

International Master's degree

Video Games and Digital Interactive Media



Diploma issued by the French
Ministry of Higher Education
EQF (European Qualifications
Framework) Level 7



6 tracks:

Game Art, Game Design,
Game Programming,
Project Management,
Sound Design and UX/UR



Compulsory four to
six-month internship
in France or abroad



Programme taught in English
English language-support
programme and French
classes included in the fees



2 video game development
team projects



1 week experiencing
French culture in Paris

This diploma is only available via inter-institutional agreements. It is not open to individual applications.

A few words from our Director



Professor Axel Buendia

I'm very proud to be the Director of one of the world's leading video game schools.

At Enjmin, we have over twenty years of experience and boast project-orientated teaching methods, tracks in all video game development fields, strong ties with both French and international industries, and a worldwide network of alumni. All these factors help our school rank among the best Higher Educational Institutions.

The International Master's programme offers the opportunity to spend two years studying in the magnificent city of Angoulême (France), all while being surrounded by students and artists from around the globe.

You'll work as part of a team developing video game projects, many of which have been nominated for prestigious awards in previous years. Here, you have the unique opportunity to create and innovate.

Our institution is backed by several research laboratories, giving students the possibility to study at doctorate level.

Enjmin offers an unrivalled work environment, from our high level of care for our students to our extensive network of businesses and partners. With this new degree programme, I look forward to welcoming even more students from all walks of life, thereby further enriching the school's sense of diversity and inclusion.

Why study with us?

Over the past twenty years, Enjmin has established its reputation as the foremost French National School of Video Games and Digital Interactive Media, training artists, designers and researchers alike. We are the only establishment in the country to offer 6 tracks that work together.



2D, 3D, XR and immersive technologies

**Established in 2001:
two decades of success!**

**Very close ties with
the gaming industry**

**96% employment rate
(2 years after graduation)**

**On-site incubator
programme
all4GAMES**

Top-level international partnerships



CGL
Cologne Game Lab
**Technology
Arts Sciences**
TH Köln

Exclusive collaborations with renowned associates



They've all welcomed our students...



SQUARE ENIX



BANDAI NAMCO

QUANTIC DREAM

**ASOBO
STUDIO**

**ARKANE
LYON**

GAMELOFT

**FOCUS
ENTERTAINMENT**

**AMPLITUDE
STUDIOS**

**DON'T
NOD**

**SHIRO
GAMES**

**KT
KVLATONN**

VIRTUOS

**BULMARK
STUDIOS**

**eden
GAMES**

**G4F
PROD**

DIGIX ART

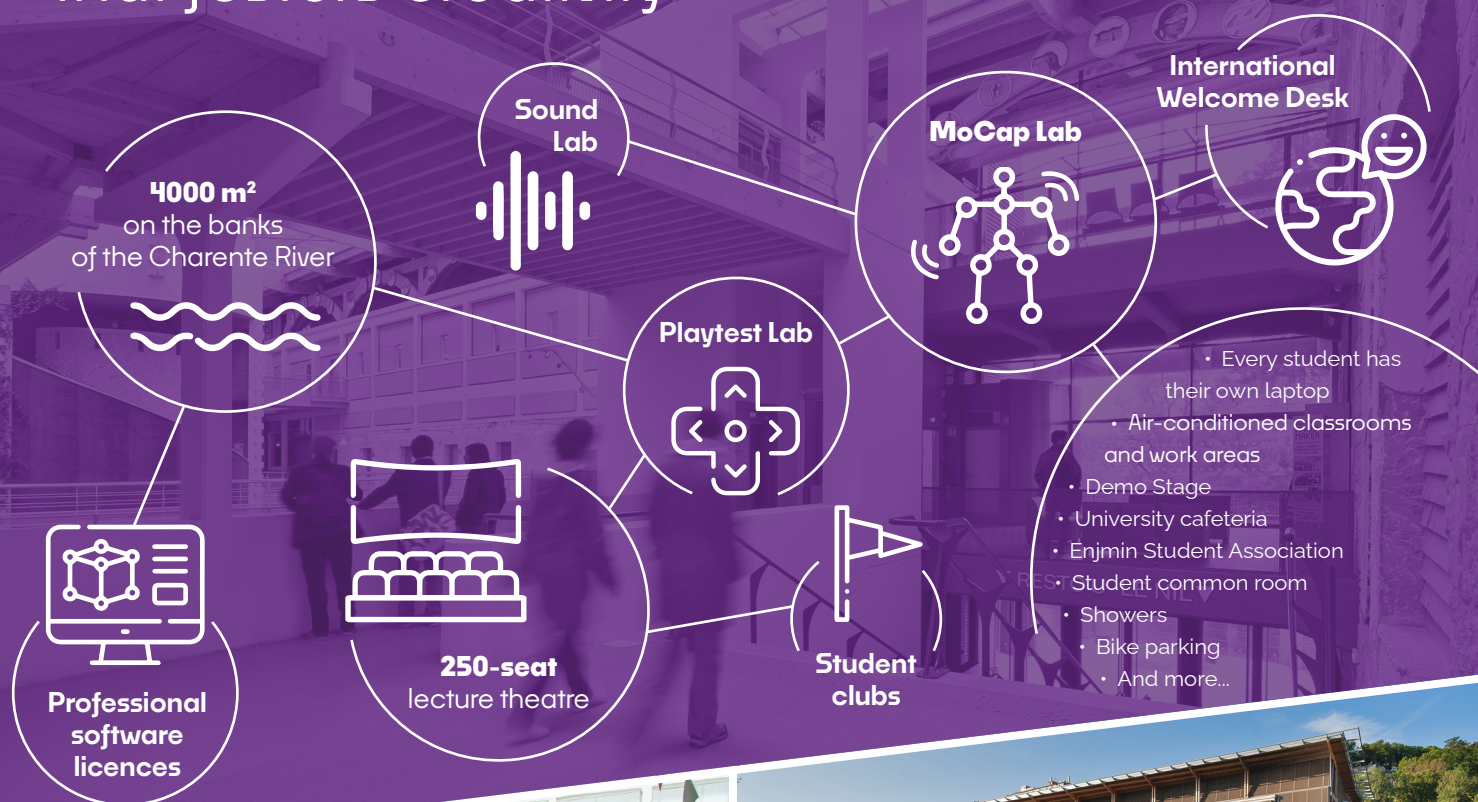
Study in Angoulême...



The city is known as the International Capital of Comic Strips and is classified as a UNESCO Creative City. Visual arts are the beating heart of Angoulême!



A unique environment that fosters creativity

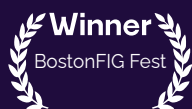


Central Atrium



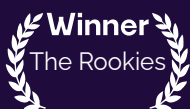
Video Game Workstation

Awards for Enjmin's student projects



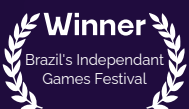
Winner

BostonFIG Fest



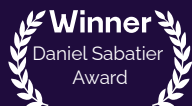
Winner

The Rookies



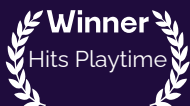
Winner

Brazil's Independant Games Festival



Winner

Daniel Sabatier Award



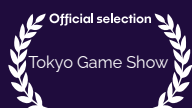
Winner

Hits Playtime



Official selection

Indiecade



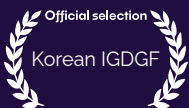
Official selection

Tokyo Game Show



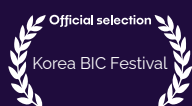
Official selection

Alt.Ctrl.GDC



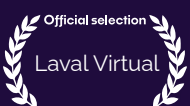
Official selection

Korean IGDGF



Official selection

Korea BIC Festival



Official selection

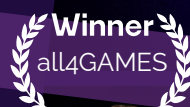
Laval Virtual



Official selection

Strasbourg's Indie Game Contest

WHERE DO
Dead malls
GO?



Winner

all4GAMES



Over 160
awards and
nominations



Winner

Pégases

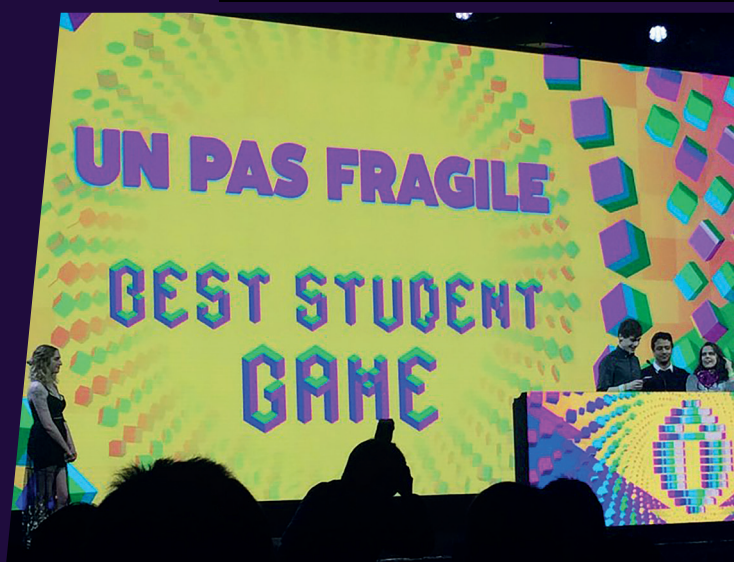


Acclaimed
national and
international
competitions



Winner

Independent Games Festival



The International Master's degree programme

- A programme to specialise in video game design and development, whether it be for independent projects or AAA blockbuster studios
- French know-how in an intercultural environment
- 100% in-person classes taught in English by distinguished academics and industry professionals
- Masterclasses and professional conferences delivered by renowned industry experts
- A common core of classes to learn the basics of the other tracks
- **3 tracks offered for the first cohort:** Game Art, Game Design, Game Programming
- **6 tracks offered for the subsequent cohorts:** Game Art, Game Design, Game Programming, Project Management, Sound Design, UX/UR
- **2 key video game development team projects**, bringing together students from all tracks, which are presented to a panel of international industry professionals and academics

A programme modelled on the real methodology used in the game industry

YEAR 1

Semester 1

Common core classes for all 6 tracks allowing students to gain knowledge and understanding of the constraints in the different professions involved in the development of interactive media

Semester 2

In-depth classes in the student's pre-chosen track

Multi-disciplinary Digital Interactive Experience Mini-project

YEAR 2

Semester 3

Continuation of in-depth classes by track

Multi-disciplinary Video Game Development Project (centred around the creation of a "Vertical Slice")

Semester 4

Compulsory four to six-month internship in a video game studio or research laboratory in France or abroad



All our students' video games (and more) are playable on itch.io!



enjaminbundle.itch.io

Registration fees: **€17,000 per year**

University International Relations Departments who are interested in collaborating are invited to contact us at internationalmaster.enjmin@lecnam.net

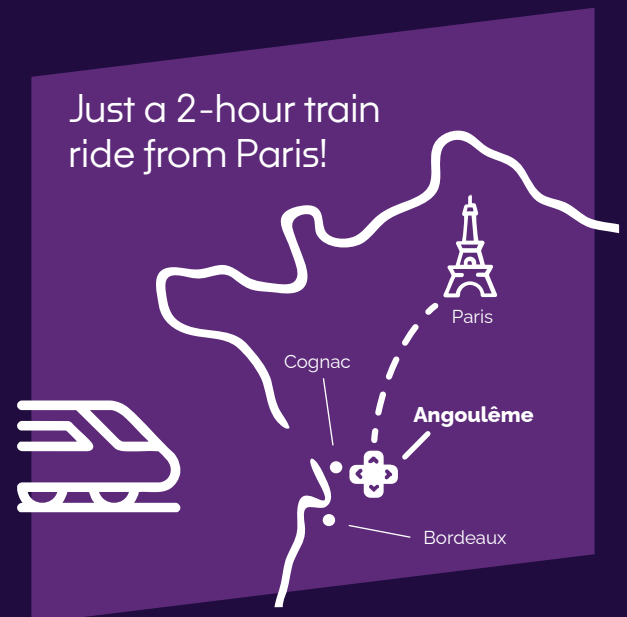
Video Gaming is the Number 1 Cultural Industry in the 21st Century

A global market bigger than film, television or music!

Application Process

This diploma is only available via inter-institutional agreements. The selection process for the September intake starts in December of the previous year and will be directly communicated to each of our partners.

- **Academic requirements:** bachelor's degree or equivalent
- **Entry requirements:**
 - **Administrative file:**
 - Proof of ID (Passport, National ID card, etc.)
 - Proof of current enrolment at a Higher Education Establishment OR a bachelor's degree certificate
 - **Track-specific application:**
 - CV
 - Motivation letter
 - Selection of personal artwork pieces
 - Creative Dossier (document demonstrating the candidate's ability to innovate by creating a game/interactive experience based on a specific theme)
 - **English-language requirements:** Online written test from Enjmin or existing proof of language level [TOEFL iBT (80 or above), IELTS (6.5 or higher), TOEIC (785 minimum)]
 - **30-minute remote interview**



Contact us

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internationalmaster.enjmin@lecnam.net



enjmin-en.cnam.fr

Enjmin is supported by

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HEVGA

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