



## Specialized Master (University's diploma) Interactive Digital Experiences (CPN93)

- Degree awarded by: Cnam, Gobelins School of Visual Arts.
- Partner HEIs overseas, country: Cologne Game Lab (CGL)-Germany, Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM) – Mexico, École des arts numériques de l'animation et du design (École NAD) – Canada, U-tad Centro Universitario de Tecnología y Arte Digital – Spain, Universidad ORT – Uruguay, Korea Advanced Institute of Science et Technology (KAIST) - South Korea, Jilin Animation Institute (JAI) - China.
- Language(s) of instruction: French
- Mode of learning: A full or part-time vocational course
- Length: The program must cover at least two semesters over a maximum two-year period

### Program's presentation

One-year Specialized Master Interactive Digital Experiences program, conceived with Gobelins School of Visual Arts, is the first of its kind in France. The strength of this programme is that it prepares high-level engineers, graphic designers and IT specialists to become experts in the design and creation of games for mobiles, tablets, social networks, terminals and installations.

The Specialized Master is a collective trademark and label owned by the Conférence des grandes écoles or CGE. The highly rigorous accreditation process ensures the excellence of program content.

The program enables students to specialize in fields according to the needs identified by businesses and the industry.

Courses are taught in French, in Paris, at the Gobelins School of Visual Arts «Gambetta» campus.

### Admission requirements

- Master's degree holders
- Highly recommended: TOEFL iBT score of 80 or its equivalent
- Written tests: Analysis-development of a game/transmedia piece of work
- General Knowledge quiz and English exam online
- Final oral examination

### Calendar

- First session: late April
- Second session: late June
- Third session: mid-September

### Fees (subject to change)

- 11 000 euros for self-supported students
- 13 500 euros for students with external financial support options: CPF, Pro A.

### Courses (some examples)

- At least 350 hours of theoretical instruction, practical and group work (45 ECTS credits).
- A personal project carried out as part of a company assignment leading to the defense of a thesis.
- Minimum placement period: 4 months (30 ECTS credits).

### Skills developed

Writing game concepts, managing a video game project, conceiving the sound design of an interactive project, Human-Machine Interfaces (HMI) programming, creating 2D/3D environments, imagining new experiences on multimedia supports.

### Career opportunities

Online publishing, Social Media, Apps, Video game companies, Animated movies, Educational and cultural institutions.

### Corporate partners / employers

- Ubisoft,
- Gameloft,
- Asobo, Asmodée Digital,
- The Game Bakers,
- Bethesda...

## Contacts

École nationale du jeu et des médias interactifs numériques – Graduate School of Game and Interactive Digital Media

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