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You hold a **Master** in digital media, interactivity or mobility...

We need **you** for our research pr**ojects**

A **unique environment** for Research in the fields of gaming and digital media

The research partnership established between **Poitiers University**, **ÉESI** and **Cnam-Cédric** allows Cnam–Enjmin to offer you an environment to carry out a thesis in one of the

- ◆ Models and mechanisms of interaction
- ◆ Theory and tools for game design
- ◆ Interactive sound design
- ◆ Design principle of Serious Game
- ◆ Architecture of ubiquitous games
- ◆ Adaptive games

You will be paid with an **employment contact** during the **3 years** of the thesis.

The thesis can be achieved through :
- ◆ A doctoral fellowship of the Government
- ◆ An agreement between student, university and industry
- ◆ A collaborative research project linking companies and universities

Examples of attended or on-going thesis

- **Measurement of the difficulty in video games** (thesis of Guillaume Levieux)

- **Design and development of a serious game for careers guidance** (project Jeu Serai)

- **The Game Design of therapeutic games**

- **Design of an interactive and synthesis environment for virtual cities** (project Terra Dynamica)

- **Sound in Collada : a sound engine for virtual cities** (project Terra Dynamica)

- **Model and tools for writing interactive sound**

- **Systems and games in augmented reality for museums** (projects PLUG and ARSENSE)

Illustration from the project Terra Dynamica

EXPLORE   BE TOGETHER   COLLECT
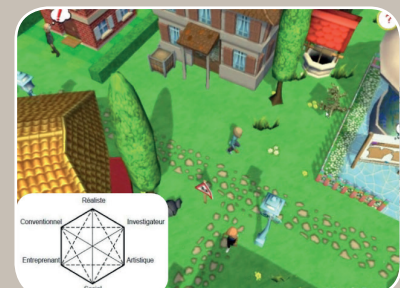ANSWER QUIZ   EXCHANGE

Illustrations from the project PLUG

Illustration from the project Jeu Serai

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