

# Post-Master's degree

in Designing of Immersive, Interactive and Playful Experiences  
for Video Games, Culture and Communication

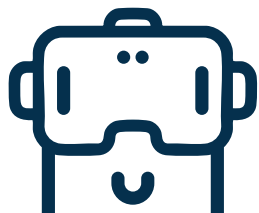


Turn your passion into your professional driving force and join the coveted video game industry!

## Accelerate your career:

- Develop your professional network
- Stand out from the crowd and enrich your CV with projects and achievements
- Enjoy the expertise of two exceptional schools in one: Cnam-Enjmin and GOBELINS Paris

## Who is the Post-Master's for?



### Academic Requirements

Master's degree or similar qualification in the fields of IT, Graphic Arts, Digital Design, Audiovisual, Animation, Illustration, Project Management or Digital Marketing.

### Skills

- Creative spirit, very good artistic and entertainment culture, curiosity and open-mindedness
- Ability to carry out a technical and market watch and to train oneself
- Excellent teamwork skills and good versatility in their job
- Capacities and taste for entrepreneurship and the creation of independent studios

### Target Audience

- Students looking to continue their studies in a professional specialisation
- Professionals wishing to develop further high-level specialised skills



## Validate your experience

Depending on your academic and professional experience, 3 schemes are available to you at Cnam:

- Individual Validation of Skills and Experience (VAE) to obtain all or part of the diploma
- Validation of Personal and Professional Skills (VAPP) to access the degree course
- Validation of Higher Educational Studies (VES) to be exempt from certain course requirements

## Future Professions:

- Lead Developer
- Creative Technologist
- Lead Artist
- UX Designer
- Game or Level Designer
- Narrative Designer



## Step into Excellence

The Post-Master's degree at Cnam-Enjmin, in partnership with Gobelins Paris, is accredited with the prestigious label of the *Conférence des grandes écoles* (CGE).

### Cnam-Enjmin

Created in 2001, Cnam-Enjmin is the prestigious French National School that trains students to all video game development professions.

### Gobelins Paris

Created in 1965, Gobelins Paris is the prestigious school dedicated to Digital Creation and Visual Arts.

#### Duration and Organisation

- **15 months** (6th October 2025 – 4th December 2026)
- **7-10 days** of classes per month
- **Course:** 500 hours of classes
- **Internship or Work-study** in a company and **Professional Thesis:** 600 hours minimum

#### Course Structure

**Work-study programme** (professionalisation contract) ou **Full-time study with a minimum 4-month** (initial or continuing training course)

**Location:** Gobelins' Campus Gambetta in Paris (20th arrondissement), France

**RNCP\* Code:** 39233

**RNCP\* Diploma level:** Niveau 7

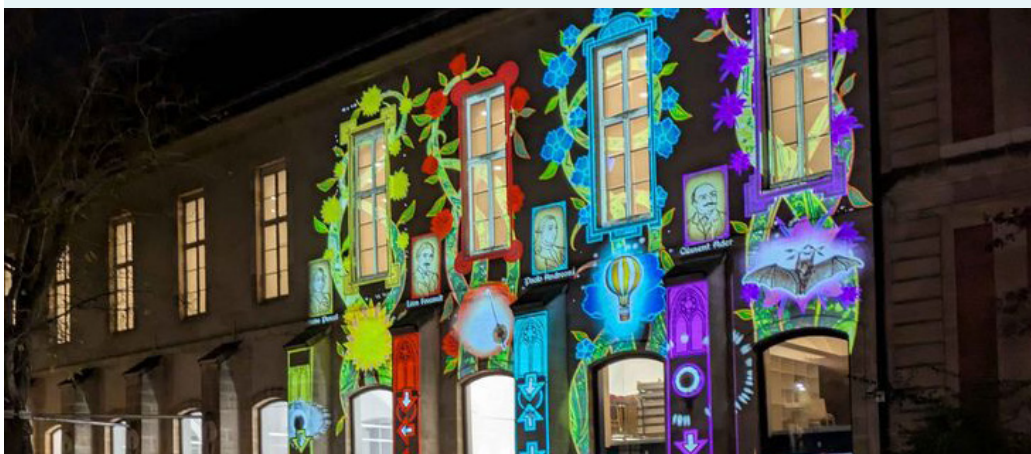
\*French National Register for Professional Qualifications  
(Répertoire national des certifications professionnelles, RNCP)

## 1 degree course – 4 projects!

Students complete 3 mini-projects (2 weeks per project) and one team project (6-8 weeks).

The degree enables students to develop their expertise in Game Design and Interactive Storytelling, and to apply these creative skills to team projects, jams and workshops.

Students design and produce transmedia fiction, advergames, interactive museum installations, social or serious games, as well as innovative interactive devices and connected objects.



## Objectifs pédagogiques

- Imagine new experiences on multi-media devices and mediums, to take advantage of entertainment uses and digital trends
- Write scenarios, game concepts and game design documents
- Create 2D or 3D universes adapted to new devices and mediums
- Design a sound and visual art direction
- Use professional game engines
- Estimate the financial aspects and length of production of a video game project

## Finance your course

We can advise you about which financial options are most suited to your situation.

#### 2025/26 Fees

- Initial Training (full time + internship): €12,600 + CVEC fee\* of €105
- Continuous Training (full time + internship): €15,000 per year + €300 if paid in instalments
- Work-study programme (professionalisation contract): Tuition fees paid for by the employer and apprentice paid

\*CVEC fee (Student and Campus Life Contribution)

### Contact

[ms.enjmin@lecnam.net](mailto:ms.enjmin@lecnam.net)

[enjmin-en.cnam.fr](http://enjmin-en.cnam.fr)

[www.gobelins.fr](http://www.gobelins.fr)

