

## International Affairs

The new Cnam-Enjmin school project makes the international influence of our school a priority axis of its development by backing it up with the expansion of relations with digital industries.

The international dimension is a means that we favour to consolidate the pedagogical excellence of our institution, to develop student and teaching staff mobility, to share our expertise towards the interactive digital media industries and to implement new transnational training offers as well as collaborative research programs.

### The Cnam-Enjmin, a prestigious higher education institution open to the world

The French Graduate School of Games and Interactive Media (Enjmin) is one of the renowned institutes and schools of the National Conservatory of Arts and Crafts (Cnam), a Scientific, Cultural and Professional Public Institution – better known as a “Grand établissement”, literally a “Great Institution” – **under the supervision of the French Ministry of Higher Education, Research and Innovation (MESRI).**

The Cnam-Enjmin is a member of **the Syndicat National du Jeu Vidéo (SNJV) network - the French Video Game Trade Association** -and **the Campus de l'Image Magelis\***, it benefits from the support of all local and regional public institutions: the City of Angoulême, the Grand Angoulême Urban Community, the Charente Departmental Council and the Nouvelle-Aquitaine Region.

The French company **Ubisoft** – one of the world's largest video game publishers – is a privileged partner of our school.

Ubisoft and Cnam-Enjmin have expanded their international cooperation by participating, as part of a European consortium, in **the Erasmus+ Program call for proposals 2020** in the fields of education, training, youth and sport in partnership with two renowned higher education institutions: "The Cologne Game Lab" (Germany) and "U-tad Centro Universitario de Tecnología y Arte Digital" (Spain).

It is important to highlight that the Cnam-Enjmin adheres to **the Erasmus Charter for Higher Education (ECHE)** since its creation in 2014, which allows it to participate in the different actions of the program, including learning mobility (students, staff) as well as international cooperation and sharing of experiences between video game and interactive digital media educational institutions.

In addition, we are currently working on the creation of **an international master's degree in Video Game Design and Development**. This unique master's degree should welcome about sixty students per year group from all over the world.

---

\* Created in 1997, the Pôle Image Magelis is an economic development centre for the image industry in the Charente department whose sectors of activity are comics, animation, video games and filming. Its Campus de l'Image is made up of twelve nationally and internationally renowned schools located in Angoulême.

---

## Educational and Research Partnerships

### The Cologne Game Lab - Technische Hochschule Köln (TH Köln), Cologne, Germany

The Institute for Game Research and Development at **the University of Arts, Science and Technology of Cologne**, The Cologne Game Lab – CGL, was founded in 2010.

CGL offers a bachelor's degree and three master's degrees in the fields of games and interactive digital media.

A framework agreement signed in 2016 links TH Köln (CGL) and the Cnam (Cnam-Enjmin) in the fields of education, research and the dissemination of scientific and technical culture. This agreement has enabled us to set up **a codiplomation of our Master's degree in Digital and Interactive Games and Media and their M.A. in Digital Games.**

In addition, as part of a European consortium of institutional and industrial partners, CGL and the Cnam-Enjmin participated alongside Ubisoft Entertainment S.A. (France) and U-tad Centro Universitario de Tecnología y Arte Digital (Spain), in **the 2020 call for proposals relating to the European Union's Education, Training, Youth and Sport program – Erasmus+ 2014-2020, Strategic Partnerships strand.**

### School of Game - Jilin Animation Institute (JAI), Changchun, China

The Jilin Animation Institute is a private institution, recognized by the Chinese Ministry of Education, located in **the city of Changchun, the Chinese cradle of animation, video games and comics.**

In 2019, the Chinese Universities Alumni Association (CUAA), the national ranking of Chinese universities, ranked the animation, drawing and digital media specialties of their School of Game in 1st place among private schools. The Digital Media Technologies specialty is ranked as the "specialty of excellence" in Jilin Province.

The Cnam-Enjmin is planning to sign a cooperation agreement with the Jilin Animation Institute in the near future in the framework of **the creation in Angoulême of its international master's degree in Video Game Design and Development.** This agreement would allow the recruitment of twenty Chinese students within each year group of this entirely taught in English program.

## U-tad Centro Universitario de Tecnología y Arte Digital, Madrid, Spain

U-tad Centro Digital, a renowned private institution in Madrid close to the Spanish and European video game industry is attached to **the private Camilo José Cela University (UCJC)**; their diplomas are validated by the Spanish Ministry of Education, Culture and Sports (MECD). U-tad is a member of the Spanish program of academic cooperation for the development of video games "PlayStation Talents First".

U-tad and Cnam-Enjmin are partners, alongside Technische Hochschule Köln and Ubisoft Entertainment S.A., in the framework of the 2020 call for proposals for **the European Union's program for education, training, youth and sport – Erasmus+ 2014-2020, Strategic Partnerships strand**.

This partnership should lead to a rich exchange of students and teachers between these three European Union countries.

## Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM), Guadalajara, Mexico

ITESM, better known as "Tecnológico de Monterrey" or simply "Tec de Monterrey", is a private institution created in 1943 with 26 campuses throughout Mexico. Our partnership concerns the campus located in the city of Guadalajara, the Mexican Silicon Valley.

Within the framework of **the call for projects for the French Local Authorities Financing Facility (FICOL) of the French Development Agency (AFD)**, the Grand Angoulême Urban Community and its Mexican counterpart, the Municipality of Zapopán, have set up a cooperation project entitled "ConFluencia Creativa".

The Cnam-Enjmin has been asked to actively participate in two of the three components of this ambitious program which is in line with the France-Mexico bilateral agenda carried by GrandAngoulême and which focuses since 2018 on a common priority, namely cultural and creative industries.

The first component concerns **the creation of a joint "Creative Media" master's degree** with two prestigious French schools\* dedicated to the field of visual arts within the Tec de Monterrey School of Architecture, Art and Design scheduled for the start of the 2021-2022 academic year.

The second component will enable the municipality of Zapopán to benefit from our expertise through **a skills transfer** that will be piloted by Eurekatech, the GrandAngoulême technology park, and in conjunction with the Pôle Image Magelis. Joint actions allowing the reciprocal reception of entrepreneurs from the creative ecosystems of Angoulême and Zapopán are also planned.

Finally, outside the framework of FICOL financing (AFD), the Tec de Monterrey and the Cnam-Enjmin are negotiating the implementation of **a support service for the Validation of Acquired Experience (VAE)** in favour of a group of teachers from the Mexican partner.

---

\*The European School of Visual Arts (EESI) and the School of Animation Film Professions (EMCA), based in Angoulême.

## **Universidad ORT Uruguay, Montevideo, Uruguay**

ORT is Uruguay's largest private university. It is part of the international network of schools and programs of the **World ORT - "Association for the Promotion of Skilled Trades"**, present in more than sixty countries.

In 2019, the Cnam-Enjmin concluded a cooperation agreement with ORT which enabled it to welcome Uruguayan students for a semester of **learning mobility** at the beginning of the 2019-2020 academic year.

By mutual agreement, it has been decided to continue this student mobility program for the next academic year.

## **The Graduate School of Culture Technology - Korea Advanced Institute of Science & Technology (KAIST), Daejeon, South Korea**

The Korea Advanced Institute of Science & Technology – KAIST, a public research institution, was established in 2005 with the support of **the Ministry of Culture, Sports and Tourism of South Korea**.

The cooperation agreement signed in 2016 with this South Korean institution aims to strengthen the **international mobility of doctoral students and the creation of a joint research laboratory**.

A field mission in 2018 enabled the Cnam-Enjmin to forge links with the local video game industry, with which it is now possible to collaborate on the project of **an international network of incubators** – a wider offer of "All4Games", the Cnam-Enjmin incubation program backed by the Cnam public institution incubator.

## **L'École des arts numériques de l'animation et du design – Université du Québec à Chicoutimi (UQAC), Montréal, Canada**

The École des arts numériques, de l'animation et du design de l'Université du Québec à Chicoutimi (NAD School) is a training and research and development institution in 3D animation, visual effects, design and digital arts founded in 1992 by the Cégep de Jonquière. Since 2008, **the school is a campus of the Université du Québec à Chicoutimi (UQAC)**.

The NAD School is a renowned institution whose graduates work in the American film industry and the digital simulation industry (aeronautics, medical, engines).

**A first framework cooperation agreement was signed in 2014 between UQAC, the Cnam and the University of La Rochelle.** As part of this agreement, **a learning mobility program** was established. UQAC and the Cnam-Enjmin are working together to broaden this partnership both in terms of **educational cooperation and joint research projects**.

## International Applicants

We welcome applicants from all over the world.

We invite them to consult the Campus France website in their country of residence for **the application timetable** for non-DAP courses (Licence 2 to Master's degree).

Foreign students living in one of the [countries](#) with a Campus France local office must register in the ["Études en France"](#) platform as part of the pre-consular procedure for visa application.

Please note **Cnam-Enjmin has its own application procedures**. All national and international applicants must register to our competitive entrance exams.

### Admission requirements – Master's degree in Digital and Interactive Games and Media:

1. Following the **"Études en France" procedure** (if applicable)
2. Successfully completing **[Cnam-Enjmin's competitive entrance exam](#)**:
  - Creative file to be submitted upon administrative registration
  - Remote Exams (technical test according to the chosen path, English test)
  - Oral face-to-face interview of eligible candidates
3. Obtaining **[a comparability statement](#)** from the **[ENIC-NARIC France Center](#)** confirming that you hold at least **an EQF – European Qualifications Framework level 6 diploma** (paid service, maximum processing time for your file: 4 months)
4. Proving **a B2 level in French** (the certification must be presented at the same time as your creative file).

## Cnam-Enjmin is a member of:



Video Game Training Network



**Cnam-Enjmin has been awarded the Erasmus Charter for Higher Education (ECHE) by the European Commission:**

