

Overview of the Dual-degree Programme Cnam-Enjmin / Cologne Game Lab and the Application Process

Within the framework of a partnership between Cnam-Enjmin and Cologne Game Lab, a dual-degree programme has been open to all students on the Master's degree in Video Games and Digital Interactive Media since the 2019/20 academic year.

Partners

- [Cnam-Enjmin](#), French National School of Video Games and Digital Interactive Media (Angoulême, France), is an entity of [Cnam](#), *Conservatoire national des arts et métiers*
- [Cologne Game Lab](#) (CGL) is a school of the University of Applied Sciences - [TH Köln](#) in Cologne, Germany

Programmes involved

- [Master's degree in Video Games and Digital Interactive Media](#), Cnam-Enjmin
- [Master of Arts in Digital Games](#), Cologne Game Lab (CGL)

Study Programmes

- First and Second semesters in Angoulême: 1st Year of Master's degree in Video Games and Digital Interactive Media
- Third semester at Cologne Game Lab (Germany): last semester of MA in Digital Games
- Forth semester spent completing an internship whether it be in France or abroad

Objective

The goal of the dual-degree programme is to offer students from both master's programmes the possibility to have another vision of the video game and digital interactive media community. The two diplomas are complementary given that CGL focuses on research in the field and Cnam-Enjmin concentrates more on the professional side.

- Students of the Master's degree in Video Games and Digital Interactive Media at Cnam-Enjmin can experience a semester centred around studies and research in the field.
- Students of the Master of Arts in Digital Games (MADG) at CGL can try their hand at a project centred around game production, integrated in a structured development project.

Course programme for the 3rd semester of the Master of Arts in Digital Games

The complete programme of the MADG can be found on the [CGL website](#). Cnam-Enjmin students who participate in the dual-degree programme will take the following modules:

Module Code	Module Name	Number of ECTS Credits	Semester
MA.009	MA Thesis	25	Autumn
MA.010	Reflection & Community 3	5	Autumn

Diploma

If the student meets the requirements of both courses, they will be awarded with both diplomas. From a practical point of view, students who validate the first year of one of the two programmes can apply to complete the third semester in the other master programme.

- A CGL student who successfully validates the third semester of the Master's degree in Video Games and Digital Interactive Media will obtain the Master of Arts in Digital Games. If they succeed in the mandatory internship, they will be awarded the dual degree.
- If a student from the Master's degree in Video Games and Digital Interactive Media successfully validates the third semester at CGL and the mandatory internship for Cnam-Enjmin, they will be awarded the dual degree.

Requirements

Students on the Master's degree in Video Games and Digital Interactive Media course who participate in the dual-degree programme are obligated to complete a research dissertation for the module UA333H entitled "Scientific Project" at the end of the first year. The paper will be linked to what they studied during the semester in Cologne and will enable them to start working on the research project within the framework of the dual-degree programme.

Clarifications about what is expected for the module UA333H:

- Written in English.
- The final piece of work must contain a maximum of 20 pages (excluding appendices and bibliography).
- At the end of the two months (July/August), the agreement with CGL states that students must provide a minimum:
 - Summary of their research project (abstract)
 - First draft of a detailed plan
 - Introduction section of the research paper

The application file to the dual-degree programme for students on the Master's degree in Video Games and Digital Interactive Media programme must also include a brief description of the envisaged research topic, which will be presented to the future tutors at CGL.

Application Process to the Dual-degree programme

Applications to apply to the dual-degree programme with CGL must be made over the 1st Year of the master's. The provisional schedule for 2025 is as follows (subject to change):

- Info Session: 11th February 2025, 17:00 to 18:30
- Applications: 11th February to 21st February 2025
- List of successful applicants published: 10th March 2025

Applications of Cnam-Enjmin students must contain the following elements (in English):

- CV, with a link to the student's portfolio
- Motivation letter
- One-page document describing the envisaged research project

Applications are first looked at by the heads of each specialisation on the Master's degree in Video Games and Digital Interactive Media programme, before being sent to CGL.

Everyday Life and Grants

Before leaving, students are highly encouraged to find out more information about the cost of living in Cologne because it is more expensive than living in Angoulême.

Candidates on the programme can apply for a grant (=scholarship) to help them finance their move abroad. The grant will not, however, allow them to finance all their expenditure abroad. Students interested in the programme can approach Cnam-Enjmin's International Relations Service for more information.

The study semester at CGL extends from the beginning of September to the end of February ([TH Köln Academic Calendar](#)).

Useful Links:

- [Master of Arts in Digital Games on CGL website](#)
- [Degree Handbook \(Module Catalog\)](#)
- [TH Köln Incoming Students](#)
- [Accommodation](#)

(Updated on 18/04/2025)