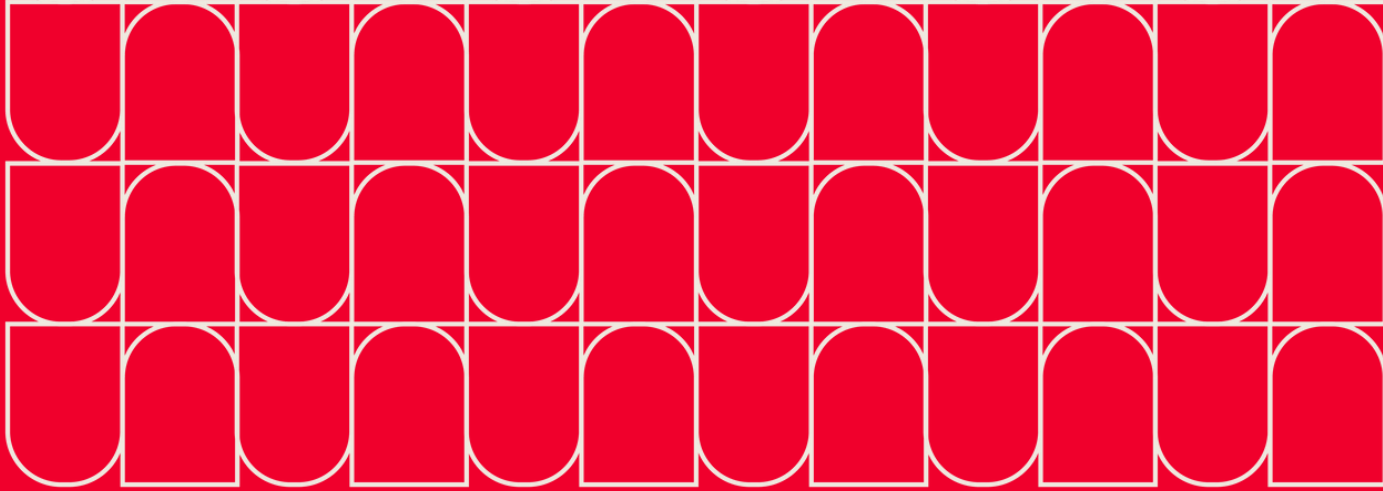


UNLOCK THE POWER OF PLAY AND PAVE YOUR PATH TO
SUCCESS IN THE VIDEO GAME INDUSTRY!

JUNE 15TH - JULY 3RD 2026

2026
SUMMER





Introduction to ESSCA

ESSCA in a few words

Founded in 1909, ESSCA School of Management prepares its students through a five-year programme to become managers in marketing, finance, and management in an international environment.

One of the post-secondary business school with international accreditation, ESSCA has been granted five « labels » of excellence: Conférence des Grandes Écoles, the Master’s degree, the EPAS certification, the AACSB accreditation and the EQUIS accreditation. In 2025, ESSCA ranked 68th in the Financial Times ranking.

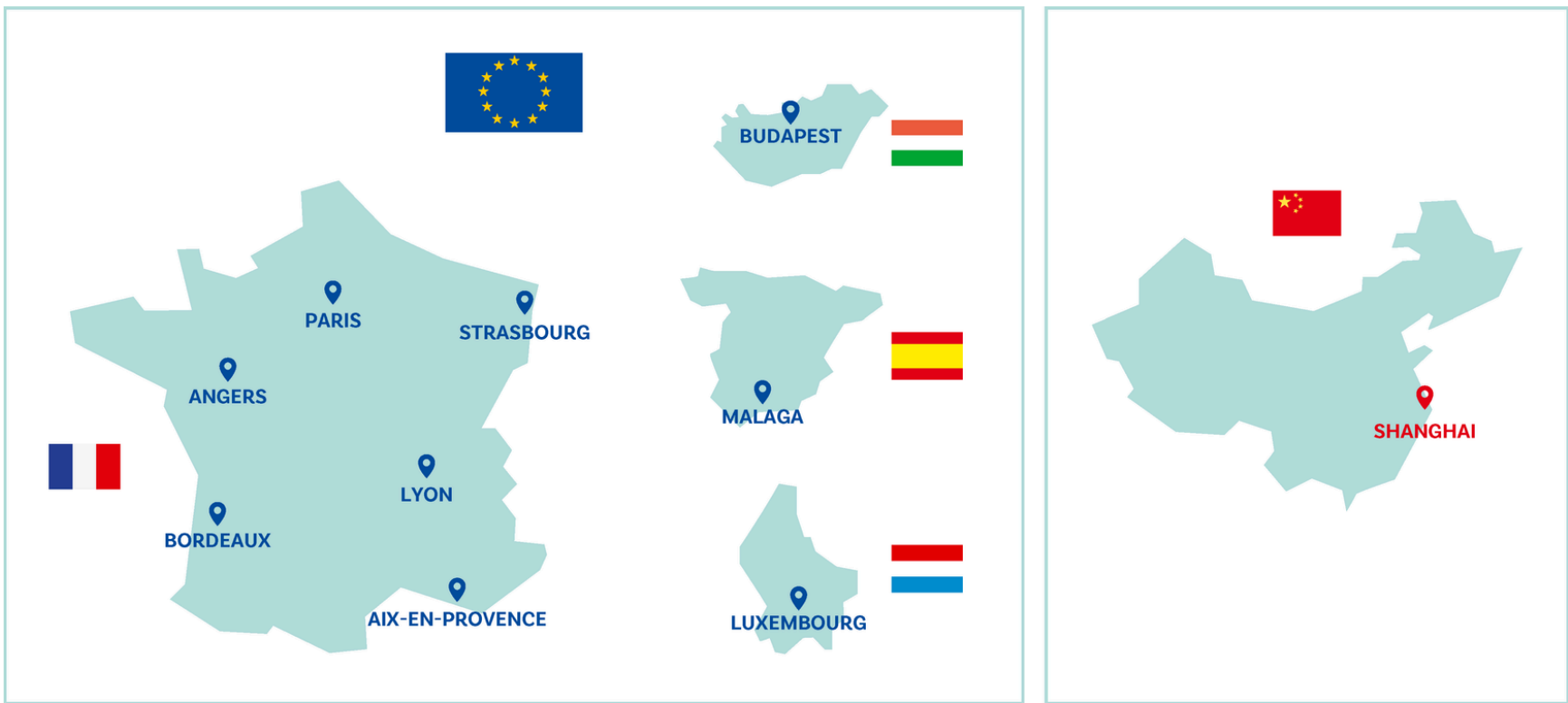
ESSCA offers international programmes on 10 sites: Angers, Paris, Aix-en-Provence, Strasbourg, Malaga, Luxembourg, Budapest and Shanghai, along with a network of 250 partners universities in 54 countries.

At present, the school works with some 3,000 companies.



ESSCA: Creating Futures

In the top 1% business schools worldwide



ESSCA key figures

Key Figures – 2025/2026



7 800

Students in undergraduate and lifelong learning programmes



3 000

Corporate partners



+ de 500

Staff and faculty



190

faculty



22 800

alumni



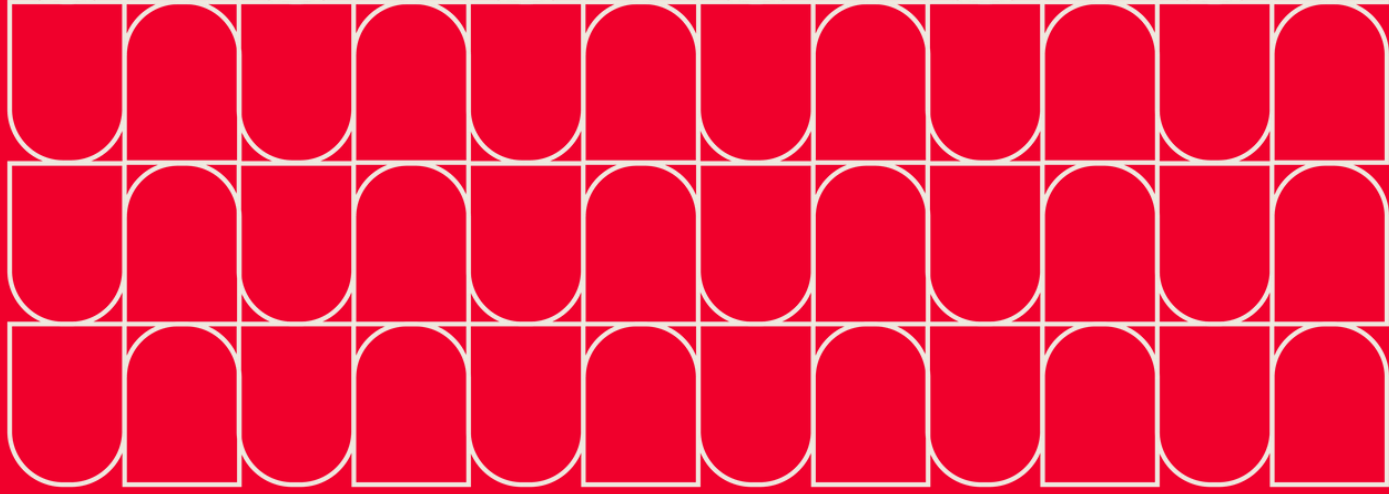
A network of partner universities in

54 countries



10

campuses



Presentation of the Programme

The Programme



- ▶ Intensive 3-week programme
- ▶ Entirely taught in English
- ▶ Open to undergraduate and postgraduate students
- ▶ Offers a multicultural learning environment which develops cross-cultural skills
- ▶ Proposes a deep dive into the video game industry
- ▶ Includes field trips to video games museum, events, and companies as well as cultural and social events (boat tour, guided tour)
- ▶ 12 ECTS (6 per course) - 6 US credits
- ▶ 90h of study:
 - 72h of courses, including field trips
 - 18h of unsupervised work

Teachings

Management of the video games industry

12 ECTS: 72 hours face to face + 18 hours of unsupervised work

This course proposes a deep dive into the video game industry. Participants will gain insight about video game development and learn about the different business models and strategies adopted by successful companies. The course will empower students' journey through the dynamic world of video games with a heightened understanding and tangible skills that leave a lasting impact on their career.

Course Content

- The video game industry
- Business models and partnerships
- Video game project management
- Sales and marketing strategies
- Social media and influencer management
- Event management
- Data analysis
- Funding and monetization

Field Trips

- OXO video game museum
- Home of Giants
- Owo games
- National Digital Content Pole

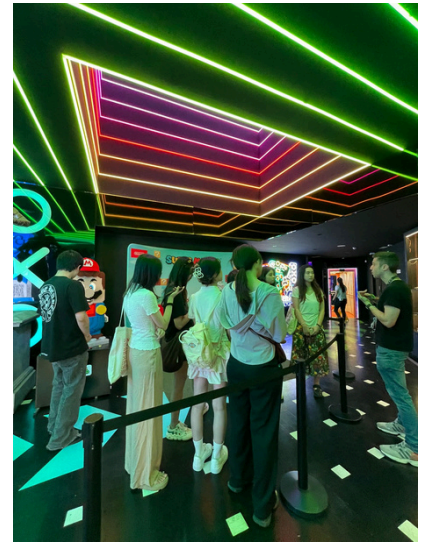
Extra-curriculum



- ▶ Cultural visits
- ▶ Boat tour of the Port of Malaga
- ▶ Hiking experience
- ▶ Welcome & farewell dinners

Key dates

- ▶ Nomination: 1st of April
- ▶ Application deadline: 15th of April
- ▶ No refund after the 29th of April
- ▶ Programme starting date: 15th of June
- ▶ Programme ending date: 3rd of July
- ▶ After the application deadline, please check directly with us if there are still places available



Practical Information

Visa

For participants from non-European countries, a student visa cannot be granted for Spain. Most students should however be able to apply for short-stay visa. Please ask your local study abroad advisor.

International health insurance

Valid international health insurance or travel insurance covering hospital care and repatriation is required to fulfil your registration on the Summer Programme.

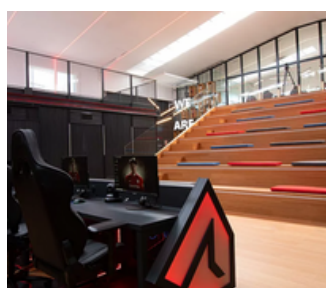
Please send us a copy with your application and make sure your document is written either in French or English.

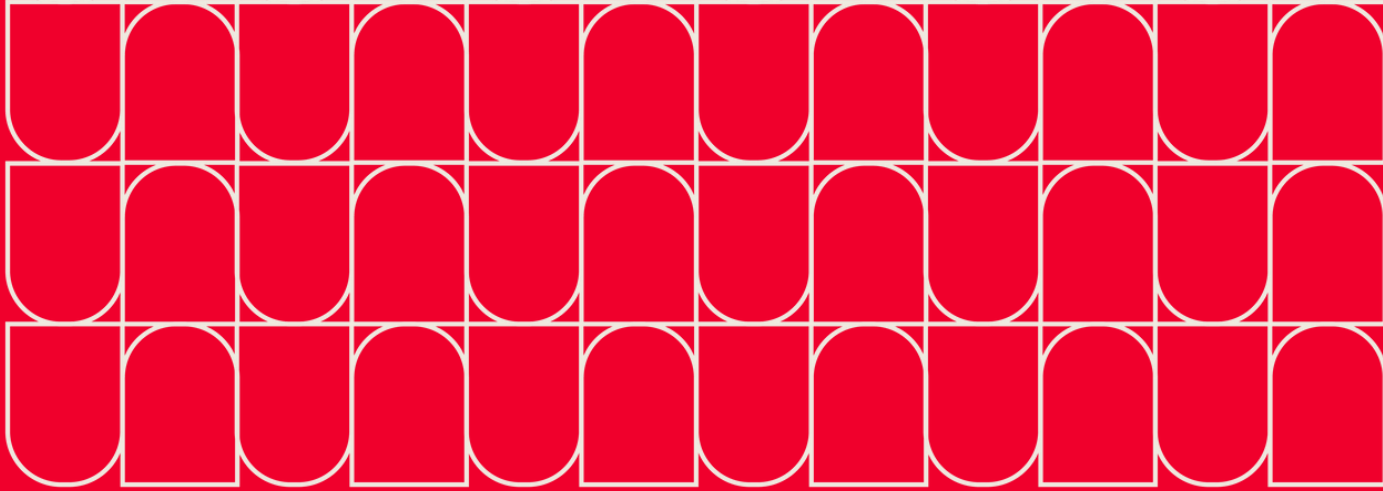
Class time and textbooks

Generally, students will have up to six contact hours per day. These contact hours also include those of the field visits which are directly subject-related. Students will not need to use particular textbooks. All material is provided by the lecturers, but a laptop is highly recommended.

The Campus

- ▶ The Video Game Factory (Fábrica del Videojuego - EVAD) is a pioneering campus that serves as a boost for the video game industry, with a total area of 8,000m² equipped with the latest technological innovations, dedicated to entrepreneurship and training
- ▶ Students and entrepreneurs have access to a library with works of reference in the industry, a recording and sound studio equipped with the best software on the market, a set and Chroma Key Studio or an esports room with the latest generation of gaming computers.





Practical information

—Accommodation Recommendations

Accommodation is not provided as part of the Summer Programme in Malaga. However, we encourage students to book their stay early and explore the following options:

- Short-Term Rentals: *Platforms like Airbnb, Booking.com, or Spotahome offer a wide range of furnished apartments and studios.*
- Hostels & Guesthouses: *For budget-friendly options, consider hostels.*
- Student Residences: *Malaga offers several student-friendly residences such as Livensa Living Málaga, Micampus Málaga or CESUR Suites. These are safe, and offer often short-term stays during the summer.*

Look for accommodation either near the campus (Fábrica del Videojuego - EVAD) or in the city center, ensuring it has convenient access to public transport for an easy commute to the campus.

Fees

Normal fee: EUR 2 500

Exchange discounted fee*: EUR 1 700

Included

- ▶ Courses and course material
- ▶ Welcome and farewell social events
- ▶ Lunches from Monday to Friday
- ▶ A 55€ non refundable administration fee

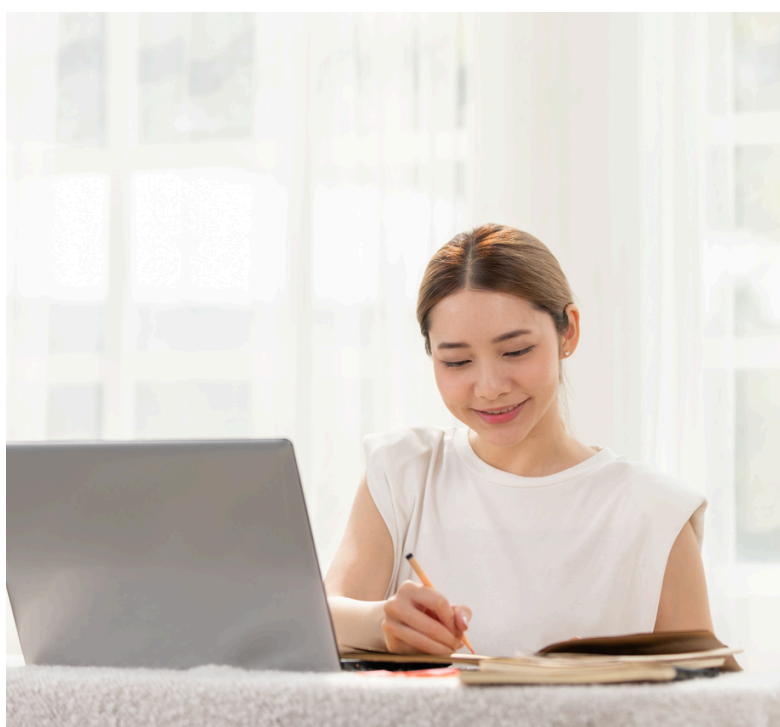
Not included

- ▶ Personal expenses
- ▶ Meals except for the above-mentioned
- ▶ Public transportation
- ▶ Accommodation

*To benefit from the exchange rate, you must be nominated by your home university



Entry Requirements



- ▶ Students must have undertaken at least 1 year of undergraduate study at their home institution
- ▶ Students must be able to attend lectures, ask and answer questions, give presentations and write formal assignments in English (roughly equivalent to a score of 80 on the TOEFL® iBT)
- ▶ Space limited, waiting list possible
- ▶ Applications will be processed on a “first come, first served” basis, including nomination



ESSCA

SCHOOL OF
MANAGEMENT

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ESSCA Malaga

We look forward to seeing you!

Creating Futures



AACSB, AMBA, and EQUIS
accredited

Associate member
of UCO (Université Catholique
de l'Ouest)

Member of FESIC and
Conférence des Grandes
Ecoles

EESPIG certified



2026 SUMMER