

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 specialisations:

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

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, specialisations 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 specialisations 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	
Exclusive collaborations with renowned associates	

They've all welcomed our students...



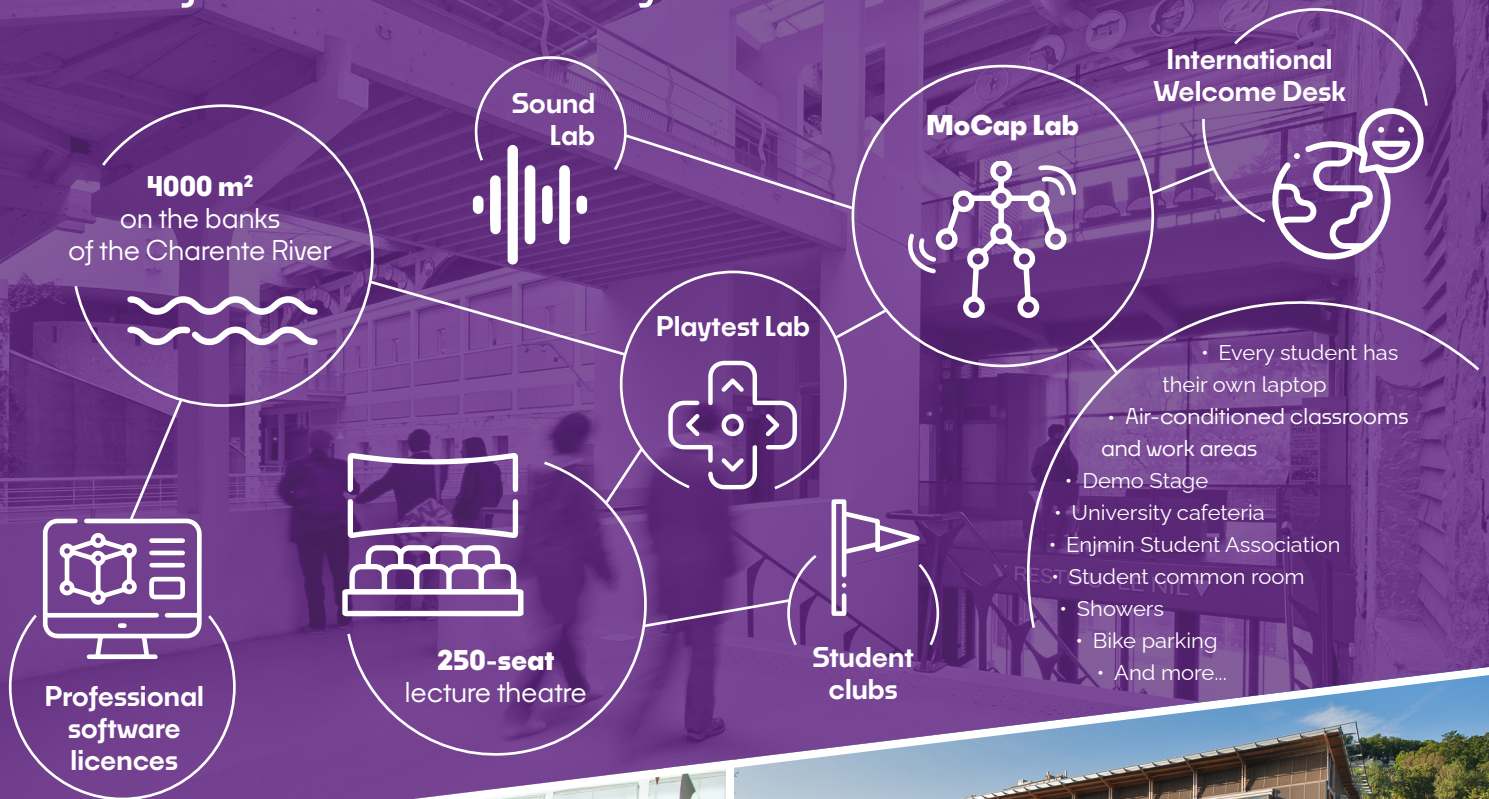
Study in Angoulême...



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 IGDG
- Official selection
Korea BIC Festival
- Official selection
Laval Virtual
- Official selection
Strasbourg's Indie Game Contest

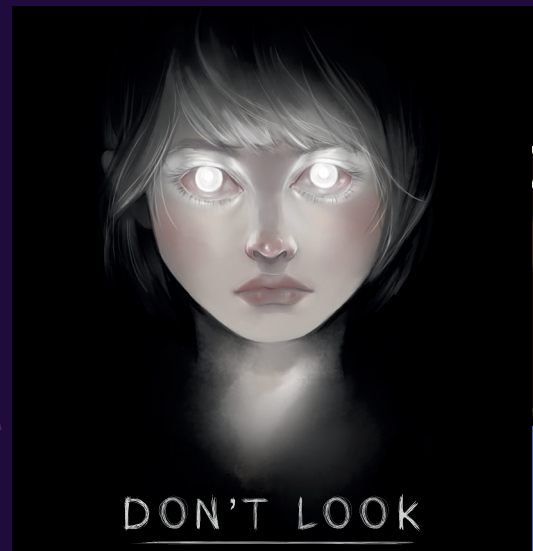


Winner
all4GAMES



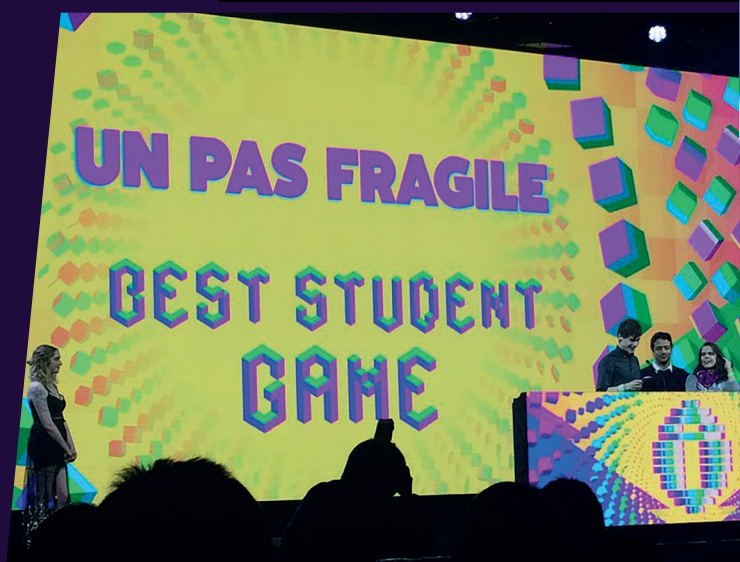
Over 160
awards and nominations

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 specialisations
- **3 specialisations offered for September 2026:** Game Art, Game Design, Game Programming
- **6 specialisations offered from September 2027:** Game Art, Game Design, Game Programming, Project Management, Sound Design, UX/UR
- **2 key video game development team projects**, bringing together students from all specialisations, 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 specialisations 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 specialisation

Multi-disciplinary Digital Interactive Experience
Mini-project

YEAR 2

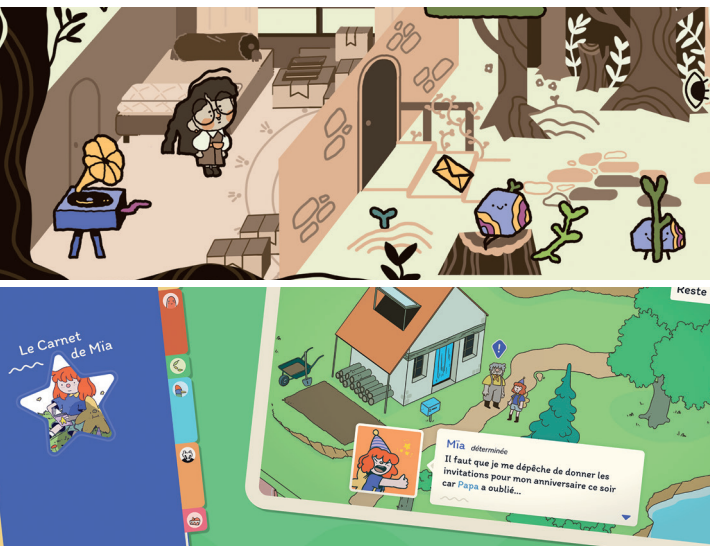
Semester 3

Continuation of in-depth classes by specialisation

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!



enjinbundle.itch.io

Registration fees: **€20,000*** per year

*A special rate is reserved for Higher Education Institution partners within the framework of an inter-institutional agreement.

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

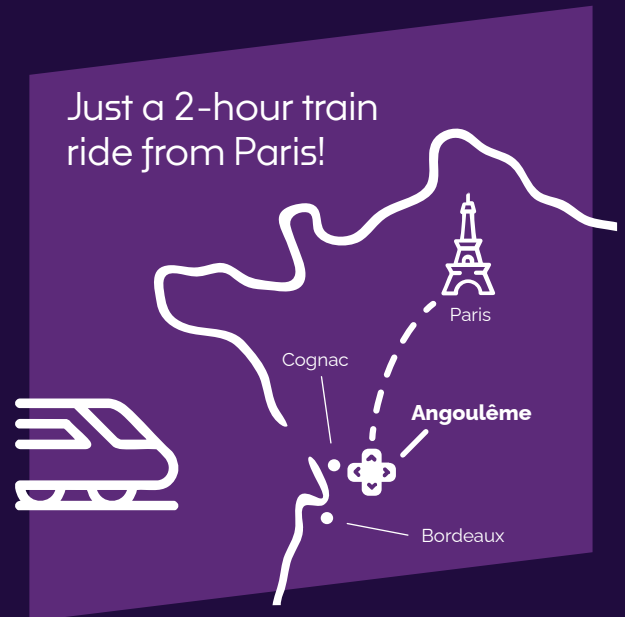
A global market bigger than film, television or music!

How to apply?

Our selection process will be available on Enjmin's website* from December 2025 for entry in September 2026.

- **Academic requirements:** bachelor's degree or equivalent
- **Entry requirements:**
 - **Administrative file:**
 - Proof of ID (Passport, National ID card, etc.)
 - Health Insurance Certificate
 - Proof of current enrolment at a Higher Education Establishment OR a bachelor's degree certificate
 - **Specialisation-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**

*Chinese students must submit their applications to exchange_jai@126.com



Contact us

For more information, including help with accomodation:

internationalmaster.enjmin@lecnam.net



enjmin-en.cnam.fr



Enjmin is supported by

Magelis



Enjmin networks

snjv



HEVGA

Cumulus Association