

## Internship offer

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/**/ body.fiche .contenu .toolbox ul li::before, body.consultation .contenu-fiche ul li::before, body.consultation .element_deco ul li::before, body.consultation .encadre-contenu__liste ul li::before, #encadres .toolbox ul li::before, body.consultation .encadre_auto_liste ul li::before, body.consultation .encadre_contenu ul li::before, .popupAide ul li::before, .contenu-fiche__element-valeur ul li::before{ content:"\e904"; } /**/
```

## Let our students do their work placements in your company!

We promise you won't be disappointed!

### Work Placement Schedule

#### Master's degree in games and interactive digital media - JMIN

1st years: from the beginning of July to the end of September 2015.

2nd years: from the beginning of April to the end of September 2015.

A 'Contrat de professionnalisation' alternating periods of work and study is possible in the 2nd year.

#### Specialised master's in interactive digital expériences

Standard curriculum: placement from mid-April to the end of September 2015.

'Contrat de professionnalisation': alternating periods of work and study from the beginning of October to the end of December of the following year.

### The objectives of the JMIN master's 1st year work placement

This introductory placement should allow students to benefit from a first experience of multidisciplinary teamwork and to discover first-hand the working environment.

From the beginning of July to the end of September, 1st year students can either do a 1 to 3 month work placement, or work on an experimental project, either alone or in a team, in relation to a theme or a tool which develops on their mini-projects.

### **The objectives of the JMIN master's 2nd year work placement**

This work placement aims to allow students to gain concrete experience in real conditions, working to develop a videogame or an interactive media product, or take part in a research project in the same field of activity. The work placement lasts between 4 and 6 months in either a company or laboratory from the start of April to the end of September.

### **The objectives of the IDE specialised master's work placement**

Students on the mastère IDE specialist master's course do a 700-hour work placement from the beginning of May to the end of September. It must last at least 4 months.

Interns mainly work as graphic designers, programmers, game designers and project managers.

There is a wide variety of employers: digital communications agencies, multimedia development studios, videogame development studios, the innovation, new media and business intelligence departments of TV companies and software publishers, interactive marketing consultants, companies working in serious games and e-learning.

## **Your work placement offers**

Send us your offers and we will pass them on to our students: [enjmin@lecnam.net](mailto:enjmin@lecnam.net)