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enjmin

Recruitment

Master's degree in Video Games & Interactive Media | JMIN 2025 |

Procedure & subject

to apply for the Master's degree JMIN (1st year)

(Direct admission to the 2e year is only possible within the framework of official relations with partner schools).

Due to the specific nature of the training, which is both technical and artistic, a recruitment procedure has been put in place to assess candidates' knowledge and motivation in the field of video games and interactive media.

Whatever your status, your home institution, your nationality**... you must follow each step of the procedure described below**.
It is in addition to:

- The application procedure on the "Mon Master" platform, which is compulsory for French students.

ATTENTION: registration on "Mon Master" will only be possible from February 25. If your application is accepted by our pedagogical teams, you will receive an e-mail indicating that you must then register on "My Master".

At the start of the process, you'll have to choose one of the following paths: project management, visual design, sound design, ergonomics, programming or game design.
Your application must include :
→ the administrative documents requested in part 1 (page 2), depending on your situation
→ the course-specific documents requested in part 2 (page 6)

You can apply for a **maximum of 2 courses,** in which case **you must submit all the documents requested for each of the 2 routes**. *You will need to create 2 separate complete files.*

Part 1: ADMINISTRATIVE FILE

During this period, you must create your personal space by filling in the information requested on our platform: https://recrutement.cnam-enjmin.fr

At the end of the registration process, you will receive an e-mail containing your login (**candidate number CANXXXX**) and a password for submitting all the supporting documents requested below, as well as your creative file (see Part 2).

When you log on for the first time, we strongly advise you to change your password.
Warning: the e-mail may end up in your spam folder!

> **It is essential to follow** the nomenclature for each document.
> Ex : A_JustificatifIdentite_CANXXX
> Do not use accents or spaces.
> All documents must be in **.pdf** format

→ FOR ALL CANDIDATES :

☐ **A_Justificatif-Identite_CANXXXX**
→ National identity card, residence permit, passport or driving license.

☐ **B_Health-Certificate_CANXXXX**
→ Carte Vitale or health insurance certificate.

☐ **C1_Niveau-Requis_CANXXXX**
→ Copy of Bac+3 diploma, obtained for National Diplomas (Licence, Master, Doctorat, Diplôme d'Ingénieur)
→ Or certificate of completion of Bac+3 diploma, obtained for National Diplomas (Licence, Master, Doctorat, Diplôme d'Ingénieur).
→ If you are currently enrolled in a Bac+3 course, please enclose your **school-leaving certificate** stating the exact **title of your course** and the **level of your diploma** (minimum recognition RNCP level 6).

Required level - special case 1
If **your diploma is not a National Diploma** (Licence, Master, Doctorat, Ingénieur) then also submit the following document:

☐ **C2_Certification-RNCP_CANXXXX**
→ RNCP level 6 recognition certificate issued by the training institution. Request France Compétence's recognition certificate from your training organization.

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If your diploma **is not recognized by RNCP Level 6,** then also submit the following document:

- ☐ **C3_Certificate-180ECTS_CANXXXX**
- → For **diplomas obtained in the European Union**: a certificate from the educational establishment showing that 180 ECTS have been accumulated, thanks to 60 ECTS obtained each year over 3 years of study, with transfer to the next higher level.

  ECTS: "European Credits Transfer System" represents the unit of measurement of student work for all UEs and UAs. They are acquired if the student obtains a *mark equal to or higher than the average* in the assessment. They *can* also *be capitalized on in* courses of the same stream at Cnam, or *transferred* to another higher education establishment in the European area.

ATTENTION, if your diploma is not recognized in the [Répertoire national de la certification professionnelle](#) *(RNCP), we will ask you to prepare a VES - Validation des Études Supérieures - if you are admitted to the Master JMIN.*

If you have a **degree obtained outside the European Union**, please also submit the following document:

- ☐ **C4_EnricNariq_CANXXX**
- → Diploma from outside the European Union: certificate of recognition of the diploma obtained, equivalent to Level 6 (formerly Level 2), to be requested from ENIC-NARIC: http:[//www.enic-naric.net/](#)

  Beware of delivery deadlines: start the procedure as early as December *(if the procedure is still in progress at the time of closing, please enclose proof from the organization)*.

- ☐ **D_Status_CANXXXX**
- → Candidates in <u>initial training</u>: certificate of enrolment for the current year (or N-1).
- → Candidates in <u>continuing education</u>: proof of Pôle Emploi, or letter stating that you wish to resume your studies, or certificate of funding by a funding organization, or you receive income linked to your training: (salary / compensation / allowance...), or you were already in continuing education before.

- ☐ **E_CV_CANXXXX**
- → We ask you to provide us with a CV detailing your personal, academic and professional background. You should clearly identify, in the form of text, graphics, etc., the skills and competencies that differentiate you from other candidates.

→ **INTERNATIONAL CANDIDATES**
If you're not already studying in France :

- ☐ **F1_Attestation-French_CANXXXX**
- → B2 level minimum (for non-French-speaking students only).

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→ VAPP APPLICANTS

If you don't have a bac +3 / RNCP level 6 diploma, and you have professional and/or personal experience, you can apply under the Validation des Acquis Personnels et Professionnels (VAPP) scheme.

- ☐ **G1_VAPP_Professional_Activities_CANXXX**
  → Proof of your professional activities related to the requested certification

- ☐ **G2_VAPP_Volunteer Activities_CANXXX**
  → Proof of your volunteer activities related to the requested certification

- ☐ **G3_VAPP_Bulletins-Salaires_CANXXX**
  → Copies of the first and last pay slips for each job related to the training course

- ☐ **G4_VAPP_Positioning_CANXXX**
  → Proof of position in the collective bargaining classification and seniority, if not shown on the pay slip.

- ☐ **G5_VAPP_Attestation-Missions_CANXXX**
  → Copies of the first and last pay slips for each job related to the training course

→ REQUEST FOR TIME-OFF AND/OR TIME-SHARING

If you have a long-term or temporary disability or incapacity, you can apply for accommodation or part-time work.

- ☐ **H1_AMENAG_Certificate-CDAPH_CANXXX**
  → Proof of accommodation for the current year at your current training center. This document must be recent and signed by a CDAPH-approved doctor.

- ☐ **H2_AMENAG_Preuve-Premiere-Demande_CANXXX**
  → If it's your first application, it's up to you to request the list of CDAPH-approved doctors from the MDPH in your département of residence. This procedure depends on where you live. You don't have to be registered with the MDPH, but the procedure involves a doctor who has been approved by the MDPH.

Part 2: SPECIFIC FILE FOR EACH TRACK

FOR ALL CANDIDATES

To be submitted on our platform between Thursday, December 14, 2023 and Thursday, January 25, 2024, 3pm (UTC+1) deadline.

The specific file for each course consists of the following 3 documents:

☐ **Z_Crea1_LM_CANXXXX**

→ We ask you to write a cover letter in which you describe how your background fits in with your desire to enter this Master's program.
You'll emphasize specific points in your CV that differentiate you from other candidates. You'll emphasize any points of view, personal ideas, convictions and values that you feel are essential to establishing and adopting a "professional posture". You'll also detail your professional project and how being accepted will enable you to achieve it.

☐ **Z_Crea2_Realisations-Personnelles_CANXXXX**

→ For personal creations, the elements required are different for each course. See the description for each course below

☐ **Z_Crea3_Dossier-Creatif_CANXXX**

→ PLEASE NOTE THAT THE ELEMENTS REQUIRED ARE DIFFERENT FOR EACH TRACK.
See Part 2 for a detailed description of each route and of each group.

→ SELECTION OF PERSONAL CREATIONS

Reminder of the nomenclature of this document: **Z_Crea2_Realisations-Personnelles_CANXXXX**

Show us your personal and professional achievements in no more than 2 pages.
Below are the elements required by each track:

Project management	- A well-constructed, well-argued essay explaining how you think your career path is consistent with your desire to take on a management role. - Examples of taking on responsibility in any context, followed by a self-assessment of the skills used - Any other skills and knowledge that will enable you to adapt to a work environment related to the creation of video games and interactive media.
Visual design	Portfolio showing your personal or collective creations and achievements: concept art and storyboard, animation, 3D rendering, live action, photography, for projects such as audiovisual, interactive media, games, theater, performance. Choose images that demonstrate your artistic and technical sensibility (e.g. include character creations in at least 3 different graphic styles). Describe the nature of your involvement in each of your projects
Sound design	Links to personal and collective creations: sound design and music for audiovisual projects, interactive media, games, theater, performance...

Ergonomics	Present any elements related to ergonomics, UX/UI design or cognitive psychology that can demonstrate the experience described in your CV, and provide links to your achievements (websites, videos, dissertations, files, etc.).
Programming	Showcase a selection of your work, demonstrating your mastery of programming (especially video games, but not only) and, more generally, your technical curiosity and creativity (robotics, networking, artistic projects...).
Game design	- An introduction explaining what interests you most about interactive media (including video games) and what you want to contribute to this field. - The list of your creative achievements: year, context, short description, and what you did with them (Examples: interactive media, installations, classic games, writings, drawings, photographs, textile creations, video games, music, videos...). - A detailed presentation of one of your projects, explaining your objectives and your personal contribution to the project.

The 2025 topic is :
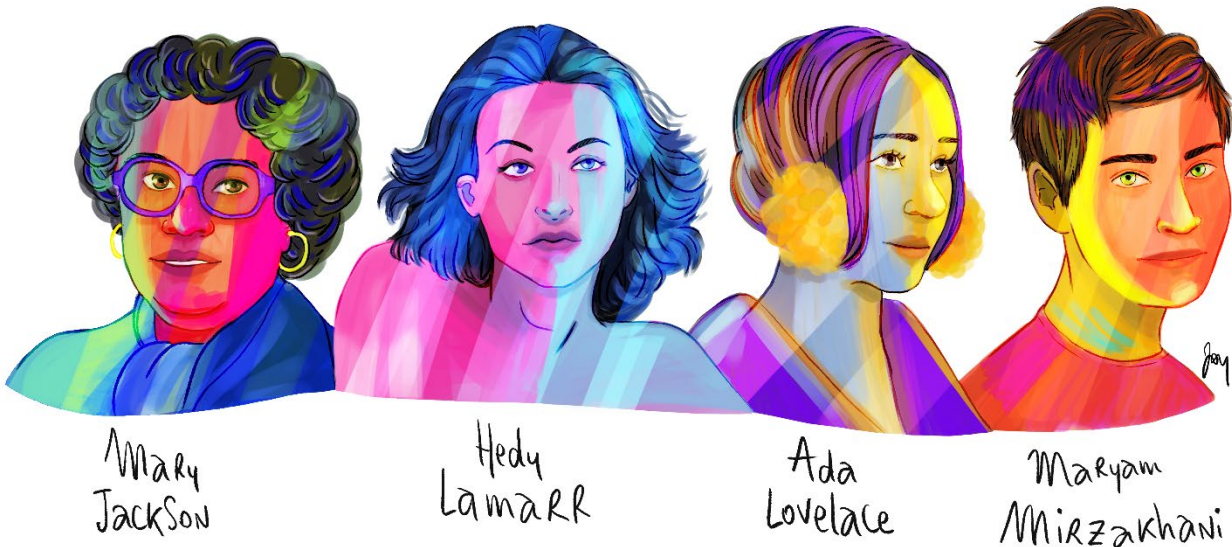
Mary Jackson | Hedy Lamarr | Ada Lovelace | Maryam Mirzakhani

You must submit your creative brief on our platform before January 16, 2025, 3pm (UTC+1).
Reminder of the nomenclature of this document: **Z_Crea3_Dossier-Creatif_CANXXX**

The aim of this creative brief is to demonstrate an interest in, and ability to think creatively and innovatively about, interactive media issues, in relation to the **subject proposed.**

There are no constraints on the nature of the proposal: video game (adventure, role-playing, strategy, classic puzzle game or any other original form to be specified), transmedia work, alternate reality game, digital toy, interactive installation… or the nature of the platform envisaged (board game, game on PC, consoles, cell phone or any mixed form).

Entries must be typed in landscape or portrait format, with font size 12, 1.5 line spacing and standard 2.5 cm margins. The creative dossier (common part and specific part) must not exceed a maximum of 15 pages (excluding cover page and table of contents).

Please note that failure to comply with these formal constraints may result in elimination.

The components of the creative brief are :

I. Section common to all courses (6 points)

Part to be written in A4 format, font 12, 1.5 line spacing and standard 2.5 cm margins, between 2,000 and 2,500 characters excluding spaces per page.

You must propose a game project related to the given subject in 2 pages maximum, broken down as follows:

1. A brief description of the game, its universe and scenario (1/4 page)
2. A description of the experience and how interactivity works
3. Visual inspiration for your world and your characters (moodboard)
4. Sound inspiration from your world
5. Technical description of a technical issue raised by your project
6. Description of the target audience: who is your game aimed at? Describe at least 3 characteristics specific to this audience and how you're going to address them (platform, console, museum, mobile, etc.).

For each of the last 5 questions (2 to 6), you must give your inspirational references from video-game and non-video-game culture, and explain how they relate to your proposal.

II. Specific section based on the chosen route and given subject (14 points)
Part to be written in A4 format, font 12, 1.5 line spacing and standard 2.5 cm margins.

You must answer the questions below according to the route you have chosen and in relation to the given topic.

Project management	The file must include a well-founded description of : - Appropriate project management methods and tools you plan to use, justifying your choices (1 to 3 pages). - Major principles of team motivation (1 to 3 pages): identify which of the levers of employee motivation form the basis of team leadership. What strategy should be put in place to support change (1-3 pages): Your team is due for restructuring. Your employees are competent, and have always shown themselves to be up to the task in the past. However, they find it difficult to accept the reasons for this restructuring of activities. [14 points]

Visual design	The dossier (3 to 7 pages) must include a detailed description of : - The game's visual identity (minimum of 5 original images): • aesthetic choices with a visual moodboard (references), • different types of images, • the uses of each type of image in the game, • their relationship to interactivity, • the technical means proposed for integrating the image into the game. - An animated sequence, photographic (animated photo-novel) or comic (animated) between 10 and 30 seconds, illustrating this charter will be appreciated. - Designing original and coherent universes around key elements (i.e. characters, spaces, objects, atmospheres) in line with the narrative and interactivity, not forgetting the gameplay. [14 points]
Sound design	The file must include a well-founded description of : - The game's sound charter (1 to 5 pages) a document detailing : • aesthetic choices with an audio moodboard (references), • the different types of sound, • the uses of each type of sound in the game, • their relationship to interactivity, • the technical means for integrating sound into the game. - Four sounds or sound sequences of between 10 and 30 seconds illustrating this charter. - How these sounds are made (2-3 pages). [14 points]
Ergonomics	Detailed presentation of a model, a theory, a scientific study... from the human sciences. Cite references [9 points] (6 pages). Explain how and why what you have chosen in the previous question can be applied to video games. Give illustrated examples based on the game you propose in the creative brief [5 points] (4 pages).
Programming	You will present a complex/innovative technical problem of your choice, linked to video game programming and inspired or not by your game proposal. We advise you to choose a problematic that allows you to stand out technically, and that presents a real challenge. Description of the problem: what is the general technical issue and the particular aspect you wish to address? ½ page [2 points] Bibliography: cite a few references related to your problem. For each reference, explain its contribution to your problem 1 page to 2 pages [6 points]. Description of your solution: describe the technical choices that should enable you to solve your particular problem. 1 to 2 pages [6 points].

Game design	**Detailed description of the joint dossier proposal (8 pages)** Presentation of the experiment and its implementation, illustrated with a screen mockup. Detailed presentation of the interactivity (e.g. gameplay loop in a video game), including a diagram or storyboard of how it works. Short description of the world, characters and story. Description of a 5-minute interaction sequence (not the tutorial). **Other concepts (2 pages)** 2 other concepts inspired by the subject. **Process (1 page)** Explanation of the creative process involved in coming up with ideas, exploring them, and then the reasoning that led you to choose the main proposal over the other two concepts. The specific part will be evaluated according to the following cross-cutting criteria: [5 points] Quality of proposals: coherence, elegance, relevance, originality. [3 points] Writing style: layout, legibility of information (hierarchy, formatting), ease of reading, syntax and vocabulary, clarity, conciseness, synthesis. [3 points] Visuals: relevance and clarity of diagrams, illustrations, tables, etc. [3 points] Conviction: which generates the desire to see the proposal develop (through descriptions of the proposal and not through argumentation).

The jury's initial selection will be based on the CV, covering letter and selection of personal achievements, so we ask you to take the utmost care.

The jury will pay particular attention to the quality of your writing, the precision of your arguments, the originality of your presentation and your understanding of the expectations set out in the course-specific file (part 2 - pages 5 to 9).

Incomplete applications received after 3pm (UTC+1) on January 16, 2025 after 5PM will not be considered.

Please note that failure to comply with formal requirements may also result in elimination.

(We recommend that you start creating your administrative file on December 16, then submit your supporting documents as you go along, but before the closing date).

Part 3: Writing

If your application is accepted at the administrative level and your creative file is selected by the jury, you must take two written tests, depending on the course(s) you have chosen:

      - an English test corresponding to TOEIC level B2

      - Technical MCQs for applicants to programming and sound design courses

- Open questions for project management, visual design, ergonomics and game design.

The written tests will be held online **on Saturday, March 22, 2025**.
For these written tests, you'll need to isolate yourself in a quiet place so as not to disrupt the smooth running of the exams. Beforehand, make sure you have a computer with a good Internet connection, a webcam and a working microphone.

We ask candidates benefiting from part-time work to let us know as soon as possible, and to provide us with a supporting document for the current academic year.
See Part 1 - Development and Third-Way on page 4

Part 4: orals

The list of those admitted to the orals will go online on **May 6, 2025 (3pm UTC+1)**.

The list of those admitted to the orals will be published by candidate number and will mention only the courses taken.

If you pass the written tests, you'll have to take a 30-minute oral test, which will take place in Angoulême or via Teams between **May 21 and 23, 2025.**
The interview will be conducted in French, but you will be asked one question in English, which you must answer in English.

Depending on the course, oral exams will be organized differently. Please see below for details:

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Course	Oral formulas
Project management	A semi-structured interview in 2 stages: 1/ A 10-minute presentation (without the use of a support) explaining, according to the person concerned, the coherence between his or her career path and the fact that he or she wishes to take on a management role. 2/ 20-minute question-and-answer session on a wide range of topics related to "posture", reactions, comments, etc.
Visual design	In advance of the oral, select 3 pieces you have produced yourself (or co-produced): projects, achievements, films, games, images... that show us your identity as a future artistic director; selection to be presented to the jury for 15 minutes on the day of the oral. This will be followed by a 10-minute question-and-answer session with the jury. Portfolio welcome.
Sound design	15-minute presentation on the work presented in the creative brief, followed by 15 minutes of question-and-answer session with the jury.
Ergonomics	15-minute presentation on the work presented in the creative brief, followed by 15 minutes of question-and-answer session with the jury.
Programming	15-minute presentation on the work presented in the creative brief, followed by 15 minutes of question-and-answer session with the jury.
Game design	A semi-structured interview in 2 stages: 1/ You'll have 60 minutes to come up with a game concept based on a videogame genre and one of the two themes you've chosen. You'll have 2.5 minutes to present the concept to us, with the help, if you wish, of a drawing aid available in the room. You are allowed to write down what you are going to say on paper and read it, but under no circumstances may you exceed the 2 min 30 presentation time. The presentation will be followed by a few questions from the jury. 2/ 20-minute question-and-answer session on your motivation, career path and achievements. Portfolio welcome.

The Master's admissions list will go online **on June 3rd, 2025** (3pm UTC+1).
This date may be subject to change due to the government timetable imposed by the application selection procedure via the Mon Master platform.
This list will be published by candidate number and will mention only the courses.

Admission subject to obtaining the current diploma or validation of the minimum level (Bac + 3 RNCP Level 6) and registration on "Mon Master".

NB: A proposed vision of expectations by course and desired prerequisites

Course	Pre-requisites	Pre-requisites appreciated
Project management	All types of training	
Visual design	Proven experience in image design, knowledge and experience in drawing, photography, film, animation, proven experience in editing software and image transformation effects, proven experience in teamwork. Broad general and artistic culture.	Practice in animation, literature, comics, film shooting, fiction and documentary, approach to editing software, image manipulation, 3D animation, experience in interactive media.
Sound design	Proven experience in sound design, knowledge and experience in digital audio, autonomy in the studio (recording, mixing), proven experience in editing software and sound transformation effects, proven experience in image and sound editing, experience in interactive media, proven experience in teamwork.	Musical practice, outdoor recording, approach to audio engines. Sound culture.
Ergonomics	Appetence for human-computer interaction, interface design, playful activity, contact with players and methodological rigor.	Bachelor's degree or equivalent : In psychology, sociology and cognitive science. OR In any discipline related to ergonomics or UX/UI design.
Programming	Bachelor's degree or equivalent in programming	C++, Unity, UNREAL
Game design	Creativity, rigor, ability to analyze and synthesize, oral and written communication skills, at least one creative experience (artistic, digital, etc.).	All the unexpected skills and knowledge you'll need to create interactive media and video games, all the skills and knowledge you'll need to create video games and interactive media.

Part 5: Administrative procedures :

Incomplete applications received after 3pm (UTC+1) on <mark>January 16, 2025</mark> will not be considered.
Within 3 weeks of closing, you will receive an e-mail confirming receipt of your application.
If we need any further information, we'll contact you directly by e-mail at the following address:
assistance.enjmin@lecnam.net

Your application will then be examined by a panel of teachers.
The list of those admitted to the written tests will go online **on February 28, 2025** (3pm UTC+1).
This list will be published by candidate number and will mention only the courses.
Direct admission to the 2ᵉ year is only possible through official relationships with partner schools.

Note on the selection of candidates:
The jury's choice is the result of a collective, thoughtful and thorough analysis. The jury is sovereign in its assessment of the merits of each candidate's application.
The jury's analysis is based on all the documents requested from the candidate and on all the candidates' files.
In the event of non-admissibility to one of the tests, we cannot offer you a personalized and individual improvement plan. There is no ranking.
If you feel that the decision taken by the administration is questionable, you can request an appeal by following the instructions below.

Appeal procedures and deadlines:
If you consider that the decision taken by the administration is questionable, you may, within a period of two months from the date of notification, :
- or lodge an appeal with the decision-maker.
- or lodge a hierarchical appeal with the Minister of Higher Education and Research.
- appeal to the Paris Administrative Court.

If your appeal is rejected, you can lodge an appeal with the Paris Administrative Court within two months of being notified of the rejection.
If the administration remains silent on your appeal or request for more than two months from the date of receipt, an implicit rejection decision will be issued, which you may contest before the Paris Administrative Court within two months of the expiry of the first two-month period.

For further information, please contact Hélène BETOULLE at assistance.enjmin@lecnam.net

MAJ le 16/12/2024

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