

Enjmin Game Conference 2020

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/**/ .home-container { font-size: 0; } .home-chapeau { font-size: 14px; 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 is an annual event that brings together video game professionals and students.

From December 14 to 18, 2020, our students will participate in a series of conferences and workshops with key players in the video game industry.



Created in 2006, the Video Game Workshops became the Enjmin Game Conference (EGC) in 2019. Since 2019, it is the students themselves who organize the event.

The Enjmin Game Conference allows professionals to share their experience and students to benefit from their advice. The objective is to create privileged moments of exchange with French and international video game professionals. The speakers not only deal with specific technical and creative issues, but also discuss their respective backgrounds and visions of the profession and engage in a reflection on the issues and developments in the sector.

These conferences are usually open to professionals and the general public upon registration. This year, the event is exceptionally organized online and is reserved for the students of the school.



Location: Online (Discord)

Dates: 14th-18th december 2020

Access: Open only for Cnam-Enjmin students

[More info](#)

Programmation

Monday, 14th of december: Presentation of students projects

Tuesday 15th to Friday 18th 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 currently under construction.

[See program](#)