

Angoulême, 4th May 2026

## Cnam-Enjmin will be attending the Cannes Festival on 16th and 17th May at the heart of the Fantastic Pavilion



Cnam-Enjmin, the Fantastic Pavilion and Maquinitas announce their collaboration for the 2026 Cannes Festival. On **Saturday 16th May**, they will be putting on a special day dedicated to the crossover between video games and the audiovisual field, as part of the Marché du Film – Festival de Cannes.

**Saturday 16th May** will feature a conference at **3:30pm** delivered by **Aïda del Solar**, Art and Creative Director at Cnam-Enjmin, presenting the video game ecosystem and how it integrates with new audiovisual storytelling fields.

As part of this collaboration, there will be a **video game showroom** on 16th and 17th May to present projects developed by **budding talents**.

### Selected Video Games

The spotlight will be on a selection of projects developed by Cnam-Enjmin students, highlighting interactive storytelling and visual innovation, and showcasing their international potential.

*Yūrei* is a psychological horror game set in a manga's haunted pages. You play as Jun, a mangaka absorbed by their own book. The manga forces you to carry on and find an end to the story. It's up to you to fight your past demons, rewrite the narrative and break the curse...

*They Make Sounds* is a 3D exploration game where you play as an archaeologist descending from a gigantic abyss to study the ruins of a mysterious civilization. Equipped with ancient artifacts, make your way even deeper into the abyss to unravel the civilization's secrets and discover how their story intertwines with yours.

*Death of Internet* Your childhood friend, Nova, is dead. No trace of her in reality. However, while mourning in her apartment, you receive a message from her. Fall down the rabbit hole and lose yourself in the meanders of her thoughts through reality and the internet. Dive into her troubles and loneliness to perhaps understand what led to her death. But is she really dead?

*Akiya* Following the death of the old man, his house remained deserted and Kuro the cat became the lone dweller of the Akiya. Follow the house's fate through interactive scenes seen through Kuro's eyes.

*Leaves of Memory* is a 2D puzzle-platformer game that takes place in an enchanting world. Play as a little girl looking for the thief who stole her necklace. With your bow, get help from the animals in the forest to overcome the obstacles. Demonstrate composure and critical thinking to unmask the thief and understand their motives.

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## About

### **Cnam-Enjmin, the leading French public school for video games and digital interactive media**

- Founded in 2001, the school is part of the Magelis Creative Campus in Angoulême
- 6 degree programmes: bachelor's, engineering degree, master's, post-master's
- 1,600 alumni
- Invested in research
- International partnerships
- Over 170 prizes and awards won by student projects

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