

## Enjmin Game Conference 2019

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/**/ .home-container { font-size: 0; } .home-chapeau { font-size: 14px; font-style: italic; line-height: 22px; } .home-banner {
display: block; width: 100%; margin: 30px 0; } .home-banner img { width: 100%; max-width: 100%!important; }
.home-description { display: inline-block; vertical-align: top; font-size: 16px; line-height: 22px; width: calc(65% - 40px);
margin-right: 40px; } .home-description p { margin: 0 0 10px 0; } .home-info { width: 35%; display: inline-block;
vertical-align: top; box-sizing: border-box; background: #c1002a; font-size: 16px; color: #fff; } .home-info__content {
padding: 10px 25px 20px 25px; } .home-info img { width: 100%; max-width: 100%!important; margin-bottom:
15px!important; } .home-info div { margin-bottom: 15px; } .home-program { position: relative; margin-top:30px; padding:
30px 40px 40px 40px; box-sizing: border-box; font-size: 16px; line-height: 22px; background: #ecec; }
.home-program__title { color: #c1002a; } @media screen and (max-width:940px) { .home-description { display: block;
width: 100%; } .home-info { display: block; width: 300px; margin: 30px auto 0 auto; } } .egc-btn { display: inline-block;
border-radius: 5px; min-width: 140px; padding: 8px 10px; font-size: 16px; font-weight: bold; text-align: center;
background: rgb(255, 255, 255); margin-top: 10px; color: #c1002a; text-decoration: none; } .egc-btn--red { background:
#c1002a; color: #fff!important; } /**/

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The Enjmin Game Conference (previously known as the Ateliers du Jeu Vidéo) is an annual event gathering professionals and students of the video game field. From the 16th to the 19th of december, key actors of the videogame's industry will engage in a series of conferences and workshops.



These conferences are open to professionals and to the general public with advance booking. This year, this event will be organised by the students in order to create precious moments of exchange with the professionals of french and international video game field.

The Enjmin Game Conference allows professionals to share their experiences and the students to learn from key people of the creative and industrial field of video game.

During three days, the speakers will not only address technical and creative topics but also talk about their visions of the profession and engage in a dialogue about the challenges and evolutions of the industry.



**Location:** Cnam-Enjmin, Angoulême

**Dates:** 16th-19th december 2019

**Access:** Free with advance booking within the limit of available tickets

[More info](#)

## Programmation

**Monday, 16th of december:** Presentation of students projects

**Tuesday 17th to Thursday 19th of december:** Conferences & Workshops

More than 15 conferences and workshops will be conducted by professionals of the industry. The themes range from Game art, Sound design, to Game design and much more. The subjects tackled by the speakers concerns directly the students.

*The program is currentlty under construction.*

[See program](#)