French National School of Video Games and Digital Interactive Media

Meet Cnam-Enjmin

The leading French School for Video Games and Digital Interactive Media



Cnam-Enjmin is a leading public Higher Education and Research Institution for all professions related to video game development, located in Angoulême (France).

Our school's name, Cnam-Enjmin, is made up of two accronyms:

Cnam (<u>Conservatoire national des arts et métiers</u>) is our umbrella institution located in Paris. Founded in 1794, it is a foremost Higher Education Institute with a long history providing scientific, cultural and professional lifelong education. Cnam is under the administrative supervision of the French Ministry of Higher Education and Research.

Enjmin (École nationale des jeux et médias interactifs numériques, "French National School of Video Games and Digital Interactive Media") is the name of our school in Angoulême and one of the Cnam entities in France. We are specialists in the field of Video Games and Digital Interactive Media offering a variety of different diplomas to our students.

We are a **prestigious establishment** open to the world. We have partnerships with numerous universities and research laboratories around the globe, welcome international students on our programmes and adhere to the Erasmus+ programme charter.

The school is a member of <u>HEVGA</u> (Higher Education Video Game Alliance), the <u>Cumulus Association</u> and the <u>SNJV</u>'s (*Syndicat national du jeu vidéo*) Video Game Training Network.

Since 2020, we have also been a receiving institution of students from the **French Polytechnical School** (<u>École</u> <u>polytechnique</u>) and a contributor to the work of their Science and Video Games Chair.

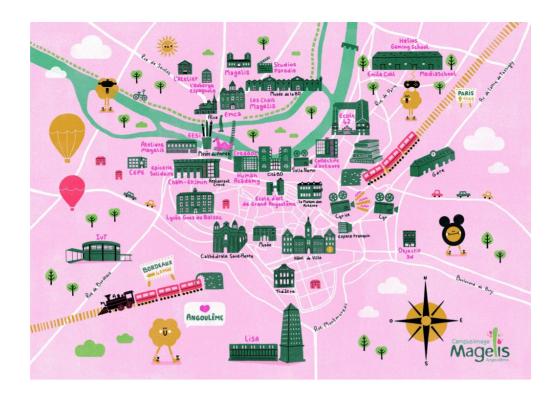
Created in 2001, Cnam-Enjmin celebrated its **20th anniversary** in June 2022. We are located next to the Charente River in the **Nil Building**, which was originally a paper mill.

Click <u>here</u> to watch Stéphane Natkin, Founder and first Director of Cnam-Enjmin, and **Axel Buendia, the current Director of Cnam-Enjmin**, talking about the school (in French).

Cnam-Enjmin and Pôle Image Magelis

Cnam-Enjmin receives ongoing financial support from the Public Institution <u>Pôle Image Magelis</u>, which is supported by the administration of Angoulême, the Charente Department and the Nouvelle-Aquitaine Region.





We are one of the **15 institutions** that make up the **Magelis Image Campus** in Angoulême. It is a cluster of specialist Higher Educational Establishments which have made a name for themselves in the fields of Arts, Cinema, Audio-visual and Digital Media.

One of the specificities of our school is that we provide training in **all video game professions** through 6 specialisations: Game Programming, Sound Design, Game Art, UX/UR, Project Management and Game Design.

Students have the opportunity to work on **different game formats** during their studies: board games, escape games, etc.

We educate our students about **digital interactive medias in every sense**. These professions are no longer limited to just video games, but apply to **other fields** such as industry processing, pedagogy, telecommunications, audiovisual...

Our alumni go on to work at **blockbuster studios**, **independent studios or even create their own studios**. Our programmers are sought after by **Cultural and Creative Industries** (video game studio, multimedia studio or immersive technologies department in a large company).

Outside of the realm of video games, graduates can go on to work for companies that need experts in virtual and augmented reality, immersive technologies and 3D design. Such companies can be in the fields of 3.0 industries (using simulators, etc.), animated films, digital publishing, communications agencies, architectural firms, organisations working on intelligent cities, theme parks, metaverses...

2001

The history of the school begins in 2001 with the partnership between Cnam and the Universities of Poitiers and La Rochelle to create a common diploma called **the DESS** (*Diplôme d'études supérieures spécialisées*) in **Video Games and Interactive Media**. The diploma is also the result of a collaboration with the *Cité internationale de la bande dessinée et de l'image* in Angoulême and the regional branch of Cnam Poitou-Charentes.

2004

3 years later, this diploma becomes the **Master's degree in Video Games and Digital Interactive Media**, co-accredited by the same institutions. The school also moves into the premises of the *Cité internationale de la bande dessinée et de l'image*.

2005

At the request of the video game industry, the Prime Minister, Jean-Pierre Raffarin, grants the request for Enjmin to become a Cnam institute.

2011

A Post Master's degree in Digital Interactive Experiences (MS IDE), now called **Post-Master's degree in Designing of Immersive, Interactive and Playful Experiences**, is created in partnership with <u>GOBELINS Paris</u>

2014

The Computer Engineering Degree in Digital Media Science and Technology (STMN), now called **Engineering degree in Computer Science and Multimedia (IEM)**, opens in collaboration with <u>CFA Sup Nouvelle-Aquitaine</u>. Cnam-Enjmin moved into new premises called **The Nil**.

2020

The **Bachelor's degree in Computer Science for Video Games** opened in collaboration with <u>CFA Sup Nouvelle-Aquitaine</u>.

2023

Cnam-Enjmin is one of 68 winners of the *Grande fabrique de l'image* call for projects under the **France 2030** plan.

Thanks to this financial support, Cnam-Enjmin will be able to implement an ambitious development project, including:

Creating new degree programmes with innovative teaching methods Creating around 50 e-learning modules for lifelong learning

2025

Planned opening of a new degree programme in September: **Bachelor's degree in Digital Arts for Video Games.**

2026

Planned opening of two new degree programmes in September:

Bachelor's degree in Game Design

Cnam Nouvelle-Aquitaine

Cnam Nouvelle-Aquitaine (formerly Cnam Poitou-Charentes) is the regional administrative body in charge of ensuring the day-to-day running of the school in terms of education, communication, dealing with companies as part of the continuing education programme, general administration and accounting. It works closely with Cnam-Enjmin's management and teaching staff. The administrative body also manages relations with other local authorities which support the school financially.

Video Game Training Network

Cnam-Enjmin is a member of the Video Game training Network (<u>Réseau des Formations aux Métiers du Jeu Vidéo</u>) since it was created in 2015 by SNJV (<u>Syndicat National du Jeu Vidéo</u>). The network aims to showcase high-quality training programmes which offer coherence between their teaching methods/modules and employment criteria to access the video game market. It respects a charter of commitments between industry professionals and the training providers who are part of the network.

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.

Key figures

Opened in 2001
Over 160 nominations and awards given to student projects
250 students per year
Network of 1,600+ alumni
Several studios housed by the incubation programme all4GAMES

Enjmin in the media

Find all our videos on the **Cnam-Enimin YouTube channel**.

Video Presentation of Enjmin (in French)
20 Year Anniversary Playlist
Inauguration of the Nil Building (2014)
Student Video Game Trailer
News Report (in French)

Cnam-Enjmin Presentation Brochure

le cnam enimin

The leading public French Institution for all video game development professions

Public Higher Education and Research Institution

Cnam School, le Conservatoire national des arts et métiers

Member of SNJV's Video Game Training Network

Cnam-Enjmin is the French National School of Video Games and Digital Interactive Media

Founded in 2001

At the heart of the Magelis Image Campus in Angoulème (France)

Over 160 prizes and awards for student projects

7 diplomas

250 students every year

Network of 1.600 alumni

5 studios supported by the incubation programme all4GAMES

All Cnam diplomas are available via the VAE (Validation of Acquired Experience) programme



Erasmus+ programme charter

Bachelor's degree in Digital Arts for Video Games Work-study programme

International School: partnerships with universities and research laboratories around the globe, welcome international student in our programmes and abide by the

Receiving institution of students from the French Polytechnical School since 2020

Bachelor's degree in Game Design Work-study programme

Master's degree in Video Games and Digital Interactive Media

- · Co-accredited by Cnam and the University of Poitiers
- · Dual-degree programme with Cologne Game Lab • Technology Arts Sciences TH Köln
- Passerelle Bridge programme with NAD-UQAC School (Montreal, Canada)

International Master's degree in Video Games and Digital Interactive Media (Taught in English)

- · Classes delivered in English in a multicultural environment
- French cultural immersion: One-week Paris trip and French classes
- · Diploma in partnership with the Jilin Animation Institute (China)

6 Specialisations: Game Design, Game Programming, Game Art, UK/UR*, Project Management* and Sound Design ning in Septe mber 2027 for the Inte

Engineering degree in Computer Science and Multimedia

Work-study programme

Post-Master's degree in Interactive Digital Experiences

In partnership with GOBELINS Paris and accredited with the prestigious label of the Conférence des grandes écoles (CGE)

https://enjmin.cnam.fr/























credit & Julia HVSSE

Photo (











Cnam's Quality Commitment

Our constant demand for the best quality courses is recognised by external independent bodies. Click here to see more information (in French).

https://enjmin-en.cnam.fr/meet-cnam-enjmin-1036394.kjsp?RH=1542115982160