Overview of the Dual-degree Programme

Cnam-Enjmin / NAD-UQAC School

for students on the Master's degree in Audiovisual, Digital Interactive Media and Video Games

Within the framework of a partnership between Cnam-Enjmin and NAD-UQAC School, a double-degree programme has been offered to students of both institutions since the 2025/26 academic year.

Note: This dual-degree programme replaces the Passerelle bridge programme, which started in 2024.

Partners

Programmes involved

Master's degree in Audiovisual, Digital Interactive Media and Video Games

*Only **Game Design** and **Game Art** tracks*

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*

DESS diploma in Narrative Video Game Design

The NAD School, School of Digital Arts, Animation and Design (Montreal, Canada), is part of UQAC, the University of Quebec in Chicoutimi

Study Programmes

1st semester	2nd semester	3rd semester	4th semester
1st year of the Master's degree at Cnam-Enjmin (Angoulême)		DESS diploma in Narrative Video Game Design at NAD-UQAC School (Montreal, Canada)	

If the student successfully completes **both courses**, they will obtain **both diplomas**.

Objective

The goal of the dual-degree programme is to give students on the Master's degree in Audiovisual, Digital Interactive Media and Video Games *(on the Game Design and Game Art tracks)* the opportunity to develop their skills in **narrative design**. Designers will develop the knowledge and skills required to create and implement a narrative-based game project, while acquiring the adaptability and critical thinking skills necessary to participate in the rapid and innovative evolution of this field.

Target profiles

- Game Design or Game Art tracks
- Interest in narrative design
- Can work independently

Course Programme of the DESS diploma in Narrative Video Game Design

This programme is made up of **30 Canadian credits** (= 60 ECTS credits) allocated as follows:

- 8 mandatory modules (24 credits)
- 1 Knowledge Integration Module to choose among the following (6 credits):
  - Project (270 hours)
  - Essay (270 hours)

The module names below are in French, given that the DESS diploma is only delivered in French.

Term	Module Code	Module Name	Number of Credits
Autumn	NAND612	Design de jeu : pratique esthétique, technologique et éthique	3
Autumn	NAND614	Design d'environnement et de personnages	3
Autumn	NAND615	Moteur de jeu et création narrative	3
Autumn	NAND616	Théorie et pratique de la narration	3
Autumn	NAND626	Design de niveaux	3
Autumn Term Total			15 credits
Winter	NAND617	Moteur de jeu et interactivité	3
Winter	NAND623	Développement et mise en pratique de l'expérience esthétique du joueur	3
Winter	NAND624	Scénarisation pour des œuvres interactives	3
Winter	NAND633 NAND634	Cours d'intégration des connaissances au choix (projet ou essai)	6
Winter Term Total			15 credits
DESS Year Total			30 credits

Application File for the Dual-degree Programme

Application files must contain the following documents:

- All **official Transcripts of Marks** for past and/or current higher educational (university) studies
- Copy of **last diploma obtained** (bachelor's or equivalent) or a signed and stamped certificate of achievement if the diploma is not available
- **CV** which outlines all relevant experience linked with the programme *(including URL links to the candidate's motivation document and portfolio in the top-right-hand corner)*
- **Motivation document***: Aside from the portfolio, the candidate must provide a **web** motivation document, such as an illustrated letter, a video montage, a film, a comic strip, an animation or any other creative format. The document must highlight what makes the candidate stand out and why they should be chosen for the programme:
  - Why would you be the best candidate?
  - Your interest and motivation to study the DESS diploma
  - Your determination to succeed in this domain
  - How the DESS diploma fits into your academic and personal journey
  - How will this programme help your career objectives?
- **Portfolio***: It must contain a collection of work and projects, and be in the form of a **website**.
  - Installable and runnable games
  - 2D and 3D game prototypes
  - Game bibles ("game design doc", board game concept)
  - Game level designs (e.g., level maps)
  - Literary creations
  - 3D scene renderings, 2D or 3D animations
  - Drawings, sketches, paintings, illustrations, photographs, sculptures
  - Any other work related to game design and development



If a piece of work is the result of **collaborative work**, the candidate must specify their personal contribution. If a piece of work is the result, in whole or in part, of **artificial intelligence**, the candidate must explain why they decided to use it.

- Copy of **passport**

****URL links** (ArtStation, Behance, Wix, etc.) to the motivation document and portfolio must be included in the top-right-hand corner of the CV. These documents will not be accepted as attachments to an email or in the Cloud.*

All applications are **first looked at** by the heads of the Game Design and Game Art tracks on the Master's degree in Audiovisual, Digital Interactive Media and Video Games, **before nominated applications** are sent to UQAC.

UQAC will then directly contact the shortlisted candidates to provide more information about the **specific admission procedure**. Candidates must provide the above documents on the **UQAC platform**.
Please note that you will need to provide your **birth certificate**.
Changes may be made by UQAC - check the email sent by the International Office.

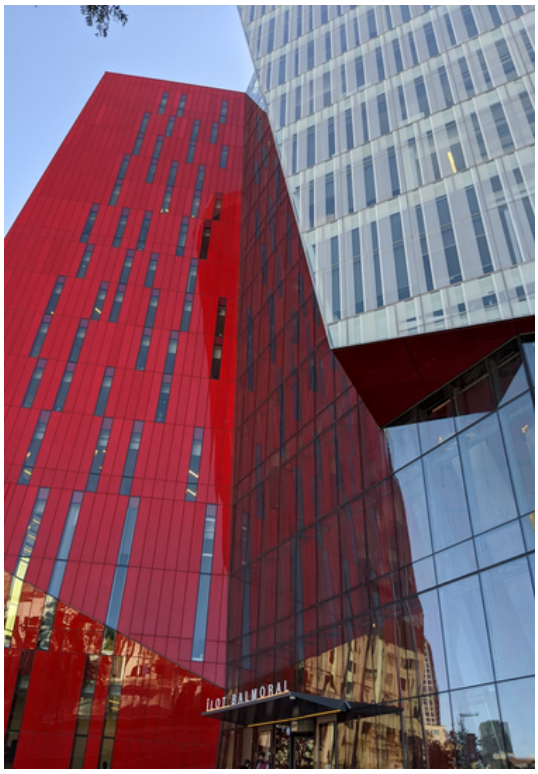
Calendar for Applications to the Dual-degree Programme

Applications for the dual-degree programme with NAD-UQAC School must be submitted during the **1st year of the master's degree**. The 2027 calendar is as follows:

Info Session: December 2026 → **Applications: January/February 2027** → **Deadline to upload application to UQAC platform: March 2027** → **List of selected candidates published: End of March 2027**

Tuition fees and Cost of Living

Before leaving, students are highly encouraged to find out more information about the cost of living in Montreal. We invite them to look at this link (available in French) to help them



For the dual-degree programme, students must pay the **tuition fees** of both Cnam and UQAC for their mobility year. The current annual tuition fees for UQAC are approximately **CAD$ 4,225*** (French or French-speaking Belgian students) or CAD$ 28,876 (international students).
Please note that these are the tuition fees for the 2025/26 academic year. An increase of approximately 2 to 3% is expected each year.

**Approximately €2,615. Under the agreement signed between the governments of Quebec and France on student mobility, students who hold a French passport and are enrolled in a postgraduate programme are eligible for the Quebec student rate (exemption from increased tuition fees).*

Candidates for the programme can **apply for a mobility grant** to help finance their move to Canada. However, this will not cover all of their expenses. Students interested in the programme can contact Cnam-Enjmin's International Relations team for more information.

Academic Calendar

Students will take two terms of classes at the NAD-UQAC School: autumn and winter. Term dates are as follows (given as a guide):

- Autumn term: **from the end of August to the middle of December**
- Winter term: **from the beginning of January to the end of April**

The detailed university calendar is available on this link.

Immigration Procedure

Candidates selected for the DESS diploma in Narrative Video Game Design must apply for a **residency permit**. Waiting times can be long. UQAC therefore recommends that students begin the application process as soon as they receive their acceptance letter. UQAC provides **assistance and follow-up support for immigration procedures**, and invites students to enrol in related webinars that discuss what to do to prepare your time in Canada.



Students on the dual-degree programme must ensure that they comply with Canadian immigration regulations upon arrival in Canada. They must obtain a **study permit** (cost: CAD$ 150 + CAD$ 85 for collecting biometric data, approximately €145) as well as a **Quebec Acceptance Certificate (CAQ)** (cost: CAD$ 135, approximately €84).

It is important to note that, in order to receive the CAQ, applicants must provide **evidence of financial means**. This essential document takes into account the costs related to studying in Quebec and is the reflection of the real cost of living and studying there. In 2025/26, a French student who wishes to take the DESS diploma in Narrative Video Game Design must prove financial means of CAD$ 31,342 (approx. **€19,385**). One or more documents may be provided to the Quebec Immigration Office to prove your financial means. It is also possible to provide proof of financial support from somebody else.

Below are 2 official sources to check out more information:

- Government of Quebec – **MIFI**: Quebec Ministry of Immigration, Francisation and Integration
- Government of Canada – **IRCC**: Immigration, Refugees and Citizenship Canada

Social Security

We encourage selected students to find out more about how to enroll in the social security system as soon as possible. They will have to request the form **SE 401-Q-106** from their health care office to enroll with **RAMQ** (Quebec Governmental Health Insurance Organisation), as part of the agreement between the governments of Quebec and France regarding the social security of students participating in mobility exchanges between higher educational institutions. You can find more information on the dedicated CLEISS webpage or on the Ameli website (please note these pages are only available in French).

Useful Links

- **Overview page of the DESS diploma in Narrative Video Game Design**
- **Accommodation** - Please note that NAD-UQAC is in Montreal and not Chicoutimi.
- **UQAC's International Office** provides a lot of useful information
- Register on the French Government Travel Advice website (**Fil d'Ariane**), recommended before you leave (scheme from the French Ministry of Foreign Affairs that alerts you of emergencies and sends information in real time)

Updated 08/09/2026