





Filling out your Online Learning Agreement (OLA)

The Learning Agreement, sometimes referred to as just LA, is the document that binds and covers the exchange student, the sending institution, and the receiving institution during a student mobility period. It must be approved by all parties *before the start of the exchange*.

The Learning Agreement defines the **study programme** abroad, detailing the subjects that will be replaced in the student's diploma once they have successfully completed the study abroad programme. This is the principle of **automatic recognition**: all the credits obtained abroad (with supporting transcripts) will be counted towards the student's degree without any additional work.

Learning Agreements are digital in the Erasmus+ 2021-2027 programme. Where possible, it is preferable to use the Online Learning Agreement (OLA) platform to generate your Learning Agreement.

The following guide will help you fill out your OLA.

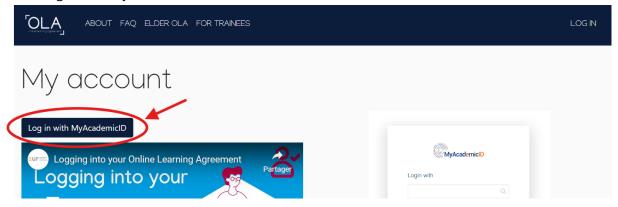
I. Log onto the OLA platform and create your account

Link: Home | OLA

Click on "Log in":



Click on "Log in with MyAcademicID":







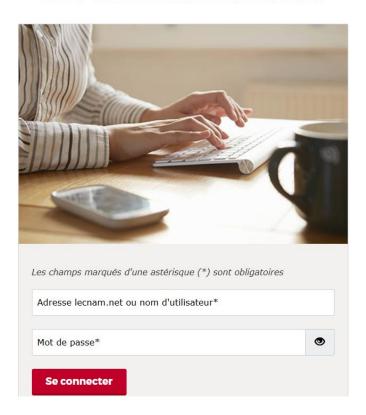


Enter "Cnam" in the field "Login with", then select it when it appears:



You will then be redirected to Cnam's authentication platform. Log in using your normal log-in details (Cnam student email address):

UAUTHENTIFICATION

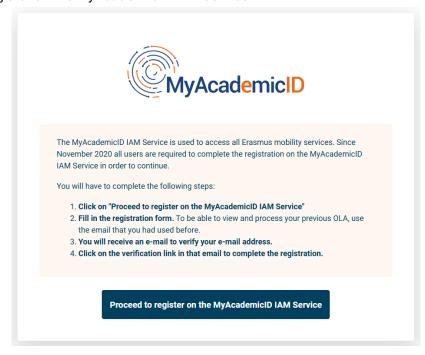








When you log on for the first time, you will be asked to register with MyAcademicID. Continue by clicking on "Proceed to register on the MyAcademicID IAM Service":



Fill in the required fields (Cnam student email address) and accept the use policy:

MyAcademicID Registration

Given name* Surname* E-mail*	
Acceptable Use Policy I have read and agreed with the MyAcademicID Acceptable Use Policy*	✓ Confirm ➤ Submit

An email will be sent to you to confirm the creation of your account. Check your Cnam email address:







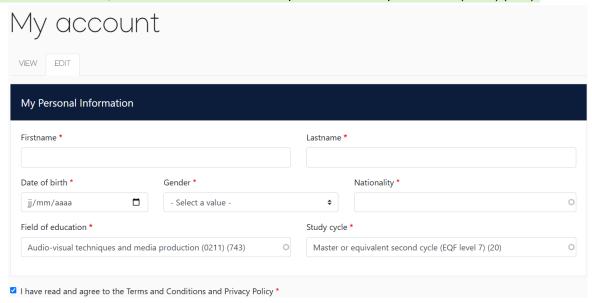




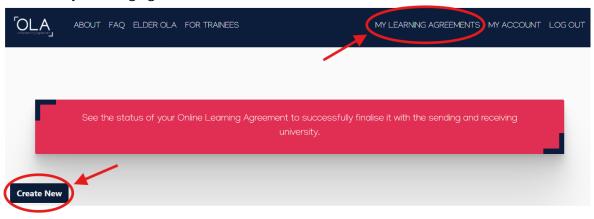
II. Create your OLA

Start by entering your personal information.

In "Field of education", select "Audio-visual techniques and media production (0211) (743)".



Then click on "My Learning Agreements" and then "Create new":



Choose "Semester Mobility":









III. The 6 Steps of the OLA

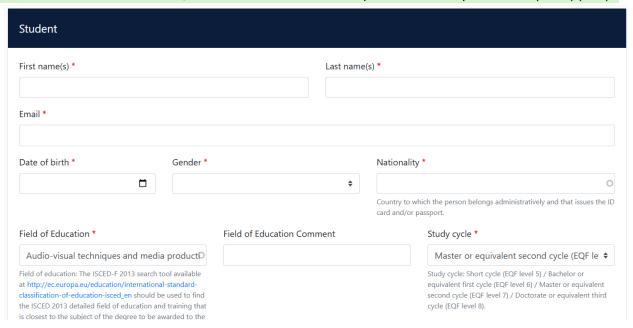
You must fill in the 6 steps below to be able to send your OLA:



1) Student information

Double-check the information that you previously entered.

Reminder: In "Field of Education", select "Audio-visual techniques and media production (0211) (743)".



2) Sending Institution Information

Fill in as follows:

Country: France

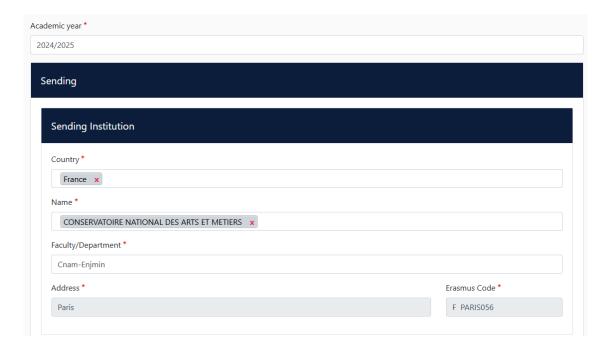
• Name: Conservatoire national des arts et métiers

• Faculty/Department: Cnam-Enjmin

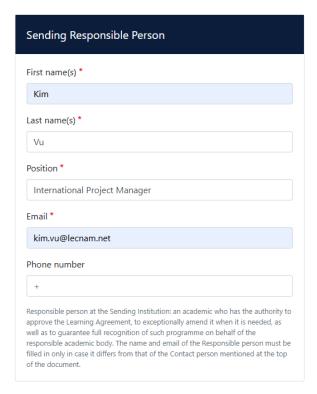


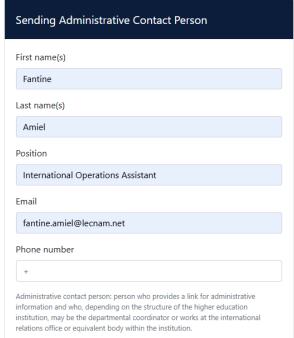






- Sending Responsible Person: Kim Vu, International Project Manager, kim.vu@lecnam.net
- <u>Sending Administrative Contact Person</u>: Fantine Amiel, International Operations Assistant, fantine.amiel@lecnam.net





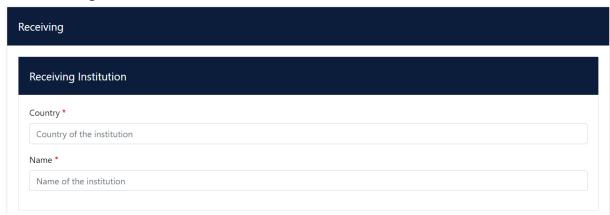






3) Receiving Institution Information

Fill in the following fields:



For students on the dual degree programme with The Cologne Game Lab:

Country: Germany

Name: Technische Hochschule Koeln Faculty/Department: Cologne Game Lab

(Address: Köln / Cologne, Erasmus Code: D KOLN04)

Receiving Responsible Person	Receiving Administrative Contact Person
First name(s) *	First name(s)
Last name(s) *	Last name(s)
Position *	Position
Email *	Email
Phone number	Phone number

<u>Receiving Responsible Person</u>: André Czauderna, Departmental Coordinator at CGL, <u>andre.czauderna@th-koeln.de</u>

<u>Receiving Administrative Contact Person</u>: Katleen Schünemeyer, Double Degree Coordinator at the Department of International Affairs, <u>incomings-exchange@th-koeln.de</u>

4) Proposed Mobility Programme

• <u>Planned start/end of the mobility</u>: Period of activity in the receiving institution and not travel time. Enter working days (not weekend or public holidays). Look at the academic calendar of the receiving institution.

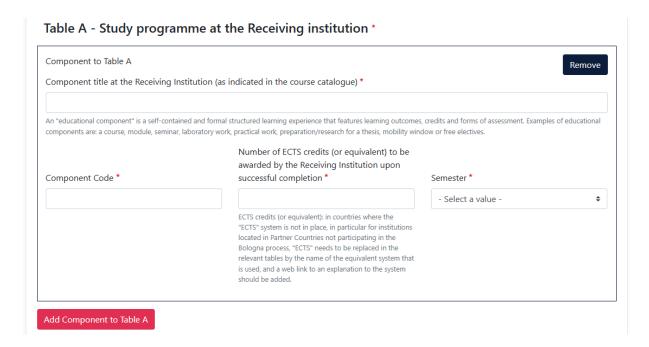






Preliminary LA	
Planned start of the mobility *	Planned end of the mobility *
jj/mm/aaaa 🗖	jj/mm/aaaa 🗖
Table A - Study programme at the Receiving institution *	
No Component added yet.	
Add Component to Table A	
Web link to the course catalogue at the Receiving Institution describing t	he learning outcomes: [web link to the relevant info]
throughout their studies to enable them to make the right choices and use their tim	ion's learning environment that should be available to students before the mobility period and e most efficiently. The information concerns, for example, the qualifications offered, the learning, tional components and the learning resources. The Course Catalogue should include the names of now less
The main language of instruction at the Receiving Institution *	The level of language competence *
- Select a value -	- Select a value -
	Level of language competence: a description of the European Language Levels (CEFR) is available at: https://europass.cedefop.europa.eu/en/resources/european-language-levels-cefr

Enter the modules chosen at the receiving institution. Click on "Add Component to Table A":



For the CGL:

Component title at the Receiving Institution	Component Code	Number of ECTS credits	Semester
MA Thesis	MA.009	25	First semester (Winter/Autumn)
Reflection & Community 3	MA.010	5	First semester (Winter/Autumn)

Web link: Leave it blank







The main language of instruction at the Receiving Institution: English

The level of language competence: Select your level

Enter the recognised modules at the sending institution (Cnam-Enjmin). Click on "Add Component to Table B":

Table B - Recognition at the Sending institution *	
No Component added yet.	
Add Component to Table B	
Provisions applying if the student does not complete successfully some educational components: [web link to the relevant info]	
This must be an external URL such as http://example.com.	
Web link to the course catalogue at the Sending Institution describing the learning outcomes: [web link to the relevant info]	
This must be an external URL such as http://example.com.	

For the CGL, enter the following 3 modules from the Common Core and the 2 modules related to your specialisation. Refer to the document in Appendix 1 which shows the names in English of the Semester 3 modules on the Master's degree in Video Games and Digital Interactive Media.

Component title at the Sending Institution	Component Code	Number of ECTS credits	Semester
Practice of Innovation: A	US3330	3	First semester
Collaborative Approach	(Winter/A		(Winter/Autumn)
Interestion Design	US335V	9	First semester
Interaction Design	USSSSV	9	(Winter/Autumn)
Modelling Interactions	Modelling Interactions US335W 6		First semester
Modelling interactions			(Winter/Autumn)
Specialisation module 1*	Specialisation module 1* 6		First semester
Specialisation module 1		0	(Winter/Autumn)
Specialisation module 2*		6	First semester
Specialisation module 2		J	(Winter/Autumn)

^{*}See Appendix 1

5) Virtual components

Leave this blank unless you are told otherwise:

Academic year *
2024/2025
Table C
No Paragraph added yet.
Please add the Table if you wish to indicate virtual component(s) at the receiving institution before, during or after the physical mobility to further enhance the learning outcomes. Add Component to Table C

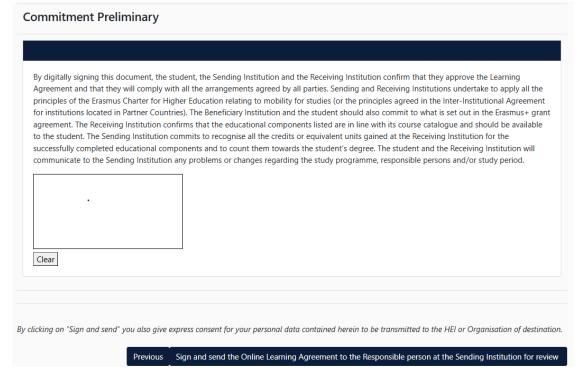






6) Commitment

Sign the Commitment Preliminary and send it for signature by clicking the button "Sign and send the Online Learning Agreement to the Responsible person at the Sending Institution for review".



If the document has not been sent for signature, it is possible to return to it and modify it. You can leave the platform and return to it later by going to the "My Learning Agreements" tab.

Once your LA has been sent for signature, you can track its progress in the "My Learning Agreements" tab in "History". You cannot modify it until it has been signed or rejected by the sending and receiving institutions. You can also download a PDF version of your OLA. This should be sent to your mobility advisor.

View or Edit
View
Download
PDF
History

If you have any doubts, do not hesitate to contact your Mobility Coordinator, Fantine Amiel.

Document updated 31/03/2025







Appendix 1: Course Programme of Semester 3 modules on the Master's degree in Video Games and Digital Interactive Media

Document to help students going to CGL to complete the list of modules.

Master's degree in Video Games and Digital Interactive Media, Semester 3:

	Modules	Module Code	ECTS	
uo	Practice of Innovation: A Collaborative Approach	US3330	3	
Common	Interaction Design	US335V	9	
ပိ	Modelling Interactions	US335W	6	
	Game Programming:			
	Advanced Programming	US335Z	6	
	Game Programming in Practice	USMU0A	6	
	Game Design:			
	Problems and Advanced Concepts in Game Design	US3333	6	
	Game Design in Practice		6	
	Sound Design:			
suo	Advanced Sound Design for Video Games	US3334	6	
Specialisations	Sound Design in Practice	USMU07	6	
ciali	Game Art:			
Spe	Game Art Seminars	US3335	6	
	Visual Design in Practice	USMU06	6	
	Project Management:			
	Organization of Production and Team Management	US3336	6	
	Putting Project Management into Practice	USMU04	6	
	UX / UI Design:			
	UX / UI and Accessibility	USMU08	6	
	Putting UX/UI into Practice	USMU09	6	