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

**We need you for our research projects**

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

Illustrations from the project PLUG

Illustration from the project Jeu Serai

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