

French National School of Video Games and Digital Interactive Media

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

This diploma is only available via inter-institutional agreements.

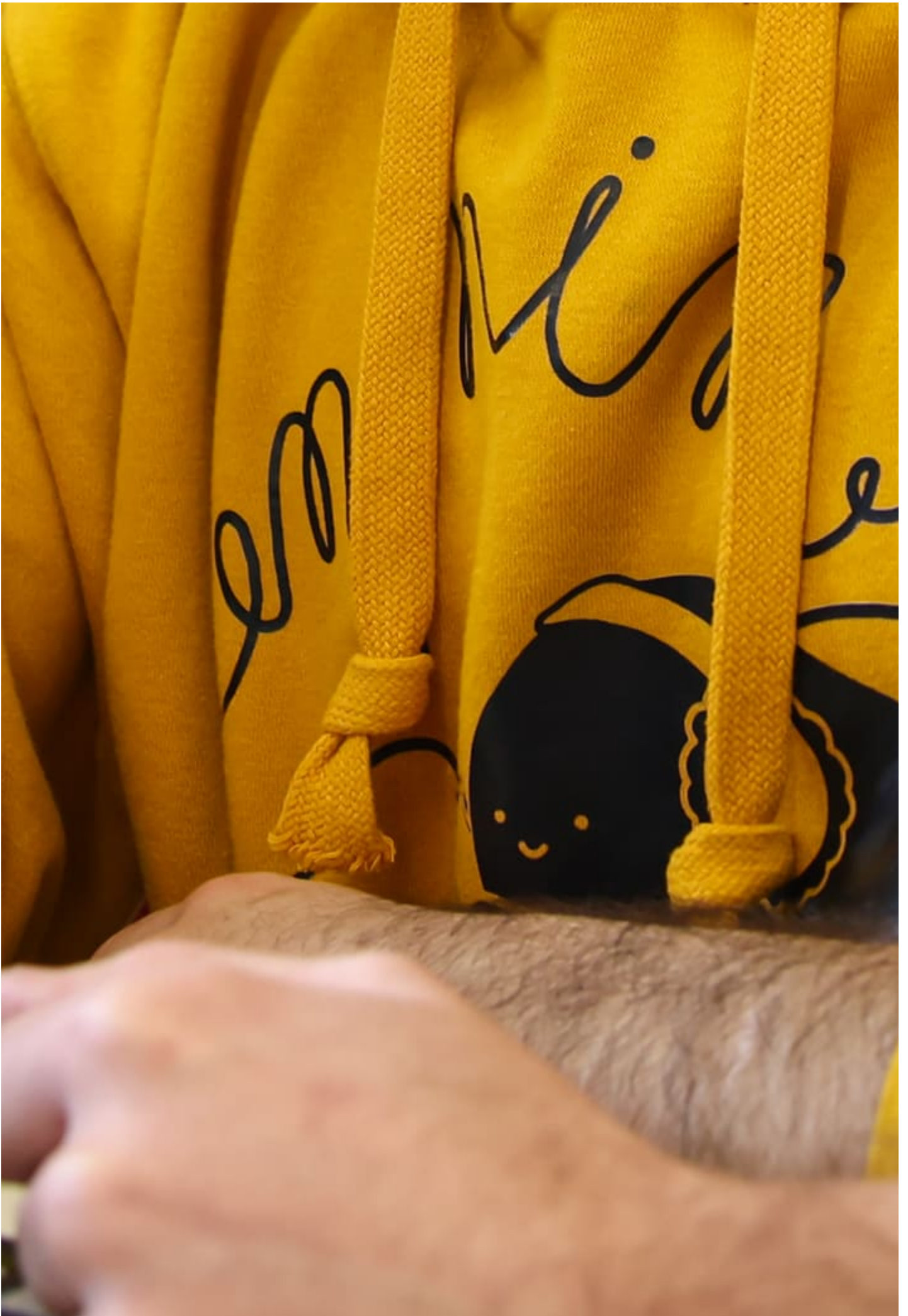
Regardless of nationality, it is not open to individual applications.

The following information is purely for informative purposes.

Our new International Master's degree will be opening in September 2028.







Important information

Given that our International Master's programme is very specialised, both in technical and artistic aspects, applicants go through a competitive application and entrance exam process. This is to assess their knowledge, motivation and creativity in the fields of Video Games and Digital Interactive Media.

The entrance exam process is organised in **3 stages**. It will be held **every year** from **December to April** for entry in September of the same year.

For the September intake, our Entrance Exam Specifications Booklet, which will provide detailed information regarding the process (in particular, the Creative Dossier), will be sent to our partner institutions in December of the previous year.

Important Dates and Deadlines

Below are the detailed stages of the application process. Dates will be announced in due course.

Stage 1

Entrance Exam Specifications Booklet sent to partner institutions

Application Deadline for all tracks

List of shortlisted candidates for online written English test sent to partner institutions

Stage 2 (if applicable)

Online written English test

List of shortlisted candidates for online interviews sent to partner institutions

Stage 3

Online interviews

List of successful students admitted to the master's programme sent to partner institutions

STAGE 1a: ADMINISTRATIVE APPLICATION

All candidates must provide:

Proof of ID (Passport, National ID card, etc.)

English-language Requirements: Candidates need to provide proof of their English-language level to access this programme. Our requirements are as following (depending on the certificate achieved):

TOEFL iBT (80 or above)

IELTS (6.5 or higher)

TOEIC (785 minimum)

If the candidate **does have** existing proof of their English-language level, they can **submit it at this stage** as part of the Administrative File.

If the candidate **does not have** existing proof of their English-language level, no problem – they will be required to take a test in Stage 2.

Proof of current enrolment at a Higher Education Establishment OR a **bachelor's degree certificate**. Depending on your situation, you need to provide different documents. Press on the drop-down menu which applies to you.

French Diploma

If the candidate holds a **French bachelor's degree**, they only need to provide the degree certificate.

EU Diploma

If the candidate holds a bachelor's degree obtained in a **European Union country**, they need to provide the degree certificate AND an official statement proving that they obtained 180 ECTS.

Non-EU Diploma

If the candidate holds a bachelor's degree obtained from a **non-European Union country**, they need to provide the degree certificate and they may also need to provide a [Statement of Comparability](#) (*Attestation de comparabilité*) from the [French ENIC-NARIC Centre](#). This document may be asked to ensure that the diploma issued in their home country meets our entry requirements. Please note that, although it is completed online, this process can still take several months. More details can be found [here](#) (in French).

STAGE 1b: SPECIFICATION-SPECIFIC APPLICATION

All candidates must provide:

CV (a link to the candidate's portfolio is highly appreciated)

Motivation letter (explaining why they want to study at Cnam-Enjmin and their choice of track)

Selection of personal artworks (in accordance with the Entrance Exam Specifications Booklet)

Creative Dossier (see below)

Instructions for the Creative Dossier

The goal of the Creative Dossier is to give candidates the opportunity to show us their interest and their ability to reflect, innovate and create in their chosen track with regards to a certain topic in the field of Video Games and Digital Interactive Media.

Each year, a topic will be given in the Entrance Exam Specifications Booklet, published at the top of this page. The prompt for the topic may be a film, a poem, a painting, a picture... a wide range of different formats.

Candidates must then **design a video game project** in relation to this topic, making **links with their chosen track** and the **overall field of Video Games and Digital Interactive Media**.

There are **2 sections** of the Creative Dossier, which are detailed below.

In the first section, candidates in **all specifications** must submit a **proposal for a video game project** which is directly inspired from and linked to the given prompt and topic.

The proposal takes the form of a **written piece of writing** (maximum 2 pages) and must include the **following elements**:

Brief description of the principles of the game, the universe and the scenario
Description of the interactivity experience
Visual inspirations for the game's universe and characters (moodboard)
Audio inspirations for the game's universe
Description of a technical issue which could arise during the creation of the project and how to potentially overcome it
Description of the game's target audience, giving three characteristics of this public and how the game will be specifically designed with them in mind

Candidates must provide references for their inspiration, which can be from either from the video game sphere or not, and explain their pertinence to the project.

In the second section, candidates must answer questions related to their **chosen specification**, all while still making links to the given topic. More information will be given in the Entrance Exam Specifications Booklet at the top of this page.

STAGE 2: ENGLISH-LANGUAGE LEVEL

Candidates who **submit existing proof** of their English-language level in Stage 1 **are excepted** from completing this stage.

Stage 2 is only for candidates whose applications are approved by the school's admissions team and **do not have existing proof** of their English-language level.

For these applicants, Cnam-Enjmin requires them to take an **online written English test (provided by the school)** corresponding to **TOEIC Level B2**. This is to prove that they have the required language level for the programme.

Please note that to accommodate all our applicants, wherever they are in the world, **two different tests will be offered**, taking into account the possible time differences between France and their home country. *Test dates will be published nearer the time.*

STAGE 3: INTERVIEW

Candidates whose application is shortlisted will be asked in Stage 3 to complete a **30-minute online interview** with our admissions team.

This interview aims not only to **get to know the candidate better**, but also to give them the opportunity to **discuss their Creative Dossier**, their **background in the subject** and their **chosen track**, all while letting their **creativity and motivation** shine through.

Contact

internationalmaster.enjmin@lecnam.net

University International Relations Departments who are interested in collaborating are invited to contact us at the email address above.

Fees

€17,000 per year (inter-institutional agreement rate)

This includes:

- Registration fees
- Tuition fees
- English and French language classes and support
- One-week of French culture discovery in Paris

Students enrolled on a degree programme in a public or private institution in higher education in France must also pay the [CVEC fee](#) (Student and Campus Life Contribution), which is €105 as of the 2025/26 academic year. More information can be found in the [International Welcome Desk](#) section.

<https://enjmin-en.cnam.fr/how-to-apply-to-international-master-s-degree-in-video-games-and-digital-interactive-media-t>