



National Master's degree of Sciences, Technologies, Health - specialized in Games and Interactive Digital Media (MR1300A)

- Degree awarded by: Cnam, University of Poitiers
- 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 & Technology (KAIST) - South Korea, Jilin Animation Institute (JAI) - China.
- Language(s) of instruction: French (M1), English (M2)
- Mode of learning: Daytime, full time, onsite classes
- Length: M1: 1 year, M2: 1 year, M1+M2: 2 years

Program's presentation

The master's degree in Games and Interactive Digital Media (JMIN) is jointly accredited by Cnam and the University of Poitiers. This is a 2-year postgraduate degree designed to train high-level artists, designers and academic researchers in the fields of video games and interactive media.

Our strengths:

- optional double-degree studies in Germany and France with our partner, the Cologne Game Lab (Institut der TH Köln),
- suitable educational environment to promote pre-production (the school has its own incubator program: «All4Games»),
- multidisciplinary teamwork throughout the course: at the end of each year, students from the various specializations work on a shared project under the same conditions as in the game industry,
- students participate in numerous international & national events (Paris Games Week, Game Developers Conference, Electronic Entertainment Expo, among others),
- We are glad to count on the support of Ubisoft and other leading enterprises.

JMIN program is certified by the French Video Games Trade Association (Syndicat National du Jeu vidéo) and received an A+ qualification level when appraised by the French Association for Quality Assurance in Higher Education (HCERES, former AERES).

Admission requirements

- Bachelor's degree holders,
- Highly recommended: TOEFL iBT score of 80 or equivalent,
- Applicants must succeed Cnam-Enjmin's competitive examination (50 places for an average of 500 candidates are available every year).

Calendar:

- 1/ Pre-selection application
Online submission deadline (artistic file): end of March
- 2/ Entrance exams
Written tests (analysis of an audiovisual work, test on scientific/technical culture, English test) & oral examination: April – July
- 3/ Term begins: early September
<http://cdfc.cnam.fr/>

Fees (subject to change)

- 243 euros for EU students
- 3770 euros per year for non-EU students

Courses (some examples)

There are six majors:

Game Design, Visual Design, Sound Design, Ergonomics, Project Management, Game Programming

Skills developed

User Experience, Game Play, Design Mechanics, Observational Drawing, Computer Programming, Team Management, Critical Thinking, Creativity, Organizational Skills, Communication Skills, Storytelling ability, Up-to-date knowledge of the video game industry trends.

Career opportunities

Video Game/Interactive Media Development, research in fields related to Entertainment Computing and Serious Games (Game Designer, Level Designer, Graphic Designer, 3D Modeler, Texture Artist, Gaming Host, Engine Programmer, Gameplay Programmer, Executive Game Producer, Validation Test Manager, User Interface Designer, Sound Designer).

Corporate partners / employers

Ubisoft, Gameloft, Asobo, Asmodée Digital, The Game Bakers, Bethesda Softworks, among others.



Contacts

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

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