le cnam
enjmin

2026 **Recruitment**

Master's degree in **V**ideo **G**ames and **D**igital **I**nteractive **M**edia
| Master Jmin |

Procedure & Subject
to apply for the JMIN Master's degree (1st year)
Direct admission to the 2nd year is only possible within the framework of an agreement with partner schools

Given that this course is very specialised, both in technical and artistic aspects, we have an entrance exam to evaluate candidates' knowledge and motivation in the field of video games and digital interactive media.

Regardless of your status, home institution, nationality… **you must follow each step of the procedure described below.**

In addition to:
- The application procedure on the "***Mon Master***" platform, which is compulsory for French students (for both initial and continuing training courses).

ATTENTION: Registration on the "Mon Master" platform will only be possible from 17th February 2026. If your application is shortlisted by our teaching teams, you will receive an email indicating that you must then register on the "Mon Master" platform.

At the start of the process, you must choose one or two of the following tracks: Sound Design, Game Art, UX, Game Design, Project Management and Game Programming.
Applications are submitted on our dedicated website (see page 2).

Before submitting your application, you must prepare the following:
→ Administrative documents requested in Part 1 (pages 2 to 5), depending on your situation
→ Track-specific documents requested in Part 2 (from page 6)

→ You can apply for a **maximum of 2 tracks. If you do this, you must submit the documents requested in the specific file <u>for each of the two tracks</u>.**

French National School of Video Games
and Digital Interactive Media

Part 1 : PREPARE YOUR ADMINISTRATION FILE

To be submitted on our platform between:
Friday 12th December 2025 from 3pm and Thursday 20th January 2026 at 3pm (UTC+1).
During this period, you must create your **online personal account** by providing the information requested on our platform: **recrutement.cnam-enjmin.fr**

At the end of the registration procedure, you will receive an email containing a link to activate your account.
Important: Check your spam folder for the email containing your login details!

You will then be able to create **your application(s) to the Jmin Master's degree + your chosen track(s)** (create 2 distinct applications if you are applying to 2 tracks).

> **You must follow** the naming system for each document.
> Example: A_ID-Identity
> Your candidate number will automatically be added by the platform.
>
> All documents must be in **.pdf** format (apart from your photo in .jpg format).
> The documents marked with a ***** are mandatory for all candidates.

A / Your identity

☐ **A1_ID-Identity *** → <u>Valid</u> National Identity Card or Residence Permit or Passport or Driving Licence. Please ensure that the scan is of good quality.

☐ **A2_Photo * (.jpg)** → An ID or professional photo. Please ensure that the photo is of good quality and that you are easily recognisable in it.

B / Your academic background

☐ **B1_Diploma_SecondarySchoolID** → Copy of your Secondary School/baccalaureate certificate(s) (or a Certificate of Achievement, or Transcript of Marks)

☐ **B2_Diploma_HigherEducation *** → Diploma Certificate, Certificate of Achievement or Enrolment Certificate (for a 2025/26 course):

- **Bachelor's degree or equivalent** (RNCP Niveau 6/Bac+3): French diplomas include licence (public French bachelor's degree), licence Pro, BUT, DNmade, Bachelor (private French bachelor's degree)... Be aware that for private French Bachelor's degrees certificates, your document must contain the RNCP Niveau 6 identification number. If this isn't the case, you must complete an application for the VES (Validation of Higher Educational Studies, Validation des études supérieures) scheme (see special case no. 1).
- OR a certificate proving you obtained 180 ECTS **for a diploma from an EU member country**
- OR A certificate obtained in a non-EU member country equivalent to a Bachelor's degree (Niveau 6/Bac+3). **These diplomas must be accompanied by document B3 below** See special case no. 2.

French National School of Video Games
and Digital Interactive Media

▶ *Special Case no 1*: not all private French Bachelor's degrees are recognised by the French Higher Educational system. Ensure that your diploma certificate, certificate of achievement or enrolment certificate includes the RNCP (French National Register for Professional Qualifications) number (Niveau 6) of your course. If this is not the case, and your diploma isn't recognised by the French Higher Educational system or have a RNCP number, you will need to complete a VES application (Validation of Higher Educational Studies, Validation des études supérieures) with Cnam. Candidates required to complete this step will be told to do so after the oral exams.

▶ *Special Case no 2*: International diplomas obtained in a non-EU country
Si vous avez un **diplôme correspondant à un bac+3 (niveau 6) obtenu hors Union Européenne**, alors déposez également la pièce suivante :

If you have a diploma equivalent to a **Bachelor's degree from a non-EU country**, please provide the following document:

☐ **B3_EricNaric_Niveau6** → Request Statement of Comparability of the diploma obtained equivalent to RNCP Level 6 (formerly Level 2) from ERIC-NARIC (European Network of Information Centres - National Academic Recognition Information Centres): http://www.enic-naric.net/
Be aware that this process can take a long time; it is therefore imperative to start in December. If the procedure is ongoing when the application period for the JMIN Master's degree closes, please send us proof from the organisation.

☐ **B4_Diploma_Niveau7** → Diploma Certificate, Certificate of Achievement or Enrolment Certificate (for a 2025/26 course) for a Master's degree or equivalent (*RNCP Niveau 7/Bac+5*)

☐ **B5_DiplomaOther** → You can also send us any other diploma that you judge pertinent.

C / Your educational status

☐ **C_Status** *

→ **You were a student in 2025/26** (or N-2 [two academic years ago] depending on what you have been doing during the current academic year): you will be a candidate in initial training. Upload a certificate of enrolment for the current academic year (or the previous academic year).
→ **You suspended your studies** and wish to start them again with a training course, or you were already in continuing education before: you will be a candidate in continuing training. Upload one of the following:
  • Proof from *France Travail* (French Unemployment Office)
  • Letter stating that you wish to resume your studies
  • Certificate of funding from an organisation

Be aware that you cannot change your educational status between the first and the second year of the Master's degree.

French National School of Video Games
and Digital Interactive Media

D / Particular cases that require additional supporting documents

→ **INTERNATIONAL CANDIDATES:**
  ☐ **F_French-Certificate** → Minimum B2 French-language level (for non-French-speaking students only). Accepted tests are DELF, TCF and TEF.

→ **CANDIDATES APPLYING WITH A VAPP:**
  (*Validation of Personal and Professional Skills, Validation des acquis personnels et professionnels*)

  If you do not have a Bachelor's degree or equivalent (RNCP Niveau 6/Bac+3), but you do have personal and/or professional experience, you can apply via the VAPP scheme. Upload the following documents:
  ☐ **G1_VAPP_Professional-Activities** → Proof of your professional activities that are linked to the diploma you are applying for.
  ☐ **G2_VAPP_Voluteering-Activites** → Proof of your volunteering activities that are linked to the diploma you are applying for.
  ☐ **G3_VAPP_Pay-Slips** → Copies of the first and last pay slip of each job that is linked to the diploma you are applying for.
  ☐ **G4_VAPP_Positioning** → Proof of your position in relation to the classification laid out in the labour agreement and your years of experience (seniority), if these do not already appear on your pay slip.

→ **REQUEST FOR SPECIAL ARRANGEMENTS AND EXTRA TIME**
  If you have a long-term or temporary disability or incapacity, you can apply for special arrangements or extra time.

  During the entrance exam tests for the JMIN Master's degree, **we will apply, if necessary and if possible, the same special arrangements that you benefited from during your previous year of studies.** No special arrangements can be put in place without proof from a doctor that is approved by the CDAPH (French Commission of Rights and Autonomy of Disabled People, Commission des droits et de l'autonomie des personnes handicapées).
  A medical certificate from your own doctor or any other medical professional will not be considered, as it does not have the same bearing as a CDAPH-approved doctor.

  ☐ **H1_Certificate-CDAPH** → Proof of the special arrangements for the current year in your current educational establishment. It is imperative that this document is recent and signed by a CDAPH-approved doctor.
  ☐ **H2_Proof-Application** → If itis your first application, it is down to you to request the list of CDAPH-approved doctors from the MDPH (Maison Départementale des Personnes Handicapées) in your French department of residence. This procedure depends on where you live. You do not have to be registered with the MDPH, but the process involves a doctor who has been approved by the MDPH.

> If, after the entrance exams, you are accepted to the JMIN Master's degree, our registrar office will ask you to contact to the relevant internal department and complete an application for special arrangements.

French National School of Video Games
and Digital Interactive Media

Part 2: PREPARE YOUR SPECIALISED FILE PER TRACK

FOR ALL CANDIDATES
To be submitted on our platform between:
Friday 12th December 2025 from 3pm and Thursday 20th January 2026 at 3pm (UTC+1).

Introduction
Integrating and Using Artificial Intelligence (AI) tools in your work and your specialised files
A few words from Axel Buendia, Director of Cnam-Enjmin

"AI, and in particular generative AI, has burst its way onto the scene. These tools raise several questions and create several problems (ethical, legal, ecological); they challenge the role of creative people.

To find out more, I encourage you to watch this presentation and discussion (in French) with students about artificial intelligence on Cnam-Enjmin's YouTube channel.
[https://www.youtube.com/watch?v=GFT-qJELSnA]

When you apply to Cnam-Enjmin, there are several tests part of the entrance exam, through which we try to evaluate your video game culture and, more broadly, your general knowledge, as well as your curiosity, creativity, and certain technical and social skills. If you use AI for your applications, but also your exams and work in general, you run the risk of not being able to defend your ideas (because they aren't actually yours).

The use of generative AI tools remains very complex. We therefore encourage you to have a proper command of your work, to use generative AI tools with great moderation, and to mention, naturally, which elements you used AI for.

For the Sound Design**,** UX**,** Game Design**,** Project Management **and** Game Programming **tracks: the use of generative AI is tolerated, as long as you explicitly mention which elements you used it for and which AI you used.**

For the Game Art **track: the use of generative AI tools is not permitted for your portfolio or for the creation of any visuals to help answer the entrance exam topic. Any applications using these tools will not be considered."**

French National School of Video Games
and Digital Interactive Media

The specialised file for each track consists of the following 4 documents:

☐ **Z1_Creative-Dossier** * → PLEASE NOTE THAT THE ELEMENTS REQUIRED ARE DIFFERENT FOR EACH TRACK. See Part 2 for a common detailed description and details for each track (pages 9 to 11).

☐ **Z2_CV** * → We ask you to provide us with a CV detailing your personal, academic and professional background. You should clearly identify, in the form of text, graphics, etc., the capacities and skills that make you stand out from other candidates.

☐ **Z3_MotivLetter** * → We ask you to write a motivation letter in which you describe how your background fits in with your desire to enrol in this master's degree programme.
You should emphasise specific points on your CV that differentiate you from other candidates. You should highlight any points of view, personal ideas, convictions and values that you feel are essential to establishing and adopting a "professional posture". You should also detail your professional project and how being accepted on this course will enable you to achieve it.

☐ **Z4_Personal-Creations** * → For personal creations, each track requires different elements. See the description for each track (page 7).

French National School of Video Games
and Digital Interactive Media

→ SELECTION OF PERSONAL CREATIONS
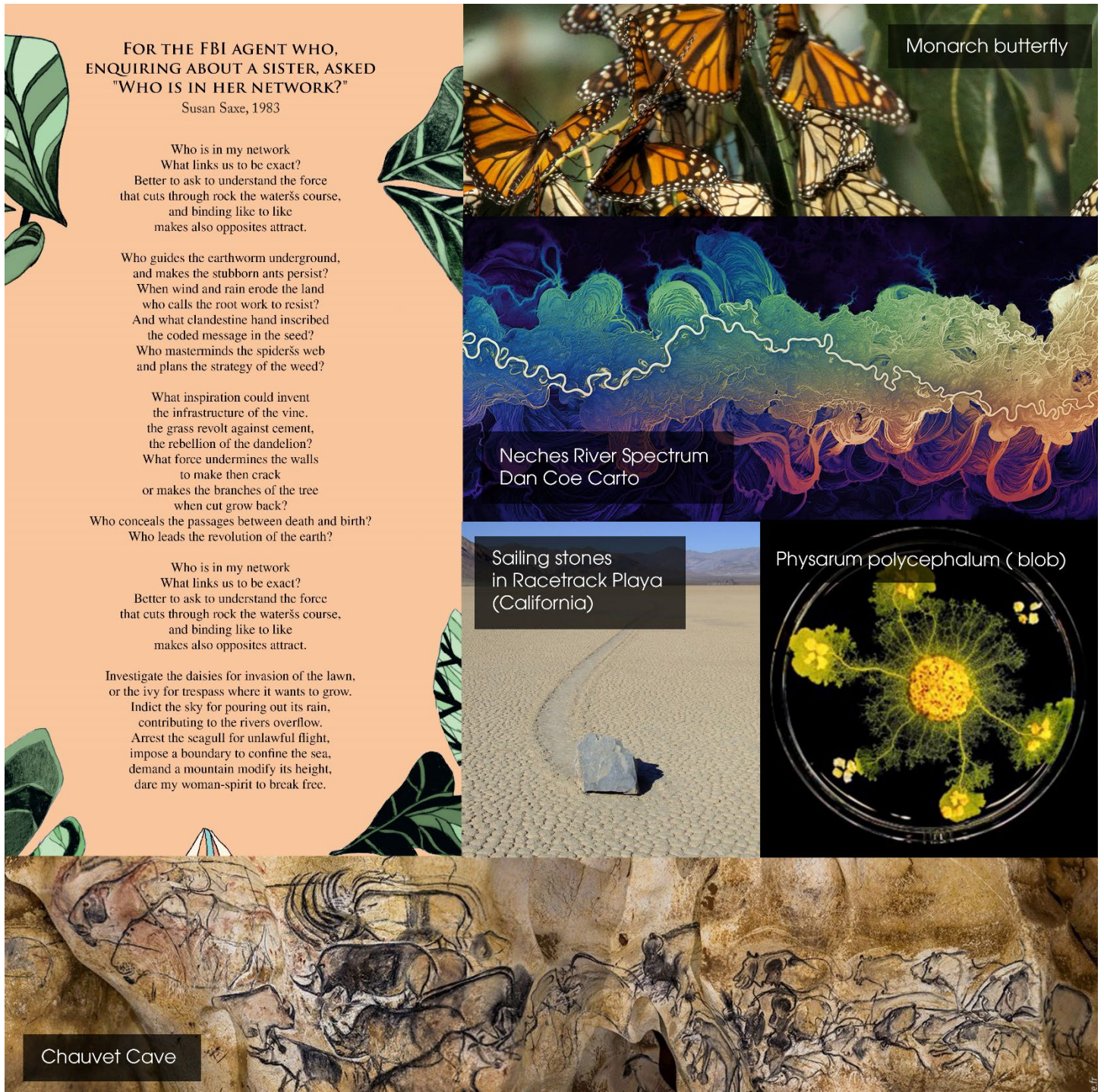
Reminder of the name of this document: **Z4_Personal-Creations**

Show us, in no more than 2 pages, your personal and professional achievements.

Below are the elements required by each track:

Project Management	- A well-constructed, well-argued essay explaining how you think your career path is consistent with your desire to take on a management role. - Examples of taking on responsibility in any context, followed by a self-assessment of the skills used. - Any other skills and knowledge that will enable you to adapt to a work environment related to the creation of video games and digital interactive media.
Game Art	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, theatre, performance, etc. Choose images that demonstrate your artistic and technical sensibility (e.g. include character creations in at least 3 different graphic styles). Describe the nature of your involvement in each of your projects.
Sound Design	Links to personal and collective creations: sound design and music for audiovisual projects, interactive media, games, theatre, performance, etc.
UX	Present any elements related to ergonomics, UX/UI design or cognitive psychology that can demonstrate the experience described in your CV, and provide links to your achievements (websites, videos, dissertations, files, etc.).
Game Programming	Showcase a selection of your work, demonstrating your mastery of programming (especially video games, but not only) and more generally, your technical curiosity and creativity (robotics, networking, artistic projects, etc.).
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 with them (Examples: interactive media, installations, classic games, writing, drawings, photographs, textile creations, video games, music, videos, etc.). - A detailed presentation of one of your projects, explaining your objectives and your personal contribution to the project.

French National School of Video Games
and Digital Interactive Media

The 2026 topic is:

FOR THE FBI AGENT WHO,
ENQUIRING ABOUT A SISTER, ASKED
"WHO IS IN HER NETWORK?"
Susan Saxe, 1983

Who is in my network
What links us to be exact?
Better to ask to understand the force
that cuts through rock the waterŝs course,
and binding like to like
makes also opposites attract.

Who guides the earthworm underground,
and makes the stubborn ants persist?
When wind and rain erode the land
who calls the root work to resist?
And what clandestine hand inscribed
the coded message in the seed?
Who masterminds the spiderŝs web
and plans the strategy of the weed?

What inspiration could invent
the infrastructure of the vine.
the grass revolt against cement,
the rebellion of the dandelion?
What force undermines the walls
to make then crack
or makes the branches of the tree
when cut grow back?
Who conceals the passages between death and birth?
Who leads the revolution of the earth?

Who is in my network
What links us to be exact?
Better to ask to understand the force
that cuts through rock the waterŝs course,
and binding like to like
makes also opposites attract.

Investigate the daisies for invasion of the lawn,
or the ivy for trespass where it wants to grow.
Indict the sky for pouring out its rain,
contributing to the rivers overflow.
Arrest the seagull for unlawful flight,
impose a boundary to confine the sea,
demand a mountain modify its height,
dare my woman-spirit to break free.

Monarch butterfly

Neches River Spectrum
Dan Coe Carto

Sailing stones
in Racetrack Playa
(California)

Physarum polycephalum (blob)

Chauvet Cave

French National School of Video Games
and Digital Interactive Media

Reminder of the name of this document: **Z1_Creative-Dossier**

The Creative Dossier aims to demonstrate your motivation for and ability to think creatively and innovatively about digital interactive media issues **in relation to the given subject**.

There are no constraints when it comes to the nature and form of your work. It can be anything from a video game (adventure, role-playing, strategy, classic puzzle game or any other genre), to a transmedia piece of work, an alternate-reality game, a digital toy, an interactive installation or something else completely different... There is also free rein with regards to which platform you wish to create it on (board game, PC game, console game, mobile phone game or any mixed form).

The piece of writing may be typed in landscape or portrait format, but must be in font size 12 with 1.5 line spacing and standard 2.5cm margins.

The Creative Dossier (both the common part and track-specific part) must not exceed the following, depending on your chosen track:
-   Project Management: 13 pages maximum (*excluding cover page and table of contents*)
-   Game Art: 11 pages maximum (*excluding cover page and table of contents*)
-   Sound Design: 12 pages maximum (*excluding cover page and table of contents*)
-   UX/UI: 14 pages maximum (*excluding cover page and table of contents*)
-   Game Programming: 8.5 pages maximum (*excluding cover page and table of contents*)
-   Game Design: 12 pages maximum (*excluding cover page and table of contents*)

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

The components of the Creative Dossier are:

I. Section for candidates of all tracks (6 points)
Section to be written in A4 format, font size 12, 1.5 line spacing and standard 2.5cm margins.

You must propose a game project in relation to the topic brief in a maximum **of 4 pages**, broken down as follows:
1. A statement of intent explaining the originality of your proposal in response to the topic brief
2. A description of the experience and how interactivity works
3. Visual inspiration for your world and your characters (1-page moodboard with arguments)
4. Sound inspiration for your world
5. Choose one of the technical problems posed by your proposal, provide a short bibliography, and suggest a solution that should be implemented to resolve this problem. This question will help us assess the mathematical, technical and scientific skills of your application.
6. Description of the target audience: Who is the target audience of your game? Describe at least 3 characteristics specific to this audience and how you're going to address them (platform, console, museum, mobile, etc.).

For each of the last 5 points (2 to 6), you must give your inspirational references from video-game and non-video-game culture, and explain how they relate to your proposal.

French National School of Video Games
and Digital Interactive Media

II. Specific section based on the chosen track and given subject (14 points)

Section to be written in A4 format, font 12, 1.5 line spacing and standard 2.5cm margins.

You must answer the questions below according to the track you have chosen and in relation to the topic brief.

Project Management	The dossier must include a well-founded description of: Appropriate Project Management methods and tools 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 form the basis of team leadership. What strategy should be put in place to support change (*1 to 3 pages*): Your team is due for restructuring. Your employees are competent and have always shown themselves to be up to the task in the past. However, they find it difficult to accept the reasons for this restructuring of activities. **[14 points]**

Game Art	The dossier (*3 to 7 pages*) must include a detailed description of:
	1 / The game's visual identity (minimum of 5 original images):
	   - aesthetic choices with a visual moodboard (references)
	   - different types of images
	   - the uses of each type of image in the game
	   - their relationship to interactivity
	   - the technical means proposed for integrating the image into the game
	2 / An animated sequence, photographic (animated photo-novel) or comic (animated) lasting between 10 to 30 seconds, ideally illustrating the visual identity detailed above.
	3 / Designing original and coherent universes around key elements (i.e. characters, spaces, objects, atmospheres) in line with the narrative and interactivity, not forgetting the gameplay.
	[14 points]

Sound Design	The file must include a well-founded description of:
	1 / The game's sound identity (1 to 5 pages):
	   - aesthetic choices with an audio moodboard (references)
	   - the different types of sound
	   - the uses of each type of sound in the game
	   - their relationship to interactivity
	   - the technical means for integrating sound into the game
	2 / 4 sounds or sound sequences of between 10 and 30 seconds illustrating this charter.
	3 / How these sounds are made (2 to 3 pages).
	[14 points]

UX	Detailed presentation of a model, a theory, a scientific study... from the field of human sciences. Cite references (*6 pages*) **[9 points].** Explain how and why what you have chosen in the previous question can be applied to video games. Give illustrated examples based on the game you are suggesting in the Creative Dossier (*4 pages*) **[5 points]**

French National School of Video Games and Digital Interactive Media

Game Programming	Choose a complex/innovative technical problem linked to video game programming that may be inspired by your video game proposal or not. We advise you to choose an issue that allows you to stand out technically and that presents a real challenge. Description of the problem: What is the general technical issue and the particular aspect you wish to address? (*½ page*) **[2 points]** Bibliography: Cite a couple of references related to your problem. For each reference, explain its contribution to your problem (*1 to 2 pages*) **[6 points]** Description of your solution: Describe the technical choices that should enable you to solve the problem particulière (*1 to 2 pages*) **[6 points]**
Game Design	**Layout note**: the general section allows you to express your creativity in terms of layout (while remaining legible), while the specific game design section should, above all, be simple to facilitate proofreading: - No textured or patterned backgrounds behind the body text, - Choose a font for the body text that is legible in a colour that contrasts sufficiently with the background (if it is coloured), but does not create flickering due to extreme contrast. **Detailed description of the joint proposal (7 to 8 pages)** Presentation of the intended experience and the elements required for its implementation, short description of the universe, characters and story. (*2 pages*). Detailed presentation of the interactivity (e.g., gameplay loop in a video game), its main elements, and variation over time, illustrated with a mock-up screen including the interface (*2 to 3 pages*). Storyboard presenting a sequence of interaction lasting approximately 5 minutes (not the tutorial) (*2 pages*). **Other concepts (*1 page*)** 3 other concepts inspired by the topic brief. The specific part will be evaluated according to the following interdisciplinary criteria: **[5 points]** Quality of the proposals: coherence, elegance, relevance, originality. **[3 points]** Writing style: layout, legibility of information (hierarchy, formatting), ease of reading, syntax and vocabulary, clarity, conciseness, synthesis. **[3 points]** Visuals: relevance and clarity of diagrams, illustrations, tables, etc. **[3 points]** Conviction: which generates the desire to see the proposal develop (through descriptions of the proposal and not through argumentation).

The jury's initial selection will be based on the candidate's CV, motivation letter and selection of personal achievements, so we ask you to take the utmost care for these elements.
The jury will pay particular attention to the quality of your writing, the exactitude of your arguments, the originality of your presentation and your understanding of the expectations set out in the specification-specific file (please see Part 2 - page 5).

Incomplete applications received after 3pm (UTC+1) on 20th January 2026 will not be considered.
Please note that failure to comply with the requirements maid out may also result in elimination.

We recommend that you start creating your administrative file from 12th December, then submit your supporting documents as you go along, ensuring that all of them are submitted by the deadline stated above.

French National School of Video Games
and Digital Interactive Media

Part 3: Written Tests

If your application is accepted at the administrative level and your Creative Dossier is selected by the jury, you must take two written tests, depending on the specification(s) you have chosen:
- an English-language test corresponding to TOEIC level B2
- Technical multiple-choice questions for applicants to the Game Programming and Sound Design specifications
- Open questions for Project Management, Game Art, UX/UI and Game Design.

The written tests will be held online on **Saturday 28th March 2026**.
For these written tests, you'll need to be alone in a quiet place to ensure smooth running of the exams. Before the exams, make sure you have a computer with a good Internet connection, a webcam and a working microphone.

We ask candidates benefiting from extra time for exams to let us know as soon as possible, and to provide us with a supporting document from the current academic year.
See Part 1 – Special Arrangements and Extra Time on Page 4

Part 4: Oral exams

The list of the shortlisted candidates who pass to the oral exams stage will be published online on **5th May 2026 at 4pm (UTC+2)**.
The list will only contain candidate numbers and the subsequent tracks.

If you are successful in the written tests, you will have to take a 30-minute oral test, which will take place in Angoulême or via Teams:

> **21st May 2026** for the UI track

> **between 26th and 29th May 2026** for the following tracks:
- **Sound Design**
- **Game Art**
- **Game Design**
- **Project Management**
- **Game Programming**

The interview will be conducted in French, but you will be asked one question in English which you must answer in English.

Depending on the track, the oral exams will be organised differently. Please see below for details:

French National School of Video Games
and Digital Interactive Media

Specialisation	Structure of the Oral Interview
Project Management	A semi-structured interview in 2 stages: 1/ A 10-minute presentation (without the use of any support) explaining the coherence between the candidate's career path and the fact that they wish to take on a management role. 2/ 20-minute Q&A session on a wide range of topics related to "posture", reactions, comments, etc.
Game Art	Before the oral, select 3 pieces of artwork you have produced yourself (or co-produced): projects, achievements, films, games, images… that show us your identity as a future artistic director. You will present them to the jury for 15 minutes on the day of the oral. This will be followed by a 10-minute Q&A session with the jury. We welcome candidates' portfolios.
Sound Design	15-minute presentation on the work presented in the Creative Dossier, followed by 15 minutes of Q&A session with the jury.
UX	15-minute presentation on the work presented in the Creative Dossier, followed by 15 minutes of Q&A session with the jury.
Game Programming	15-minute presentation on the work presented in the Creative Dossier, followed by 15 minutes of Q&A session with the jury.
Game Design	A semi-structured interview in two parts: 1/ 10-minute presentation with support: 5 minutes on your background and motivations, 5 minutes on a fun, interactive, or immersive project of your choice (detailing the context and intentions, difficulties, and accomplishments), overview of the rest of your portfolio. 2/ 15-minute Q&A session with the panel.

The list of successful candidates who are accepted on the Jmin Master's degree programme will be published online on **9th June 2026 at 3pm** (UTC+2).
This date may be subject to change due to the government timetable imposed by the application selection procedure via the Mon Master platform.
The list will only contain candidate numbers and the subsequent tracks.

> Admission to the course is subject to obtaining the current diploma or holding a bachelor's degree (or equivalent) and registration on the Mon Master platform.

French National School of Video Games
and Digital Interactive Media

NB: A breakdown of suggested expectations by specification and desired prerequisites

Course	Prerequisites	Appreciated Prerequisites
Project Management	All types of training	
Game Art	Proven experience in image design, knowledge and experience in drawing, photography, film, animation, proven experience in editing software and image transformation effects, proven experience in teamwork. Broad 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 experience in digital audio, autonomy in the studio (recording, mixing), proven experience 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.
UX	Strong interest in human-computer interaction, interface design, playful activity, contact with players and methodological rigor.	Bachelor's degree or equivalent: In Psychology, Sociology and Cognitive Science. OR In any discipline related to ergonomics or UX/UI/UR Design.
Game Programming	Bachelor's degree or equivalent in Programming.	C++, Unity, UNREAL
Game Design	Creativity, rigor, ability to analyse and synthesise, oral and written communication skills, at least one creative experience (artistic, digital, etc.).	All the unexpected skills and knowledge you'll need to create interactive media and video games; all the linked skills and knowledge you'll need to create video games and interactive media.

French National School of Video Games
and Digital Interactive Media

Part 5: Administrative Procedures

Incomplete applications received after 3pm (UTC+1) on 20th January 2026 will not be considered.

Within 3 weeks after the deadline, you will receive an email confirming that we have received your application.

If we need any further information, we'll contact you directly by email using the following address: master.enjmin@lecnam.net

Your application will then be examined by a panel of our teaching staff.

The list of shortlisted candidates who can pass to the written tests will be published online **on 5th March 2026 at 4pm (UTC+2).**

The list will only contain candidate numbers and the subsequent tracks.

Direct admission to the 2nd year is only possible within the framework of an agreement with partner schools.

Information on the selection of candidates

The jury's choice is the result of a collective, thoughtful and thorough analysis. The jury is rigourous in its assessment of the merits of each candidate's application.

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

In the event a candidate fails one of the tests, we are unable to offer a personalised and individual improvement plan. There is no ranking.

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

Appeal procedures and deadlines

If you consider that the decision taken by the administration is questionable, you have a period of two months from when you are notified of the decision to:

- lodge an appeal for consideration with the decision-maker, or
- lodge an appeal higher up with the Minister of Higher Education and Research, or
- appeal to the Paris Administrative Court.

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

If the administration remains silent for more than two months from the date they receive the appeal notification, an implicit rejection decision will be issued, which you may contest before the Paris Administrative Court within two months after the first two-month period has expired.

For further information, please contact Hélène Rippe at
master.enjmin@lecnam.net

French National School of Video Games
and Digital Interactive Media