

French National School of Video Games and Digital Interactive Media

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.

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

**Learn from top-level industry professionals and lecturers in an
intercultural environment to turn gaming into your career**







Overview

Level of study: Master's (Bac+5)

Duration: 2 years

Type of course: Full-time study with internships

Entry Requirements:

- Bachelor's degree or equivalent
- Proficiency in English
- Entrance Exam

Advantages:

- 100% Taught in English
- Common Core of classes gives a broad knowledge of all video game professions
- In-depth classes in student's chosen track
- Several Multi-disciplinary Group Projects
- Real industry-style working conditions
- Programme with an entrepreneurial focus
- Language support classes and French Cultural Immersion Trip

Location: Angoulême (France)

The International Master's degree in Video Games and Digital Interactive Media has been designed for students who wish to specialise in video game design and development, whether their goal is to work on independent projects or in AAA blockbuster studios. Cnam-Enjmin offers world-leading French know-how and state-of-the-art facilities in a multicultural studying environment. All classes are taught in person and in English by renowned academics and industry experts.

Tracks

During the application process, students choose from one of 6 tracks. These correspond to real-life professions in the video game industry.

Important: Please note that when the International Master's degree first opens, only 3 tracks will initially be available: Game Design, Game Programming and Game Art. The other 3 tracks will become available the following year.

Game Art

Courses specific to this track

Courses that address the various aspects of image in Digital Interactive Media:

- Artistic direction
- Virtual and augmented reality
- Links with other visual arts (cinema, comics, etc.)

Job prospects

- 3D Modeler
- 2D Animator
- Video Game Designer
- Multimedia Communications Designer
- Art Director – Video Games
- Creative Director – Video Games
- 3D Animator
- Graphic Designer
- 2D Graphic Designer – Video Games
- 3D Graphic Designer
- 3D Texturing Modeler – Video Games
- Computer Graphics Designer

Useful information

The school seeks to recruit a wide range of profiles in the Game Art track. In doing so, our classes have a mix of skilled technicians (3D, animation, etc.) and creative people (Artists, Illustrators, Concept Designers, etc.). Students will share knowledge of their specialities among themselves, thereby gaining a great insight into their peers' specialities and ultimately becoming a well-rounded professional by the end of the master's programme. Students in the Game Art track have access to the Cnam-Enjmin's Motion Capture Studio, which enables them to work in real-life conditions.

Game Design

Courses specific to this track

- Advanced Game Design Problems and Concepts
- Industry-oriented Game and Level Design Methodologies
- New and current topics in Game Design
- Industry Game Design Techniques (with an introduction to large-scale video game design issues for rationalising and formalising Game and Level design)
- Links between Game Design and Financing
- Courses evolving every year based on current video game trends (e.g. Twitch integration, Transmedia, Open-world, Interactive storytelling, Serious games, Ubiquitous games...)

Job prospects

- Game Designer – Video Games
- Level Designer – Video Games
- Game Designer – Online Web Games
- Level Designer – Online Web games
- Lead Game Designer – Video Games
- Interactivity Designer

Useful information

This track focuses on Game Design and Level Design. Game Designers are responsible for the coherence and mechanics of the game, ensuring that everything works seamlessly and that the different aspects fit together. Common core classes and multi-disciplinary projects mean that our students become “jacks-of-all trades”. They can, for example, try their hand at Gameplay Programming.

Game Programming

Courses specific to this track

- AI
- Network
- Game Engines
- Optimisation
- Gameplay Programming
- Procedural Generation
- Procedural Animation
- Tool Development

Job prospects

- Developer – Video Games
- Programmer – Video Games
- Lead programmer – Video Games

Useful information

Students who choose Game Programming are immersed among those from other track. Programmers know how to technically implement the ideas of the whole team and provide them with the appropriate tools.

Project Management

Courses specific to this track

Production organisation and team management: Advanced training for Project Managers

- Leading a Multi-disciplinary Video Game Development Project in the Second Year
- Using Project Management tools in preparation for the professional environment during the internship

Job prospects

- Game Designer – Video Games
- Level Designer – Video Games
- Game Designer – Online Web Games
- Level Designer – Online Web Games
- Lead Game Designer – Video Games
- 3D Texturing Modeler – Video Games
- Creative Director – Video Games
- Art Director – Video Games
- Video Game Designer 6
- Multimedia Development Group Leader

Useful information

The Project Management track not only trains students to manage schedules and budgets, as well as other important marketing concepts, but also on human relations within a team.

The Project Manager is the person who works to keep the team motivated and fosters a calm working atmosphere, leading to a more effective collaborative work environment.

Sound Design

Courses specific to this track

Advanced aspects of Sound Design (3D Sound, Mixing and Mastering for Virtual or Augmented Reality, Localisation and Professional rendering formats for video games)
Dynamic Spatial Sound Writing
Managing Audio parameters in 3D Mapping Representation

Job prospects

Sound Artist
Sound Designer

Useful information

Students in the Sound Design track have reserved access to Cnam-Enjmin's professional Sound Studio and a fully-equipped classroom, both of which allow students to work in real-life conditions.

UX/UR

Courses specific to this track

UX (User eXperience) / UR (User research)
Accessibility to Digital Products or Services
Principles and Potential Issues of Inclusive Design

Job prospects

UX Designer (User eXperience Designer)
UR (User Researcher)
UI (User Interface Designer)
Expert in IT methods and quality

Useful information

It is impossible to design and develop a video game without having a User eXperience Designer or User Researcher on the team. Their role is to represent the player during the development process, assessing the player's overall experience of the game.

Among other things, they review players' psycho-cognition and set up tests to gain insight into what players understand during gameplay.

Cnam-Enjmin has a Playtest room which is equipped with gaming devices (computers, consoles, etc.), as well as cameras and various sensors (pulse sensors, perspiration sensors, etc.). This enables students in the UX/UR track to work in real-life conditions.

What makes our International Master's programme stand out?

Enriching working environment

Cnam-Enjmin believes that students learn best in a collaborative environment. That's why our International Master's degree programme not only requires the 6 different tracks to work together, but also encourages different backgrounds and nationalities to mix, fostering a rich and diverse multicultural working environment.

In the Second Year, our International Master's students have the opportunity to work alongside French students on the Video Games and Digital Interactive Media Master's programme, promoting multicultural mixing and recreating real-life working conditions.

Project-based learning

Students complete several projects of increasing scope throughout the 2-Year programme:

- Ice-breaker project activity, known as *L'escaposaurus*
- Week-long Nano-project in the First Year (conducted in the context of a workshop)
- Multi-disciplinary Interactive Experience Mini-project in the First Year
- Multi-disciplinary Video Game Development Project (centred around the creation of a "Vertical Slice") in the Second Year

There are also regular workshops (such as 'Included and Connected', 'Art&Games', which is in conjunction with art students from ÉESI (European School of Visual Arts, *École européenne supérieure de l'image*), etc.) and course projects.

Our students' projects have won multiple awards and recognitions in the past. You can see examples of their work on our dedicated website [itch.io Bundle Enjmin](#).

All these projects are specifically designed to help foster and ultimately grow our students' sense of creativity.

We have two members of staff whose mission is to instil this spirit of creativity and technique in our students: [Aïda Del Solar](#), Artistic Director of the Master's programme, and [Antonin Fourneau](#), Multimedia Artist.

Excellent teaching team

Our lecturers come from different backgrounds: one half are **researchers** in the fields of Video Games and Digital Interactive Media, and the other half are **professionals** in the video game industry.

This combination of teaching staff gives students both a **field-focused vision** from the professionals and a **broader perspective** from the researchers.

For each of the 6 tracks, there is one Academic Manager and one Professional Manager, who coordinate the course content together.

Possibility to continue your studies

Students can pursue their studies to doctorate level at Cnam-Enjmin. We can welcome **internal or external candidates** who hold a master's degree.

Language Support and Cultural Immersion

Alongside the main programme of the Master's, we offer **English classes** to those who wish to **reinforce and perfect their skills**.

French classes (provided by *l'Alliance française Bordeaux*) are also available to our international students to **facilitate their integration** into French life.

Moreover, there will also be a **one-week cultural immersion** trip to Paris, allowing our international students to experience first-hand the beauty and charm of French capital.

All of this is **included in the fees**. More information can be found in the ["Language and Culture Perks"](#) section.

High job prospects

Our unique pedagogy, which we have been **perfecting for over 20 years now**, trains our students to become creative people.

After studying at Cnam-Enjmin, they are **highly sought after** within the video games industry, whether it be in **France or internationally**.

Here are a few examples of studios that have hired our alumni in the past:

Riot Games (Tencent Interactive Entertainment)
Blizzard Entertainment (Microsoft Gaming)
Electronic Arts
Epic Games
Rockstar Games (Take-Two Interactive)
Ubisoft
Square Enix
Bandai Namco Entertainment

Brochure

International Master's degree

Video Games and Digital Interactive Media



Diploma issued by the French
Ministry of Higher Education
EQF (European Qualifications
Framework) Level 7



6 tracks:

Game Art, Game Design,
Game Programming,
Project Management,
Sound Design and UX/UR



Compulsory four to
six-month internship
in France or abroad



Programme taught in English
English language-support
programme and French
classes included in the fees



2 video game development
team projects



1 week experiencing
French culture in Paris

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Come and play!

Think you've got what it takes to play our students' games? Head over to our [itch.io](#) page by clicking the logo to try them out.

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.

Validation of Experience

This diploma is open to the [Individual Validation of Skills and Experience \(VAE\)](#) which, depending on your academic and professional background, allows you to obtain the diploma.

<https://enjamin-en.cnam.fr/international-master-s-degree-in-video-games-and-digital-interactive-media-taught-in-english>