le c**nam** enjmin In partnership with **J人I**吉林动画学院

JILIN ANIMATION INSTITUTE

Master's degree (international program)

Video Games and Interactive Media



Diploma issued by the French Ministry of Higher Education

EQF (European Qualifications Framework) level 7



Program taught in English

English language support program and French classes included in the fees



1 week experiencing French culture in Paris



6 specializations:

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



Requisite four to six-month internship in France or abroad



2 video game development team projects

A few words from our director,

Professor Axel Buendia,

about our cross-cultural master's level diploma in video games, with a focus on teamwork, bringing together students from different origins and specializations



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

Our twenty years of experience with project-oriented teaching methods, varied specializations in all video game professions, strong ties with both the French and international industries, and our multinational alumni, help place Enjmin among the best Higher Education Institutions in the world.

This international master's program is a unique chance to study in Angoulême, France, spending two years in a magnificent location surrounded by students and artists from all over the world.

You'll have the chance to work as part of a team on the development of several video game projects. These have often been nominated for prestigious awards worldwide. This is a unique opportunity to innovate and create.

Our institution is backed by several research laboratories, including Cnam's ILJ Team, which specializes in video games. Meaning you can study at doctoral level.

With this new training opportunity, we'll enrich Enjmin's ecosystem with accomplished students from all walks of life, developing a prestigious graduate school of diversity and inclusion.



Why study with us?

For the past twenty years, Enjmin has established its reputation as the foremost French video game school, training artists, designers, and researchers. We are the only school in France to offer six specializations all working together.







2D, 3D, XR and immersive technologies

Established in 2001: two decades of success!

Very close ties with the gaming industry

96% employment rate (two years after graduation)

An on-site incubator







Exclusive collaborations with renowned associates

Top-level programs abroad









They've welcomed our students



















































4000 M² on the banks of the Charente River



Playtest Lab





5tudents clubs

International Welcome Desk



MoCap Lab

- · A laptop per student Air-conditioned classrooms and work areas
- Show stage
- University cafeteria
- · Enjmin student association
- Student break room
- Showers
- Bike parking
- And more



Central Atrium



250-seat

lecture theater





Awards for Enjmin's student projects!







+ **160** awards and nominations

Winner W Pégases





Acclaimed national and international contests





The master's degree program

- A Master's to specialize in video game design and development, from indie projects to AAA blockbusters
- French know-how in an intercultural environment
- 100% in-person courses, taught in English by prestigious academics and industry professionals
- Masterclasses and professional conference cycles with renowned experts
- A common core to get to grips with the basics of the other specializations
- 6 proposed tracks: Game Art, Game Design, Game Programming, Project Management, Sound Design, UX / UI Design (3 tracks for 2025-2027: Game Art, Game Design, Game Programming)
- 2 key video game development team projects, bringing together students from the six specializations, which are presented to a panel of international industry professionals and academics





A program modelled on the game industry's real methodology

YEAR 1

Semester I

Common core knowledge for all six specializations, laying the groundwork and understanding the constraints for the professions involved in the production of interactive media

Semester II

A semester of specialization in one of the program's six tracks

Multi-disciplinary teamwork developing an interactive, playable experience

YEAR 2

Semester III

In-depth seminars by specialization

A major video game development team project corresponding to the pre-production of a "Vertical Slice"

Semester IV

Requisite four to six-month internship in a video game company or research laboratory in France or abroad

All featured students' video games, and more, are playable on itch.io!



enjminbundle.itch.io

Registration fees: €20,000* per year

Video gaming is the number 1 cultural industry of the 21st century A global market bigger than film, television, or music!

How to apply?

Our selection process is available online on Enjmin's website* from January for entry in September.

- Requirements: a bachelor's degree or equivalent
- · Application components:
 - o An administrative application form including a motivation letter, a CV and a selection of pieces of work
 - o A Creative Dossier: a document demonstrating the candidate's ability to think outside the box and innovate, creating a game or interactive experience based on a specified theme
 - o Online written English test or proof of minimum level required: TOEFL iBT (80 or above), IELTS (6.5 or higher), TOEIC (785 minimum)
 - o 30-minute remote interview

*Chinese students must submit their applications to exchange_jai@126.com as indicated in the entrance exam specifications, available online every January.

The 2024-2026 program will open if the minimum number of successful applicants is met.





























