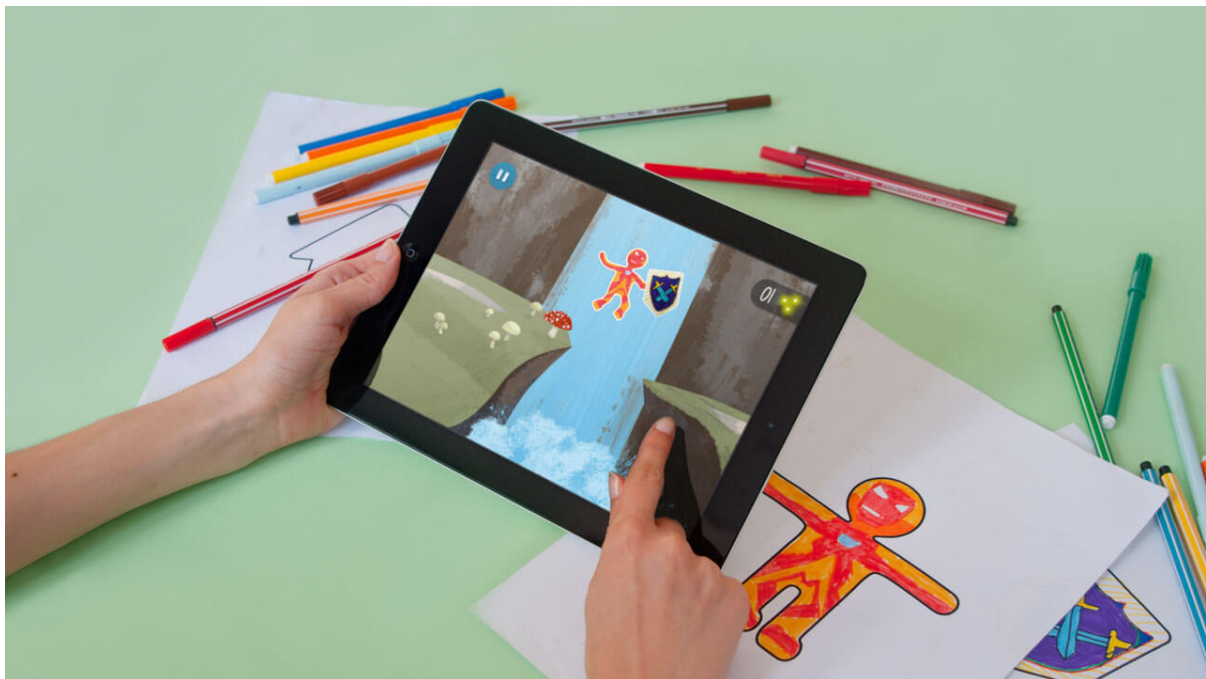


French National School of Video Games and Digital Interactive Media

Post-Master's degree in Designing of Immersive, Interactive and Playful Experiences

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```

Please note: The entirety of this post-master's degree, including the entrance exam and classes, is conducted in French. This overview page is available in English to provide general information, but all other sections are only available in French.



The Post-Master's degree is the result of a partnership between Gobelins Paris and Cnam-Enjmin.

It is recognised by the RNCP, *Répertoire national des certifications professionnelles* (French National Register for Professional Qualifications), as a *Niveau 7* diploma and it is accredited with the prestigious label of the *Conférence des grandes écoles* (CGE).

Overview

Level of study: Post-Master's (Bac+6)

Duration: 15 months

Type of course: Work-study/Apprenticeship programme

Minimum duration of apprenticeship: 4 months in a company

Number of students: 25

Location: GOBELIN's Campus Gambetta in Paris, France

Entry requirements: Master's degree (Bac+5)

Name of Diploma achieved: *Mastère Spécialisé en Interactive Digital Expérience*

RNCP Code*: [32933](#)

**French National Register for Professional Qualifications (Répertoire national des certifications professionnelles, RNCP)*

For Digital Experts

The Post-Master's degree is targeted at digital experts who want to create new playful medias using the principles and technology of video game.

Multimedia Design

Students design transmedia fictions, advergames, museum interactive installations and social/serious games, as well as interactive, innovative arrangement and connected objects.

GOBELINS Paris

Classes take place in **Paris** (GOBELINS Paris and Cnam).

Be aware, however, that you will need to travel to Cnam-Enjmin in Angoulême a couple of times.

Who is the Post-Master's degree aimed at?

Target audience

2 entry profiles: Graphic Designers and Computer Engineers

Applicants with an engineering diploma, a master's degree or a different French Level 1 certified qualification (recognised by the RNCP) in one of the following subjects: Computer Science, Graphic Arts, Digital Design, Audiovisual Media, Animation, Illustration.

Your skills

- Creative and analytical mind
- Good general knowledge about the gaming industry
- Curiosity
- Open-mindedness
- Good team player



What is a *Mastère Spécialisé* (Post-Master's degree)?



The *Mastère Spécialisé* (MS) is a collective trademark registered by the *Conférence des Grandes Ecoles*. It was created in 1983 in response to demand from French companies, who were looking to recruit graduates with very precise and specialised skills. The label guarantees the course's vocational focus, rigour as well as the highly technical nature of its content. It allows students to develop their strengths and constitutes the perfect stepping stone for their future career.

What are the objectives?

Enable students to become highly specialised in a field corresponding to needs identified by businesses, therefore giving them a double expertise that is recognised on the labour market.

Enable international students to obtain a diploma upon completion of a vocational course in a major French or foreign higher education institution.

What does it consist of?

A full or part-time vocational course. The programme must cover at least two semesters over a maximum two-year period.

The course includes:

At least 350 hours of theoretical, practical and group work (45 ECTS credits).

A personal project, carried out as part of a company assignment, and leading to a thesis. The minimum duration of the placement period is 4 months (30 ECTS credits).

The *Mastère Spécialisé* (MS) label can only be awarded by schools which are members of the CGE.

Who can apply?

Engineering school graduates whose diploma is certified by the *Commission des titres d'ingénieur* (CTI).

Business school graduates whose master's diploma is certified by the *Commission d'évaluation des formations et diplômes de gestion* (CEFDG).

Applicants with a post-graduate degree or equivalent which appears in the list drawn up by the *Conférence des Grandes Écoles*.

International students whose diploma is the equivalent of one of the above-mentioned French diplomas.

Students having studied 4 years in higher education (aka validated the first year of their master's degree) and who also have three years' professional experience.

Candidates can be admitted by special dispensation in special cases.

The *Mastère Spécialisé* (MS) in figures

More than 80,000 MS graduates since the diploma was created, including more than 20,000 international students.

Around 40,000 in engineering schools, including more than 12,000 international students.

More than 40,000 in business schools, including more than 7,000 international students.

Almost 450 MS in different sectors are accredited by the CGE in 125 different schools.

To date

75 specialised master's have been relocated in partnership with foreign institutions and are now offered in 29 different countries.

1 MS is offered by a Moroccan school, which is a member of the CGE.

7,000 students graduate with a MS diploma every year.

Source: <http://www.cge.asso.fr/nos-labels/ms>

2024/25 Fees

Full time: €12,600

Continuing education: €15,000 (financing under the new measures of the Professional Future Law: CPF transition, CPF, Pro A) (+ €300 if paid in instalments)

Fees paid by the employer and apprentice paid as part of the professionalisation contract

For questions relating to financing, please contact Sylvie Henry: shenry@gobelins.fr

Financial Aid

There are several schemes in place to help you either fully or partially finance your post-master's degree at Cnam-Enjmin.

Initial Training

Initial training relates to students who have never had a break in their studies.

[Crous grant based on social means testing criteria](#)

[Financial support for mobility for master's students based on social means testing criteria](#) (in French)

Facilitate the move for grant students enrolled in first year of master's in a different geographical area to the one they are currently located in

Note: You must hold a specific type of bachelor's degree (*Diplôme national de licence*)

Continuous Training

Continuous training relates to people who wish to resume their studies in order to become even more professional in their field, change their career path or acquire new skills. Please note that the following links are all in French.

[Personal Training Account](#) (*Compte Personnel de Formation, CPF*)

[Skill Development Plan](#) (*Plan de développement de compétences*)

[Change in career path or promotion by a work-study programme](#) (*Reconversion ou promotion par l'alternance, Pro-A*)

[Professional Transition Project](#) (*Projet de Transition Professionnelle*)

[Individual financial aid to access training courses](#) (*Aide individuelle à la formation, AIF*)

Contact

ms.enjmin@lecnam.net
+33 (0)5 57 59 23 00

[Facebook Page](#)

Brochure



Specialized Master in Interactive Digital Experiences (IDE)
Interactive and playful experience designer for video games, culture and communication
RNCP level 7 title (ex. level I)

Turn your passion into a profession!

The advantages of the Master IDE

- Anchor your passion in the reality of employment and join the coveted video game industry!
- Develop your professional network
- Distinguish yourself and enrich your CV with concrete projects and achievements
- Treat yourself to two exceptional schools in one: the leading French video game school, Cnam-Enjmin, and the leading animation film school, Gobelins (École de l'Image).



Targeted trades

- Lead Developer
- UX Designer
- Creative Technologist
- Game or Level Designer
- Lead Artist
- Narrative Designer

Profile

Prerequisites

Holder of a level 1 qualification in the fields of IT, graphic arts, digital design, audiovisual, animation, illustration, project management or digital marketing.

Skills

- Creative spirit, very good artistic and playful culture, curiosity and open-mindedness
- Excellent teamwork skills and good versatility in his job
- Ability to carry out a technical and market watch and to self-train
- Aptitudes and taste for entrepreneurship and the creation of independent studios

Public

- Students in pursuit of a professional specialization (available under a professionalization contract)
- Employees of companies wishing to acquire complementary and specialized high-level skills (as part of continuing education)

The video game sector, a buoyant and optimistic sector

- 65% of studios are looking to recruit. Video game players need to expand their teams in the short term.
- 88% are confident in the industry's future in 2017 compared to 78% in 2016, 65% in 2015 and 45% in 2014.
- 62% of permanent contracts. Open-ended contracts are still in the majority

in the video game industry in 2017, up 3.8 points from 2016.

- Strong employment growth in all sizes of companies, regardless of the activities and markets targeted
- Permanent and qualified jobs
- Increased optimism among entrepreneurs in a context of short-term financial visibility

The Master IDE, a career gas pedal!

- Situation of our graduates 6 months after graduation: 1/3 executives, 50% on permanent contracts and 50% on fixed-term contracts or self-employed
- Situation of our former graduates: 2/3 executives, 70% on permanent contracts (vs. 62% in the video game sector) and 30% on fixed-term contracts or self-employed

Come and play!

Think you've got what it takes to play our students' games? Head over to our [itch.io page](#) by clicking the logo to try them out. See below for trailers of some of our students' games.

2025/26 Fees

Full time: €12,600

Continuing education: €15,000

Fees paid by the employer and apprentice paid as part of the professionalisation contract

More detailed information regarding fees can be found at the bottom of the page.

Companies who have hosted our interns

Region of Paris

Don't Nod, Ubisoft, Ogilvy, Publicis, Small Bang, Luscid Realities, Air Liquide, Valeo

Other regions

Ankama, Dowino, VR cult

Across the world

Everyday I Play (Poland), Ubisoft Pune (India), Fred & Farid (Shanghai), Gameforge (Germany)

Patrons

P1 (2011-2012)
Gaël SEYDOUX

P2 (2012-2013)
Bertrand DUPLAT

P3 (2013-2014)
Eric VIENNOT

P4 (2014-2015)
Boris RAZON

P5 (2015-2016)
Jérémy POUILLOUX

P6 (2016-2017)
[Voyelle ACKER](#)

P7 (2017-2018)
David DUFRESNE

P8 (2018-2019)
Olivier DAUBA, VP editorial Ubisoft ([YouTube video](#) where Olivier DAUBA explains the programme and the entry requirements)

P9 (2019-2020)
[Xavier SPINAT](#), Senior Executive Producer at DONTNOD

P10 (2020-2021)
[Sabrina CALVO](#), Narrative Director at DONTNOD Entertainment

P11 (2021-2022)
[Sarah HOURCADE](#), Chief Executive at *Douze Dixièmes*
[Marc LERICOLAIS](#), Art Director at *Douze Dixièmes*

P12 (2022-2023)
[Arthur PRUDENT](#), Creator of Immersive Experiences and Co-founder of *Petites Odyssées*

Examples of Student Projects

Oshyn (2020)

Off the rails (2019)

Very Bad Greeks (2018)

[Discover other student projects](#)

Validation of Experience

This diploma is open to the Validation of Experience schemes. Depending on your academic and professional background, three options are available:

[Individual VAE](#)

[VAPP](#)

[VES](#)

<https://enjmin-en.cnam.fr/post-master-s-degree-in-designing-of-immersive-interactive-and-playful-experiences-103645/>