Recruiting master games and interactive digital media (Jmin)

Procedure and subject 2022

Because of the specificity of the training, both technical and artistic, a recruitment procedure is set up to evaluate the knowledge and motivation of the candidates in the field of video games and interactive media.

Whatever your status, your home institution, your nationality... you must follow each step of the procedure described below (in addition to the Campus France procedure for foreign students).

You must choose a path at the beginning of the process among: project management, visual design, sound design, ergonomics, programming or game design.

You can apply for a maximum of 2 courses and in this case, you must submit a letter of motivation, a selection of personal achievements and a creative file in each of the 2 courses.

Here is the procedure to apply for the master (1 re year):

(Direct admission to the second e year is only possible within the framework of official relations with partner schools).

Please note: the procedure is subject to change each year, so read the instructions carefully!

Part 1: ADMINISTRATIVE APPLICATION (to be submitted on our platform Nextcloud between December 17, 2021 and January 28, 2022)

I. Creation of your personal space on our Nextcloud platform

You must create your personal space by filling in the requested information on our Nextcloud platform *(accessible from December 17, 2021, closed on January 28, 2022 at 3:00 pm): https://recrutement.cnam-enjmin.fr/.*

At the end of the registration process, you will receive an email containing your login (**candidate number** CANXXXX) and a password to submit your creative file and supporting documents. When you log in for the first time, we strongly advise you to change your password. Warning: the email may end up in the spam folder!

II. Deposit on Nextcloud of all the supporting documents requested below before January 28, 2022, 3:00 pm:

Please note: please follow the nomenclature for documents uploaded in **PDF format** to Nextcloud below:

A_Proof of identity_CANXXXX
B_Required level_CANXXXX
C_Status_CANXXXX
D_CV_CANXXXX
E_LM_CANXXXX

F_Personal achievements_CANXXXX
G_French certificate_CANXXXX (only for non-French speaking students)
H_Creative file_CANXXXX

A. Proof of identity

National identity card, residence permit, passport, driving license.

B. A certificate of schooling or a diploma justifying the required level:

What is the required level?
Hold a degree of bac +3 / RNCP level 6 or equivalent

- ✓ **If you have the required level, please attach your diploma**; if the diploma is in the process of being issued, please send your **certificate of completion:**
- National diploma (bachelor's degree, master's degree, doctorate, engineering degree).
- If other diploma or certificate: certificate of recognition of RNCP level 6 by the institution that delivered the training.

- **European Union Diploma:** certificate from the training institution justifying the obtaining of 180 ECTS cumulated thanks to the obtaining of 60 ECTS obtained each year during 3 years of study with passage to the higher level (ECTS: "European Credits Transfer System" represent the unit of measurement of the work of the student for all the UE and the UA. They are acquired if the student obtains a **mark equal to or higher than the average** in the evaluation. They **can** also **be capitalized** on in the same course of study at the Cnam or **transferred** to another higher education institution in the European area.)
- **Diploma from outside the European Union:** certificate of recognition of the diploma obtained, equivalent to level II, to be requested from ENIC-NARIC: http://www.enic-naric.net/ Beware of the delivery deadlines: start the procedure in December *(if the procedure is still in progress at the time of the closure, please attach a proof from the organization)*

✓ If the level is being obtained for the academic year 2021/2022: attach your **school certificate** mentioning precisely **the title of the training** and the **level of the diploma** (minimum recognition RNCP level 6).

Other situations :

- If you do not have a diploma at Bac +3 / RNCP level 6, and you have professional experience, you can apply for the Validation of Personal and Professional Experience (VAPP).

- If your diploma is not recognized in the [National Directory of Professional Certification](#), you can apply for a Validation of Higher Studies.

  ▪ **For these two last cases: we ask you to specify it during your registration in Nextcloud in the box "comments".**
  ▪ *Admission to the master's program is subject to obtaining the RNCP level 6 diploma.*

C. A document justifying your status

1/ Initial training

o **If you have student status in 2021/2022**: attach your certificate of attendance (even if you have completed your level 6 diploma and are still in school)

2/ Continuing education, you are eligible for continuing education if you are in one of the following situations:

o you wish to resume training as an individual,
o you are registered with Pôle Emploi,

- o your training is paid for by a third party financer. You will need to justify your presence in training to the latter,
- o you receive an income related to the training (salary/compensation/allowance...),
- o you were already registered in continuing education the previous academic year.

Please attach a letter explaining your situation if you meet any of the above criteria and mention it in the "questions, comments or remarks" box on Nextcloud.

D. A curriculum vitae

We kindly ask you to provide us with a CV in which you will detail your personal, academic and professional background. You will identify explicitly in the form of text, graphics, ... the abilities and skills that differentiate you from other candidates.

E. A letter of motivation

We ask you to write a letter of motivation in which you describe how your background is in line with your desire to enter this master's program.

You will emphasize specific points in your CV that will differentiate you from other candidates. You will emphasize any point of view, personal ideas, convictions, or values that you feel are essential to establishing and adopting a "professional posture. You will also detail your professional project and how being admitted will allow you to accomplish it.

F. Selection of personal achievements

Show us in 2 pages maximum your personal and professional achievements, below the elements requested by each course:

Project management	- A well-constructed and argued development explaining, according to you, the elements of coherence between your career and the fact that you want to assume a management function - Examples of taking responsibility in all contexts, followed by a self-evaluation of the skills used - Any other skills and knowledge that can help you adapt to a work environment related to video game and interactive media creation.
Visual design	Portfolio showing your personal or collective creations and achievements: concept art and storyboard, animation, 3D rendering, live action, photography, for projects such as audiovisual, interactive media, games, theater, performance. Choose images that show your artistic and technical sensibility (example: include character designs of at least 3 different graphic styles).
Sound design	Links to personal or collective creations: sound design and music for audiovisual projects, interactive media, games, theater, performance...
Ergonomics	Present any elements related to ergonomics/UX that can demonstrate the experiences described in your CV, provide links to your achievements (sites, videos, memoirs, files...).
Programming	Present a selection of your achievements, in order to demonstrate your mastery of programming (especially related to video games but not only) and more generally your technical curiosity and creativity (robotics), network, artistic projects...).
Game design	- An introduction explaining what interests you most about interactive media (including video games) and what you want to contribute to this field. - The list of your creative achievements: year, context, short description, and what you did there (Examples: interactive media, installations, classic games, writings, drawings, photographs, textile creations, video games, music, videos...). - A detailed presentation of one of your achievements explaining your objectives and your personal contribution to this project.

G. A certificate proving your mastery of the French language for non-French speaking students (level B2).

The first selection by the jury will be made on the basis of the CV, the letter of motivation and the selection of personal achievements, so we ask you to take the greatest care.

The jury will pay particular attention to the quality of your writing, the precision of your arguments, the originality of your presentation and your understanding of the expectations contained in points D to F explained above in II of Part 1.

Any incomplete file on January 28, 2022 after 3:00 pm will not be considered.

Please note that failure to comply with the formal requirements may also result in elimination.

(We advise you to create your administrative file as of December 17, then to deposit the supporting documents as you go along, but before the closing date).

Part 2: creative file (to be submitted on our platform between December 17, 2021 and January 28, 2022, 3:00 pm)

The 2022 topic is:

"Walking is the way" by Antonio MACHADO (1875-1939)

Walker, these are your
tracks This path, and
nothing more;
Walker, there is no path, The path
is built by walking. The path is built
by walking,
And looking back we see
the path that we will never
tread again.
Walker, there is no path, only
wakes on the sea.

Translation by José Parets-LLorca

You must submit your creative file on our platform before January 28, 2022, 3:00 pm.

The aim of this creative file is to show an interest and a capacity for reflection, innovation and creativity on the issue of interactive media in relation to the course requested, **all in relation to the subject proposed.**

There are no constraints related to the nature of the proposal: video game (adventure, role-playing game, strategy, classic puzzle game or any other original form to be specified), transmedia work, alternate reality game, digital toy, interactive installation... or the nature of the envisaged platform (board game, game on PC, consoles, cell phone or any mixed form).

The dossier sent can be in landscape or portrait format, typed, font size 12, 1.5 line spacing and standard 2.5 cm margins. The creative dossier (common part and specific part of the course) must not exceed a maximum of 15 pages (excluding cover page and table of contents).

Please note that failure to comply with these formal requirements may result in elimination.

The components of the creative brief are:

I. Part common to all courses (6 points)

Part to be written in A4 format, font 12, 1.5 line spacing and classic margins of 2.5 cm, between 2000 and 2500 characters without counting spaces per page.

You must propose a game project related to the given topic in 2 pages maximum broken down as follows:

1. A quick description of the game, its universe and its scenario (1/4 page)
2. A description of the experience and the functioning of the interactivity
3. Visual inspirations of your universe, of your characters (moodboard)
4. Sound inspirations from your world
5. The technical description of a technical issue raised by your project
6. Description of the target audience, who is your game for? Describe at least 3 specific characteristics of this audience and how you will address them (platform, console, museum, mobile, ...)

For each of the last 5 questions (2 to 6), you must give your inspirational references from video game and non-video game culture; explain their relationship to your proposal.

II. Specific part according to the chosen course, according to the given subject (14 points)

Part to be written in A4 format, font 12, 1.5 line spacing and classic margins of 2.5 cm.

You must answer the questions below according to the chosen course and in relation to the given topic:

Project management	The file should include a reasoned description of: - Methods and adapted project management tools that you plan to use, justifying your choices (1 to 3 pages), - Major principles of team motivation (1 to 3 pages): identify which of the levers of employee motivation are the basis for leading a work team, What strategy should be put in place to accompany the change (1 to 3 pages): A restructuring must take place in your team. Your employees are competent, they have always shown themselves to be up to their tasks in the past. However, they have difficulty admitting the reasons for this restructuring of activities. [14 points]
Visual design	The file (3 to 7 pages) must include a reasoned description of: - The visual charter of the game (5 original images minimum): * the aesthetic choices with a visual moodboard (references), * the different types of images, * the uses of each type of image in the game, * their relationship to interactivity, * the technical means proposed for the integration of the image in the game. - Animated sequence, photographic (animated photo novel) or An animated cartoon between 10 and 30 seconds, illustrating this charter will be appreciated. [14 points]
Sound design	The file should include a reasoned description of: - From the game's sound charter (1 to 5 pages) document detailing : * the aesthetic choices with an audio moodboard (references), * the different types of sounds, * the uses of each type of sound in the game, * their relationship to interactivity, * the technical means proposed for the integration of sound in the game. - Four sounds or sound sequences between 10 and 30 seconds illustrating this charter. - How these sounds are made (2-3 pages). [14 points]

Ergonomics	Detailed presentation of a model, a theory, a scientific study... from the humanities. Cite references [9 points] (6 pages). Explain how and why what you chose in the previous question can be applied to video games. Give illustrated examples based on the game you propose in the creative brief [5 points] (4 pages).
Programming	You will present a complex/innovative technical problem of your choice, related to video game programming and inspired or not by your game proposal. We advise you to choose a problematic that allows you to showcase your technical skills and that presents a real challenge. Description of the problem: what is the general technical issue and the specific aspect you wish to address ½ page [2 points] Bibliography: cite a few references related to your problematic, for each reference, explain the contribution to your problematic 1 page to 2 pages [6 points] Description of your solution: describe the technical choices that should allow the resolution of your particular problem 1 to 2 pages [6 points]
Game design	**Detailed description of the proposal of the common file (8 pages)** Presentation of the targeted experience and the elements allowing its implementation, illustrated with a screen mockup. Detailed presentation of the interactivity (example: gameplay loop in a video game), including a schematic or storyboard of the operation. Short description of the universe, the characters and the story. Description of an interaction sequence of about 5 minutes (which is not the tutorial). **Other concepts (2 pages)** 2 other concepts inspired by the subject. **Process (1 page)** Explanation of the creative process used to come up with ideas, explore them, and then the reasoning that led you to choose the main proposal over the other two concepts. (Continued on next page)

	The specific part will be evaluated according to the following cross-cutting criteria:
	[5 points] Quality of the proposals: coherence, elegance, relevance, originality.
	[3 points] Editorial form: layout, readability of information (hierarchy, formatting), readability of the document, syntax and vocabulary, clarity, concision, synthesis.
	[3 points] Visuals: relevance and clarity of diagrams, illustrations, tables, ...
	[3 points] Conviction: that generates the desire to see the proposal develop (through the descriptions of the proposal and
	not through an argument)

Administrative procedures

Incomplete applications received after 3:00 pm on January 28, 2022 will not be considered.

Within 3 weeks after the closing, you will receive an acknowledgement of receipt by email confirming the admissibility of your file.
If we need additional information, we will contact you directly by e-mail via the address for tracking files: candidature.enjmin@lecnam.net.

Then, your file will be examined by a jury of teachers.

The online admission of the written exams will take place **on March 15, 2022 (3:00 pm).**

The list of those admitted to the written exams will be published by candidate number and will mention only the courses*.*

Direct admission to the second^e year is only possible within the framework of official relations with partner schools.

Part 3 : the writings

If your application is accepted at the administrative level and your creative file is retained by the jury, you must take two written tests according to the chosen course:

- an English test corresponding to the B2 level of the TOEIC

- Technical MCQs for applicants to the programming and sound design courses

-Open questions for project management, visual design, ergonomics and game design.

The written tests will be held online **on Saturday, April 2, 2022.**

For these written tests, you will need to isolate yourself in a quiet place so as not to disturb the smooth running of the exams. Beforehand, make sure you have a computer and a good internet connection, a webcam and a functional microphone.

We ask that candidates benefiting from a third party time to inform us as soon as possible and to send us a document justifying their request for the current academic year.

Part 4 : the orals

The oral admission list will be posted on **April 25, 2022 (3:00 pm).**

The list of those admitted to the orals will be published by candidate number and will mention only the courses*.*

If you pass the written exams, you must take a 30-minute oral exam that will take place in Angoulême or via Teams between **May 16 and 20, 2022.**

The interview will be conducted in French but you will be asked a question in English and you will have to answer in English.

Depending on the course, the oral exams will be different, please see below:

Course	Oral form
Project management	A semi-structured interview in 2 steps: 1/ 10-minute presentation (without the use of a support) explaining, according to the person, the elements of coherence between his or her career path and the fact that he or she wants to assume a management position 2/ 20-minute question-and-answer session on the following topics very diverse topics related to "posture", reactions, comments, ...
Visual design	Before the oral, select 3 pieces of work that you have created (or co-created): projects, productions, films, games, images... that show us your identity as a future artistic director; this selection will be presented to the jury for 15 minutes on the day of the oral. This will be followed by a 10-minute question-and-answer session with the jury. Portfolio welcome.
Sound design	15-minute defense on the work presented in the creative file, followed by a 15-minute question-and-answer session with the jury.
Ergonomics	15-minute defense on the work presented in the creative file followed by 15 minutes of question and answer with the jury.
Programming	15-minute presentation on the work presented in the creative file, followed by 15 minutes of question-and-answer session with the jury.
Game design	A semi-structured interview in 2 steps: 1/ You will have 60 minutes to imagine a game concept constrained by a videogame genre and one of the two themes you have chosen. You will have 2 minutes and 30 seconds to present the concept to us, using a drawing support in the room if you wish. You are allowed to write down what you are going to say on paper and to read it, but you will not be able to exceed the 2 minutes and a half presentation time. The presentation will be followed by some questions from the jury. 2/ A 20-minute question-and-answer session on your motivation, career path and achievements. Portfolio welcome.

The online admission to the master's program will take place **on May 30, 2022** (3:00 pm).

The list of admitted students will be published by applicant number and will only mention the courses*.*

Admission subject to obtaining the current diploma or validation of the minimum level.

NB: A proposed vision of the expectations by path and the desired prerequisites

Course	Pre-requisites	Pre-requisites appreciated
Management project	All types of training	
Visual design	Proven experience in image design, knowledge and practice in drawing, photography, film, animation, proven practice in editing software and image transformation effects, proven experience in teamwork. Extensive general and artistic culture.	Practice in animation, literature, comics, film shooting, fiction and documentary, approach to editing software, image manipulation, 3D animation, experience in interactive media.
Sound design	Proven experience in sound design, knowledge and practice in digital audio, autonomy in studio (recording, mixing), proven practice in editing software and sound transformation effects, proven experience in image and sound editing, experience in interactive media, proven experience in teamwork.	Musical practice, outdoor recording, approach to audio engines. Sound culture.
Ergonomics	Bachelor's degree or equivalent in psychology, sociology, cognitive science or other discipline related to ergonomics/UX.	Experiences/skills demonstrating the sense of contact (animation, supervision, ...)
Programming	Bachelor's degree or equivalent in programming	C++, Unity, UNREAL
Game design	Creativity, rigor, ability to analyze and synthesize, oral and written communication skills, at least one experience in creation (artistic, digital).	All unexpected skills and knowledge that you will be able to put at the service of the creation of interactive media and video games, all skills and knowledge related to the creation of video games and interactive media.

Note on the selection of candidates:

The jury's choice is the result of a collective, thoughtful and thorough analysis. The jury is sovereign in its assessment of the value of the candidates' files.

The jury's analysis is based on all the documents requested from the candidate and on all the candidates' files.

If you are not eligible for one of the tests, we cannot offer you a personalized and individual improvement plan. There is no established ranking.

If you feel that the decision made by the administration is questionable, you can request an appeal by following the instructions below.

Methods and deadlines of appeal:

If you consider that the decision taken by the administration is contestable, you may, within a period of two months from the date of the notification made to you :

- or to file an appeal with the author of the decision;

- or to make a hierarchical appeal to the Minister of Higher Education and Research;

- or lodge a legal appeal with the Paris Administrative Court.

If your appeal is rejected, you may lodge an appeal with the Paris Administrative Court within two months of the rejection being notified.

If the administration does not respond to your appeal or request for review within two months from the date of receipt of the appeal, an implicit decision of rejection will be issued and you may challenge it before the Administrative Court of Paris within two months of the expiration of the first two-month period.

Updated on 17-12-2021