

French National School of Video Games and Digital Interactive Media

Cnam-Enjmin's International Vision

Both international influence and expanding relations with digital industries are two top priorities at the very heart of Cnam-Enjmin's development plan.

We pay particular attention to this international dimension which helps to consolidate our institution's teaching excellence, develop student and staff mobility, share our expertise with the interactive digital media industries and implement new transnational training courses as well as collaborative research programmes.

Cnam-Enjmin, a prestigious institution open to the world

The French National School of Video Games and Digital Interactive Media (Enjmin) is one of the renowned institutes and schools part of the **Conservatoire national des arts et métiers (Cnam)**. Cnam is a Scientific, Cultural and Professional Public Institution and is better known as a *Grand établissement*, literally a "Grand Establishment". **It is under the supervision of the French Ministry of Higher Education and Research.**

Cnam-Enjmin is a member of the **Syndicat National du Jeu Vidéo (SNJV) network** (French Video Game Union) as well as **the Magelis* Image Campus**. It also benefits from the support of all local and regional public institutions: the Town of Angoulême, the Grand Angoulême Urban Community, the Charente Departmental Council and the Nouvelle-Aquitaine Region.

The French company **Ubisoft** – one of the world's largest video game developers, publishers and distributors – is a privileged partner of our school.

It is important to highlight that Cnam-Enjmin adheres to **the Erasmus Charter for Higher Education (ECHE)** since it was created in 2014. The school therefore participates in different missions that the programme offers, including learning mobility (students and staff), international cooperation and sharing of experiences between video game and digital interactive media educational institutions.

*Created in 1997, the Pôle Image Magelis is an economic development centre for the image industry in the Charente department, working in the fields of Comics, Animation, Video Games and Filming. The Magelis Image Campus, located in the town of Angoulême, is made up of 12 nationally and internationally renowned schools.

Our Main Partnerships

**The Cologne Game Lab - Technische Hochschule Köln (TH Köln),
Cologne, Germany**

The [Cologne Game Lab, known as CGL](#), is the Institute for Game Research and Development at the University of Arts, Science and Technology of Cologne and was founded in 2010.

CGL offers the most prestigious degree programmes and courses in the field of video game development in Germany.

Since 2019, our two institutions offer the possibility of a **dual-degree programme**. This allows students to obtain both the Cnam-Enjmin diploma "Master's degree in Video Games and Digital interactive Media" and the CGL diploma "M.A. Digital Games" in just **2 years**.

This dual-degree programme is aimed at students interested in research and teaching.

📄 [Overview of Dual-degree Programme Cnam-Enjmin x Cologne Game Lab](#)

CGL
Cologne Game Lab

Technology
Arts Sciences
TH Köln

L'École des arts numériques de l'animation et du design (NAD) – University of Quebec in Chicoutimi (UQAC), Montreal, Canada

The [School of Digital Arts, Animation and Design](#) (*École des arts numériques, de l'animation et du design*) at the University of Quebec in Chicoutimi, known as The NAD School, is a training, research and development institution in 3D Animation, Visual Effects, Design and Digital Arts founded in 1992 by the Cégep de Jonquière. In 2008, **the school became a campus of the University of Quebec in Chicoutimi (UQAC)**.

The NAD School is a renowned institution whose graduates go on to work in the American film industry and digital simulation industries (aeronautics, medical, engines...).

Since 2024, a **Passerelle** programme has been available to students in the Game Design specialisation on the Master's degree in Video Games and Digital Interactive Media programme. It allows them to complete their first year of studies in Montreal and obtain the **DESS diploma in Narrative Video Game Design** (*DESS en design de jeu vidéo narratif*) from the NAD-UQAC School. The second year of the Master's degree takes place in Angoulême, therefore allowing students to obtain the Master's diploma from Cnam-Enjmin.

Students on the DESS diploma course equally have the opportunity to complete the second year of the Master's degree programme at Cnam-Enjmin at the end of their studies in Montreal.

📄 [Overview of Passerelle Bridge Programme Cnam-Enjmin x NAD-UQAC School](#)

📄 [Presentation of NAD-UQAC School in Montreal, Canada](#) (in French)

📄 [Testimonies for Passerelle Bridge Programme Game Design Master's degree](#)



School of Game - Jilin Animation Institute (JAI), Changchun, China

The [Jilin Animation Institute](#) is a private institution, recognised by the Chinese Ministry of Education, located in **the city of Changchun, the birthplace of Animation, Video Games and Comics in China.**

In 2019, the ranking of national universities by the Chinese Universities Alumni Association (CUAA) ranked the school's Animation, Drawing and Digital Media specialities in 1st place among private schools. The Digital Media Technologies specialty is classed as the "Speciality of Excellence" in the Jilin Province.

Cnam-Enjmin is working with the Jilin Animation Institute within the framework of the [International Master's degree in Video Games and Digital Interactive Media](#). Our school will welcome around 20 Chinese students on the programme each year.

[Click here for more information about JAI.](#)



Universidad ORT, Montevideo, Uruguay

[ORT](#) is Uruguay's largest private university. It is part of the **World ORT "Association for the Promotion of Skilled Trades"**, an international network of schools and programmes operating in over 60 countries.

Since 2019, Cnam-Enjmin and ORT work together on **an international learning mobility programme** enabling Uruguayan students in the final year of the Bachelor's degree in Animation and Video Games to complete a study semester on the Master's degree in Video Games and Digital Interactive Media programme at Cnam-Enjmin in Angoulême.



The School of Architecture, Art and Design - Tecnológico de Monterrey (ITESM), Guadalajara, Mexico

The [Instituto Tecnológico y de Estudios Superiores de Monterrey \(ITESM\)](#), better known as *Tecnológico de Monterrey* or simply *Tec de Monterrey*, is a private institution created in 1943. It currently boasts 26 campuses across Mexico. The partnership with Cnam-Enjmin concerns the campus located in the city of Guadalajara, the Mexican Silicon Valley.

The *Tecnológico de Monterrey* has been classed as one of the best universities in the Spanish-speaking world according to QS Latin America & The Caribbean University Ranking.

Within the framework of the **call for projects for the French Local Authorities Financing Facility (FICOL) of the French Development Agency (AFD)**, the Grand Angoulême Urban Community and its Mexican counterpart, the Municipality of Zapopán, set up a cooperation project called *Confluencia Creativa*.

Cnam-Enjmin was asked to actively participate in this ambitious programme which is in line with the France-Mexico bilateral agenda. It was backed by GrandAngoulême and focused on a common priority: Cultural and Creative Industries.

Confluencia Creativa (2019-2023) paved the way for the creation of the Master's degree in Creative Media and Digital Art – MAM-L at the *Tec de Monterrey* in collaboration with 2 prestigious French schools dedicated to Visual Image: The European School of Visual Arts (*l'École européenne supérieure de l'image, ÉESI*) and The School of Animation Film Professions (*l'École des métiers du cinéma d'animation, EMCA*), both of which are located in Angoulême.

The consortium of schools in Angoulême is currently working on the content of a future project called **Nueva Confluencia Creativa** (2026-2029).



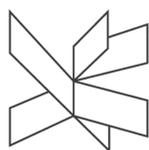
The Animation Workshop - VIA University College, Denmark

Ranked as the 3rd best Animation School in the world and the 2nd best in Europe (according to Animation Career Review), The Animation Workshop is part of the Business, Technology and Creative Industries School of the VIA University College.

Cnam-Enjmin has teamed up with VIA as part of the 4-year (2025-2029) **European project AVENUE** (Audiovisual Education and Training Network for European Vocational Excellence). The aim is to support the development of a qualified and cutting-edge workforce in the European Visual Creation Industry through the creation of **5 National Centres of Vocational Excellence (CoVE) in the fields of Animation, Video Games, VFX, Visual Storytelling and XR**.

Cnam-Enjmin is part of the Video Game CoVE, as are French video game developer, publisher and distributor, Ubisoft, and Angoulême-based visual arts ecosystem, Magelis Pôle Image. The association BoCAJ (*Bouleversement Carbone dans l'Animation et le Jeu vidéo*), based in the Nouvelle-Aquitaine Region, is also participating as an associated partner.

[Click here for more information about the AVENUE project.](#)



Bring ideas to life
VIA University College



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Meet the Team



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Cnam-Enjmin is a member of the following organisations





Video Game Training Network

Cnam-Enjmin adheres to the Erasmus+ Charter for Higher Education (ECHE) by the European Commission



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Erasmus+
Enriching lives, opening minds.

<https://enjmin-en.cnam.fr/cnam-enjmin-s-international-vision-1178201.kjsp?RH=1586331977640>