

French National School of Video Games and Digital Interactive Media

SCIENTIFIC CONGRESS

ICEC 2026

[ICEC](#) (International Conference on Entertainment Computing) is a scientific conference organized annually since 2003 by the IFIP working group specializing in the same topic. [IFIP](#) (International Federation for Information Processing) is an organization that serves as UNESCO's scientific arm in the digital field.

ICEC is one of the oldest and most prestigious scientific conferences in the field of computer science applied to entertainment and culture. It brings together practitioners, researchers, artists, designers, and industry professionals. It covers a wide range of research areas, including interactive art, game-based learning, XR technologies, and the ethical implications of entertainment.

ICEC is held every year in a major city around the world, for example in Manaus in 2024 and in Tokyo in 2025. In 2026, for the second time in its history, ICEC is being organized by the [Cédric](#) laboratory from Cnam and Cnam-Enjmin in Paris.

ICEC features research presentations, prototypes, and student work. All submissions are peer-reviewed, and the conference proceedings are published by Springer Verlag. This year, two Cnam-Enjmin students, Victor de SENNEVILLE and Moumine KONATE, are presenting their experimental game [12 Abroad Street](#).

Axel Buendia, director of Cnam-Enjmin, is joining and hosting the closing panel discussion of the conference, which focuses on industry and research.



October 6, 2026
October 9, 2026

Cnam
292 rue Saint-Martin
75003 Paris

<https://enjmin-en.cnam.fr/icec-2026-1631033.kjsp?RH=1542117012201>