

## Students Projects 2019

### The students word

***« We are more than one hundred students coming from 2 courses : the STMN Engineer sandwich course, focused on interactive media, and the JMIN Master, focused on video game creation. This master offers 6 specialties : Game Design, Visual Conception, Programmation, Sound Design, UX Design, and Project Management. Each one of us comes from a different background. We are a cohesive group of people, and we rely on mutual aid in order to move forward. For us, the Enjmin Game Conference is a way to set aside the distance between the industry and the school. We talk about our projects, professionals give us advices, they come to playtest our games and talk about their background. It's a unique moment to exchange between pros and students in a free and sincere way. You'll find on this page the games created by master 1 students at the end of last year. »***

```
/**/ .project-container { width: 100%; font-size: 0; } .project-item { position: relative; display: inline-block; width: calc(50% - 10px); max-width: 460px; margin-bottom: 20px; vertical-align: top; overflow: hidden; background: #312f2f; } .project-item:nth-child(odd) { margin-right: 20px; } .project-item a { text-decoration: none; color: rgba(230, 230, 230, 0.8); } .project-item:before { display: block; padding-top: 51%; content: ""; } .project-item:hover img { transform: scale(1.03); } .project-item img { position: absolute; left: 0; top: 0; width: 100%; max-width: 100%!important; height: 100%; transition: linear 0.16s transform; } .project-item__text { position: absolute; left: 30px; bottom: 30px; width: 80%; font-family: Verdana, Geneva, Tahoma, sans-serif; color: rgba(230, 230, 230, 0.8); font-size: 18px; font-style: italic; } .project-item__text h3 { font-size: 28px; margin-bottom: 0; font-weight: bold; font-style: normal; color: #fff; } .project-item__text h3 a { color: #fff; } @media screen and (max-width: 940px) { .project-item { display: block; width: 100%; margin: 0 auto 20px auto; } .project-item:nth-child(odd) { margin-right: auto; } } /**/
```



**Achromatic**

Puzzle - Detective Game



**Architect**

Puzzle - VR



## Aurora

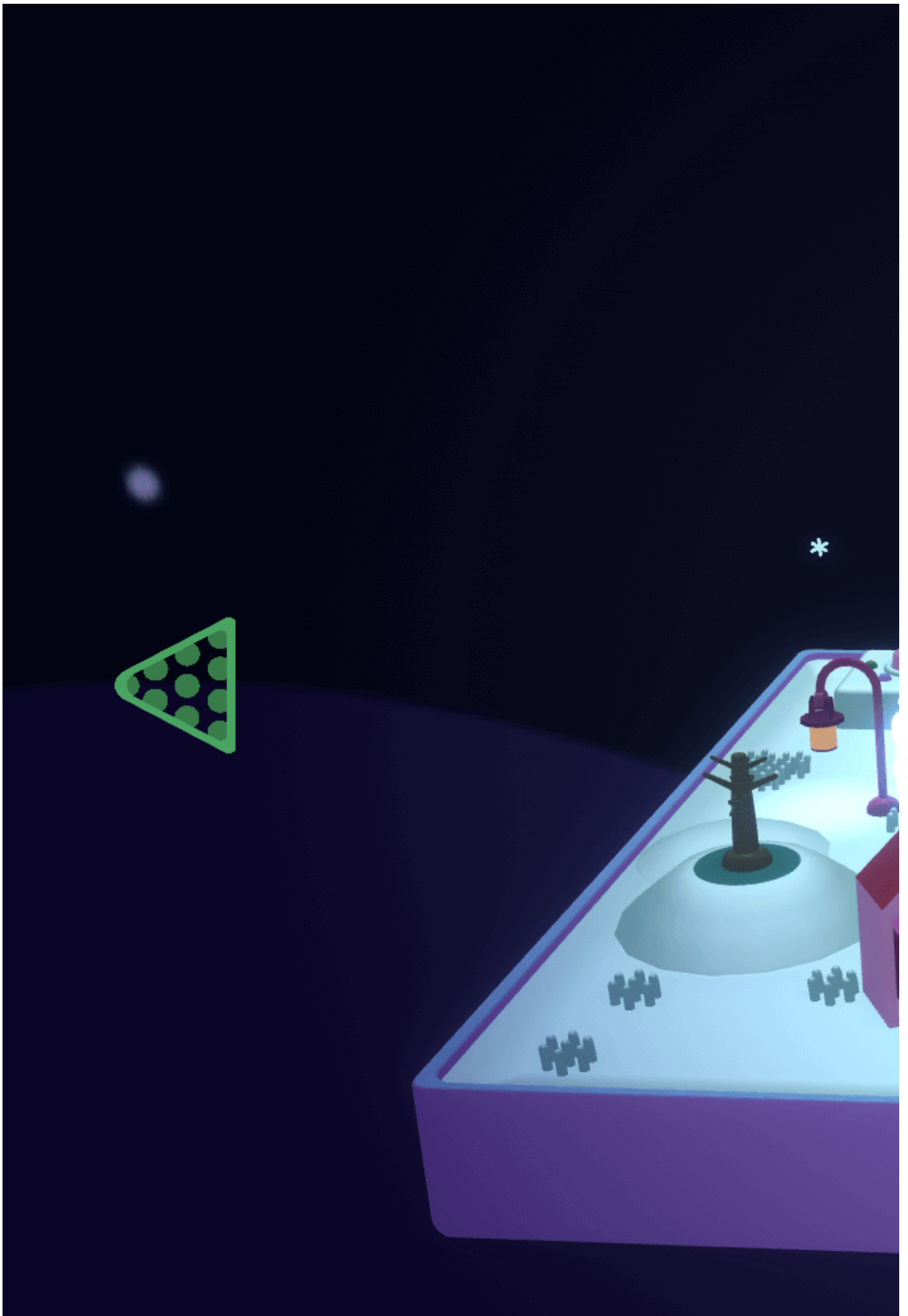
Puzzle - Interactive Room



## Aurora

Adventure - Contemplative puzzle game





## Cache-Cache

Puzzle - Co-op



## Don't Look

Horror - Eye tracker



## Merci de rien

Adventure



## Midnight Waves

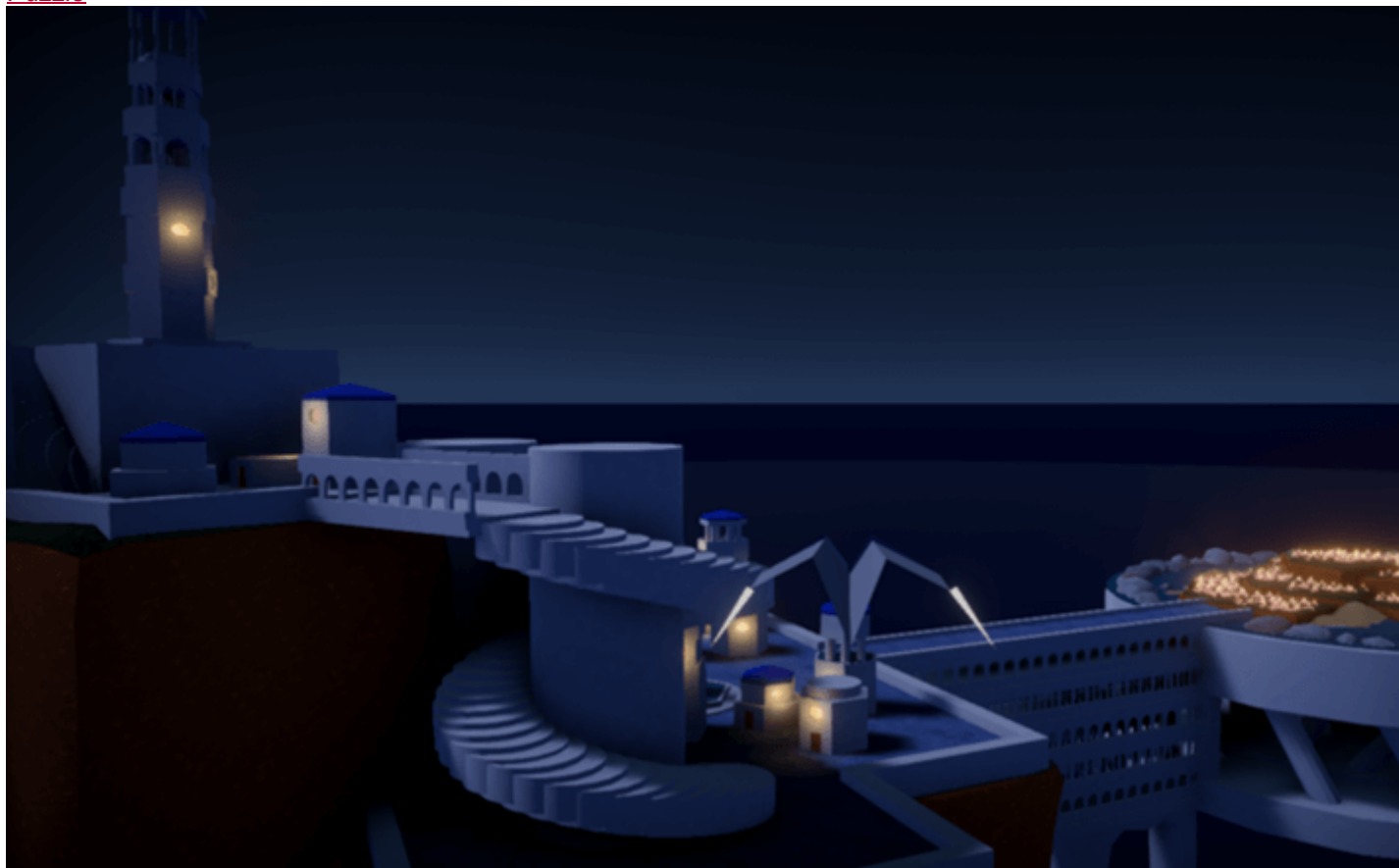
Interactive music



## Odd Waters



Puzzle



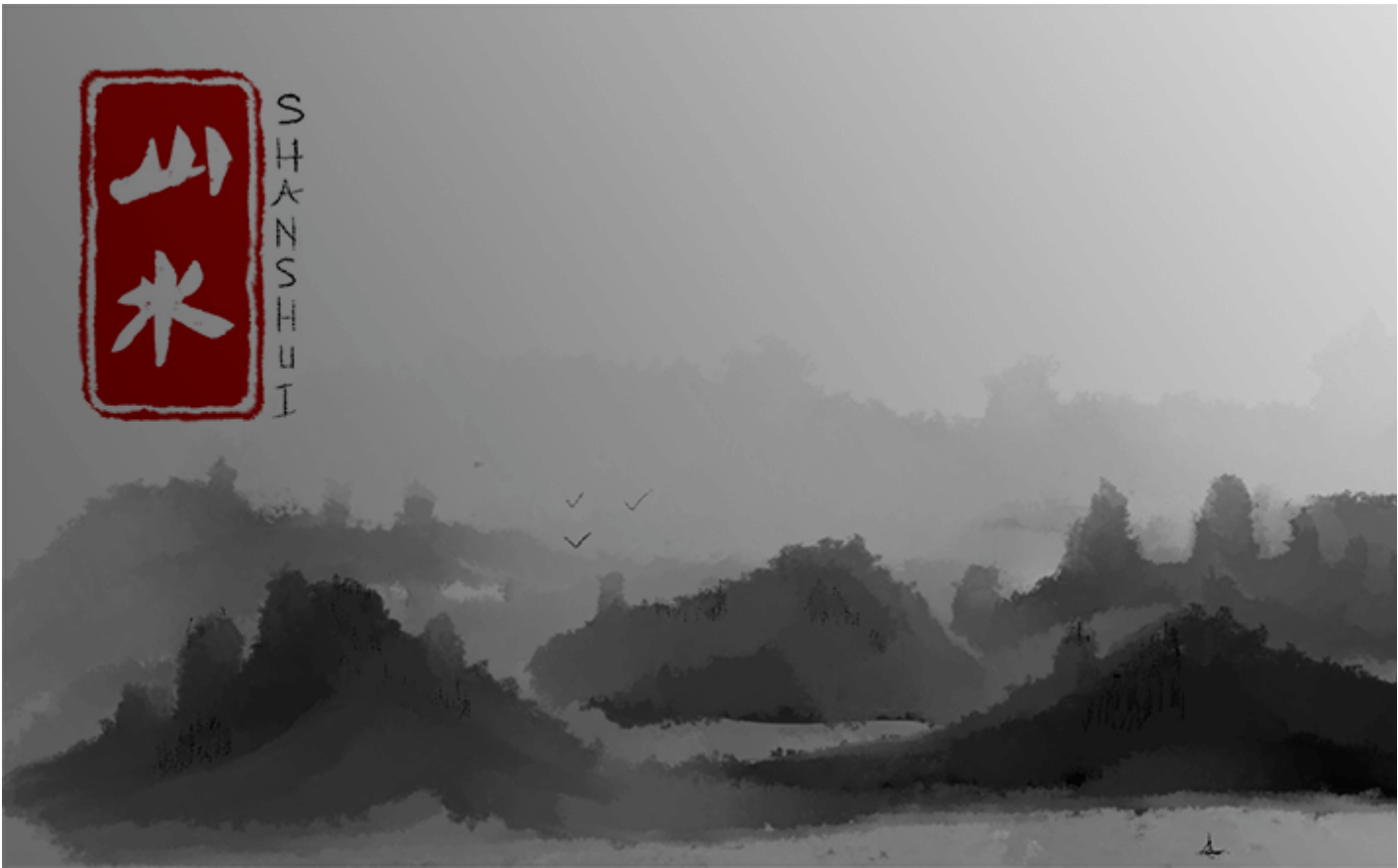
People of the Moon

Playground



Persica

Artistic experiment



**Shanshui**

VR - Relaxation - Fishing



**This Side of Me**

Narrative - Puzzle