

Master's degree (international program)

Video Games and Interactive Media



Diploma issued by the French
Ministry of Higher Education
EQF (European Qualifications
Framework) level 7



Program taught in English
English language support
program and French
classes included in the fees



1 week experiencing
French culture in Paris



6 specializations:
Game Art, Game Design
Game Programming
Project Management
Sound Design and UX/UI Design



Requisite four to six-month
internship in France or
abroad



2 video game
development
team projects

A few words from our director,

Professor Axel Buendia, about our cross-cultural master's level diploma in video games, with a focus on teamwork, bringing together students from different origins and specializations



I'm very proud to be the Director of one of the world's leading video game schools.

Our twenty years of experience with project-oriented teaching methods, varied specializations in all video game professions, strong ties with both the French and international industries, and our multinational alumni, help place Enjmin among the best Higher Education Institutions in the world.

This international master's program is a unique chance to study in Angoulême, France, spending two years in a magnificent location surrounded by students and artists from all over the world.

You'll have the chance to work as part of a team on the development of several video game projects. These have often been nominated for prestigious awards worldwide. This is a unique opportunity to innovate and create.

Our institution is backed by several research laboratories, including Cnam's ILJ Team, which specializes in video games. Meaning you can study at doctoral level.

With this new training opportunity, we'll enrich Enjmin's ecosystem with accomplished students from all walks of life, developing a prestigious graduate school of diversity and inclusion.

Why study with us?

For the past twenty years, Enjmin has established its reputation as the foremost French video game school, training artists, designers, and researchers. We are the only school in France to offer six specializations all working together.



2D, 3D, XR and immersive technologies	
Established in 2001: two decades of success!	Very close ties with the gaming industry
96% employment rate (two years after graduation)	An on-site incubator all4GAMES
Top-level programs abroad	
 ÉCOLE NAD UQAC	 COLOGNE GAME LAB Institute for Game Development & Research
Exclusive collaborations with renowned associates	
 GOBELINS - PARIS -	 X ÉCOLE POLYTECHNIQUE
 INSTITUT POLYTECHNIQUE DE PARIS	 Université de Poitiers

They've welcomed our students



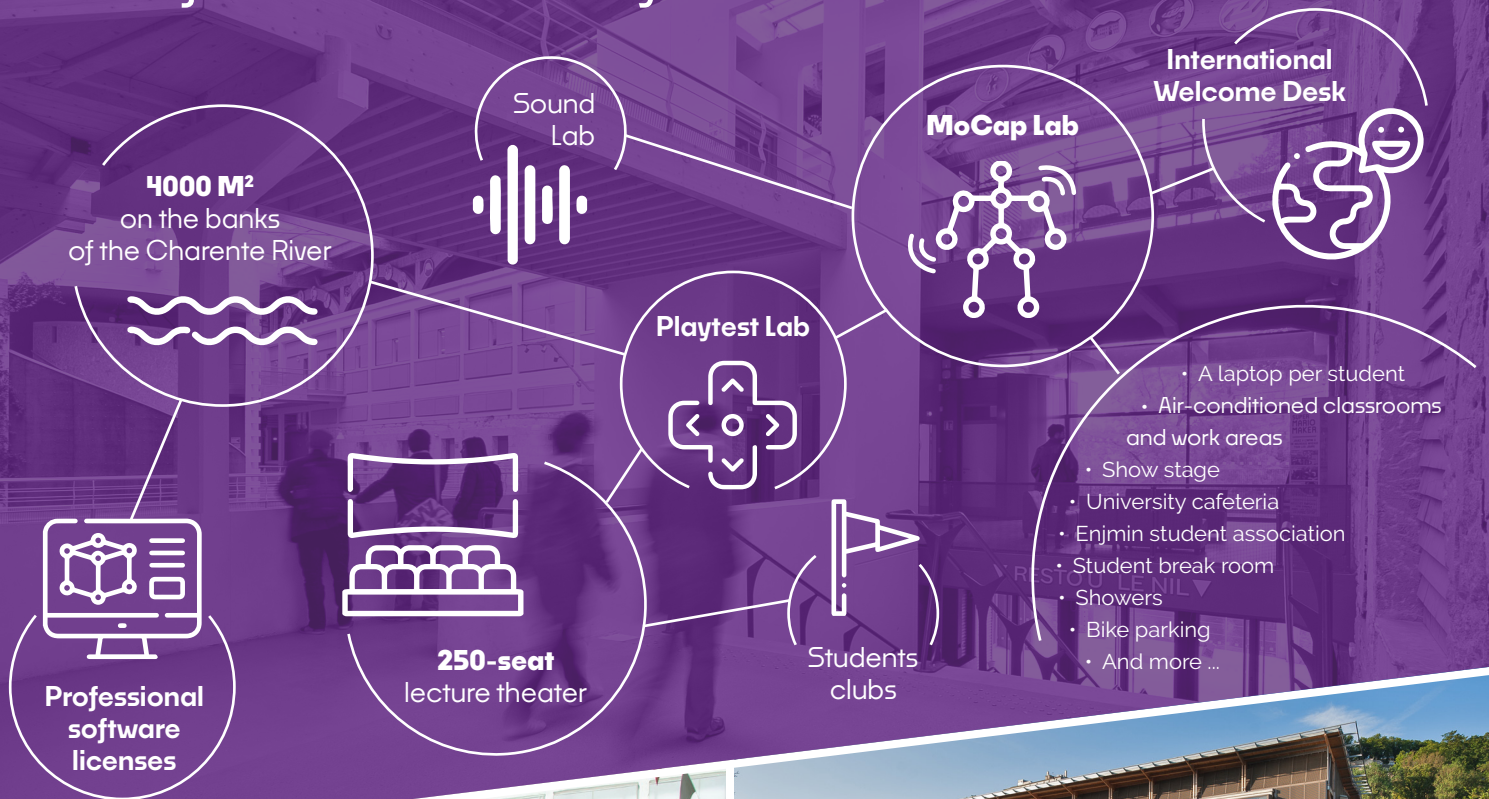
Study in Angoulême...



The International Capital of Comic Strips, a UNESCO Creative City where the visual arts are central!



A unique environment that fosters creativity



Central Atrium



Video Game Workstation

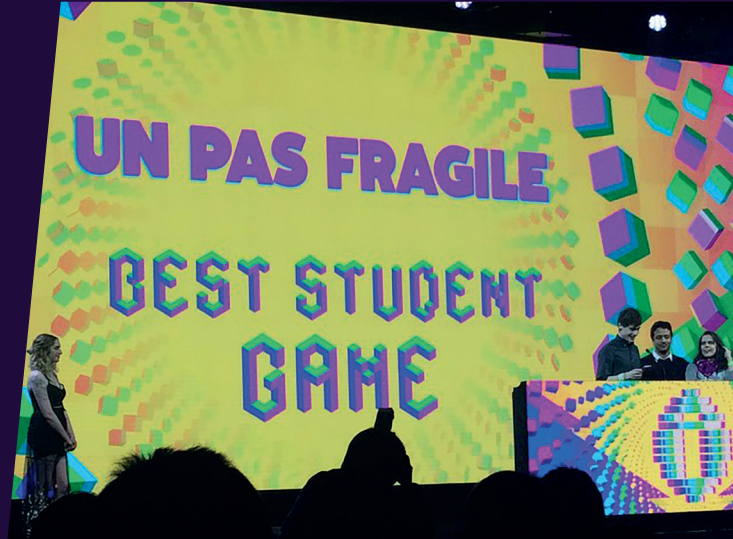
Awards for Enjmin's student projects!



+ 160
awards and
nominations



Acclaimed
national and
international
contests



The master's degree program

- A Master's to specialize in video game design and development, from indie projects to AAA blockbusters
- French know-how in an intercultural environment
- 100% in-person courses, taught in English by prestigious academics and industry professionals
- Masterclasses and professional conference cycles with renowned experts
- A common core to get to grips with the basics of the other specializations
- **6 proposed tracks:** Game Art, Game Design, Game Programming, Project Management, Sound Design, UX / UI Design (**3 tracks for 2025-2027:** Game Art, Game Design, Game Programming)
- **2 key video game development team projects,** bringing together students from the six specializations, which are presented to a panel of international industry professionals and academics

A program modelled on the game industry's real methodology

YEAR 1

Semester I

Common core knowledge for all six specializations, laying the groundwork and understanding the constraints for the professions involved in the production of interactive media

Semester II

A semester of specialization in one of the program's six tracks

Multi-disciplinary teamwork developing an interactive, playable experience

YEAR 2

Semester III

In-depth seminars by specialization

A major video game development team project corresponding to the pre-production of a "Vertical Slice"

Semester IV

Requisite four to six-month internship in a video game company or research laboratory in France or abroad



All featured students' video games, and more, are playable on itch.io!



enimbundle.itch.io

Registration fees: **€20,000*** per year

*A special rate is reserved for Higher Education Institution partners within the framework of an inter-institutional agreement.

International Relations Departments interested in collaboration are invited to contact us at internationalmaster.enjmin@lecnam.net

Video gaming is the number 1 cultural industry of the 21st century

A global market bigger than film, television, or music!

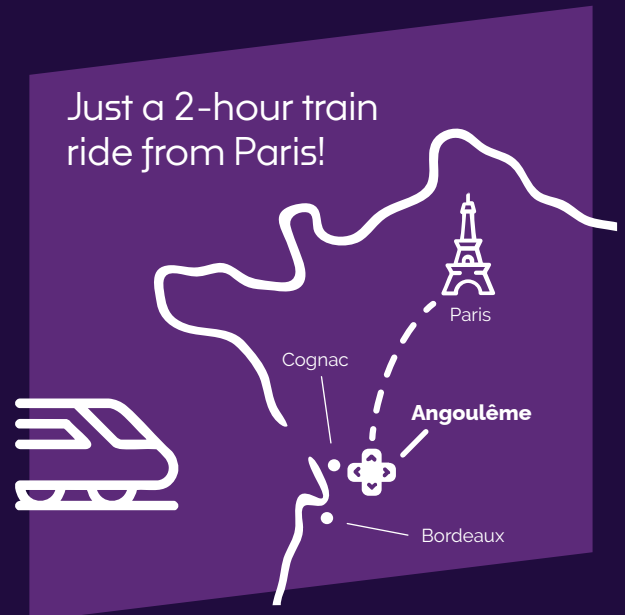
How to apply?

Our selection process is available online on Enjmin's website* from January for entry in September.

- **Requirements:** a bachelor's degree or equivalent
- **Application components:**
 - **An administrative application** form including a motivation letter, a CV and a selection of pieces of work
 - **A Creative Dossier:** a document demonstrating the candidate's ability to think outside the box and innovate, creating a game or interactive experience based on a specified theme
 - **Online written English test or proof of minimum level required:** TOEFL iBT (80 or above), IELTS (6.5 or higher), TOEIC (785 minimum)
 - **30-minute remote interview**

*Chinese students must submit their applications to exchange_jai@126.com as indicated in the entrance exam specifications, available online every January.

The 2024-2026 program will open if the minimum number of successful applicants is met.



Contact us

For any information, including housing in Angoulême:
internationalmaster.enjmin@lecnam.net



enjmin.cnam.fr



Enjmin support



Enjmin networks

