

le c**nam** enimin

The graduate school of games and interactive media, France



A public institution of higher education and research founded in 2005

Postgraduate recognized in the world of digital media

More than 100 awards and prizes awarded to students for games developed as part of their training

Collaboration with universities and research centers worldwide and welcoming foreign students





Missions

- Provide the digital industries with trained professionals, researchers and artists of the highest caliber
- Trained and support research in fields related to entertainment computing
- Provide upskilling to those already in the audiovisual sector, or re-qualification for those changing their career plans
- Support students and alumnae (application for start-ups grants, game production financing)
- · Create an international hub for an industry learning and exchange network open to students, active games professionals and researchers

Master Degree

in Games and Interactive Digital Media Accredited by the Cnam and the University of Poitiers Double degree with Cologne Game Lab

· Post-Master Degree in Videogames and Transmedia « Interactive Digital Experiences » Degree of Cnam Enjmin, in partnership with GOBELINS and a CGE-labelled program

· Engineering diploma

in Computing, Science and Technology for Digital Media Sandwich course, in partnership with CFA Sup Nouvelle-Aquitaine

· Bachelor's degree in Computer Games

Sandwich course, in partnership with CFA Sup Nouvelle-Aquitaine

Certificate of Specialization

in Sound design for interactive media

10-day professional training course

Inter-company internships

Short cycles from 5 to 15 days

- Customized in-company trainings
- Accreditation of prior experiential learning (VAE)



Further information |||||||||

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In the creative media campus











