Specialized Master in Interactive Digital Experiences (IDE)

Interactive and playful experience designer for video games, culture and communication

RNCP level 7 title (ex. level I)

Turn your passion into a profession!

The advantages of the Master IDE

• Anchor your passion in the reality of employment and join the coveted video game industry!

• Develop your professional network

• Distinguish yourself and enrich your CV with concrete projects and achievements

• Treat yourself to two exceptional schools in one: the leading French video game school, Cnam-Enjmin, and the leading animation film school, GOBELINS l'école de l'image

Targeted trades

• Lead Developer
• Creative Technologist
• Lead Artist

• UX Designer
• Game or Level Designer
• Narrative Designer

Profile

Prerequisites

Holder of a level 1 qualification in the fields of IT, graphic arts, digital design, audiovisual, animation, illustration, project management or digital marketing.

Skills

• Creative spirit, very good artistic and playful culture, curiosity and open-mindedness

• Excellent teamwork skills and good versatility in his job

• Ability to carry out a technical and market watch and to self-train

• Aptitudes and taste f o r entrepreneurship and the creation of independent studios

Public

• Students in pursuit of a professional specialization (available under a professionalization contract)

• Employees of companies wishing to acquire complementary and specialized high-level skills (as part of continuing education)

The video game sector, a buoyant and optimistic sector

• 65% of studios are looking to recruit. Video game players need to expand their teams in the short term.

• 88% are confident in the industry's future in 2017 compared to 78% in 2016, 65% in 2015 and 45% in 2014.

• 62% of permanent contracts. Open-ended contracts are still in the majority

in the video game industry in 2017, up 3.8 points from 2016.

• Strong employment growth in all sizes o f companies, regardless of the activities and markets targeted

• Permanent and qualified jobs

• Increased optimism among entrepreneurs in a context of short-term financial visibility

The Master IDE, a career gas pedal!

• Situation of our graduates 6 months after graduation: 1/3 executives, 50% on permanent contracts and 50% on fixed-term contracts or self-employed

• Situation of our former graduates: 2/3 executives, 70% on permanent contracts (vs. 62% in the video game sector) and 30% on fixed-term contracts or self-employed

Training Barometer

Student Satisfaction: ★★★★★

(Survey of 2011 to 2015 graduates)

By joining the IDE Master, join the excellence

The Specialized Master of Cnam-Enjmin and GOBELINS, l'école de l'image, is a training program at the level of Bac + 6 accredited by the Confederation of Grandes Ecoles.

The Cnam-Enjmin

Created in 2001, the Cnam-Enjmin is the leading public school dedicated to training, careers and research in the field of video games and interactive digital media

The school places 1st position in the ranking of the pros' favorite video game schools (Banc d'essai des écoles de jeux vidéo 2017 published by L'Étudiant in April 2017).

GOBELINS

Founded more than 50 years ago, GOBELINS stands out in the creative industries landscape for its original positioning: a school that trains students in all aspects of visual creation, from image design in all its forms (still, animated, interactive, 3D), from 4.0 printing to Virtual Reality - to its production.

The school is ranked 1st in the world in animation film (animation ranking careerreview.com - January 2017).

1 course - 4 projects!

During the training, the trainees carry out 3 mini-projects (2 weeks per project) and a team project (6-8 weeks).

The training allows students to develop expertise in game design and interactive storytelling and to apply their creative skills to team projects, jams, or workshops.

Participants design and produce transmedia fictions, advergames, interactive museum installations, social or serious games, but also innovative interactive devices and connected objects.

Pedagogical objectives of the training

At the end of this training, trainees will have acquired the following skills:

- To imagine new experiences on multimedia supports, to take advantage of playful uses and digital trends
- Write scenarios, game concepts and game design documents
- Create 2D or 3D universes adapted to new media
- Designing a sound and visual art direction
- Use professional game engines
- Dimension the economy and production of a video game project

Duration and pace of training

15 months, 7 to 10 days per month from October to May.

Hourly volumes

- Training: 500 hours of courses
- Internship or work-study in a company and professional thesis: minimum 600 hours

Location: GOBELINS (Paris - Gambetta campus)

RNCP reference : 34059

Advice to help you finance your project

We can advise you on the financial engineering best suited to your situation

- Individual financing / self-financing
- Pro contract
- Job center
- CIF

Contact

Hélène BETOULLE
05 45 68 87 33
helene.betoulle@lecnam.net

enjmin.cnam.fr   www.gobelins.fr

GOBELINS L'ÉCOLE DE L'IMAGE

une école de la CCI PARIS ILE-DE-FRANCE

le cnam enjmin

a school of the Image Campus
Campus Image Magelis Angoulême

MS MASTÈRE SPÉCIALISÉ