

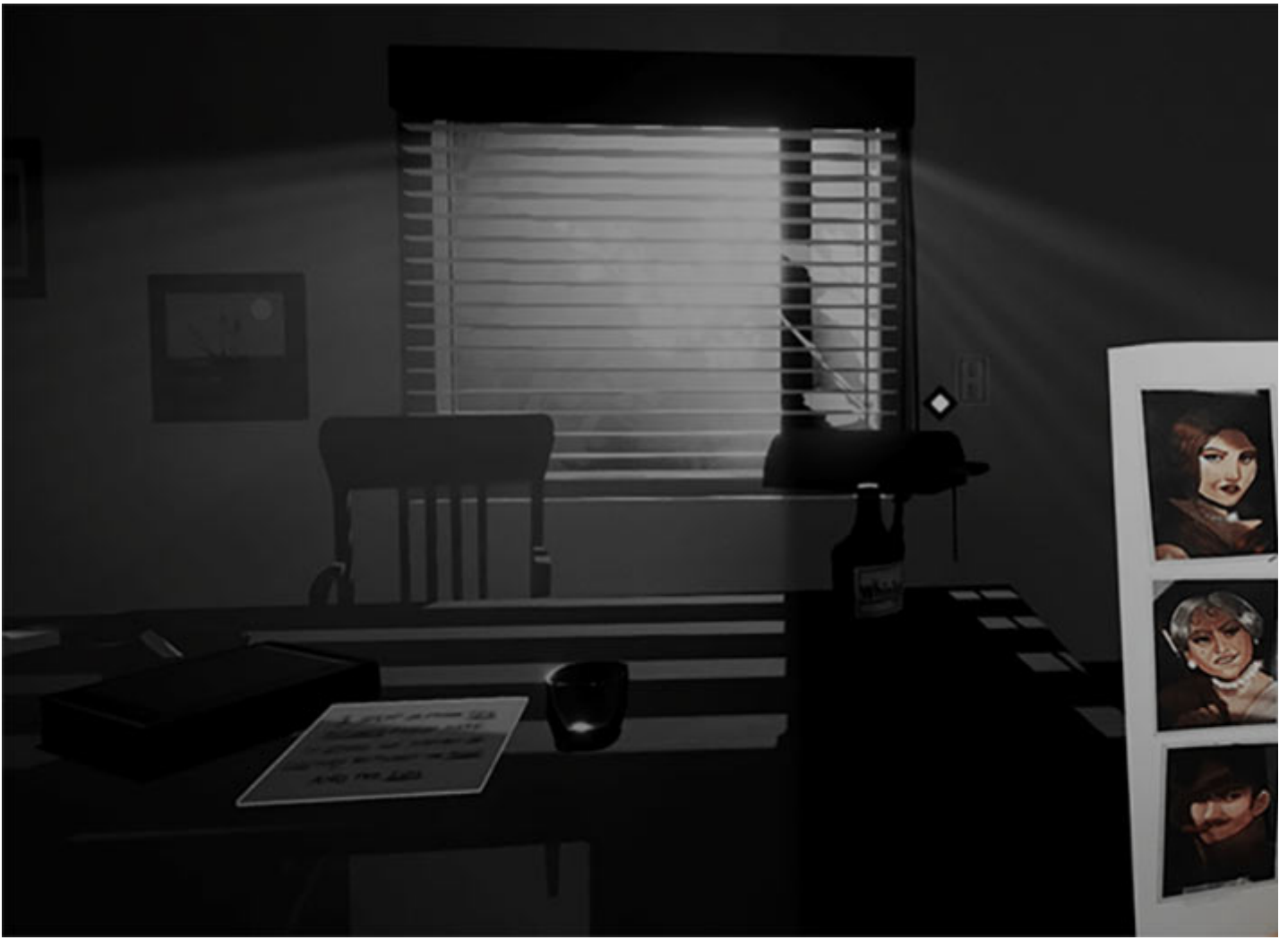
French National School of Video Games and Digital Interactive Media

2019 Student Projects

A few words from the students

« There are more than one hundred students coming from 2 courses: the STMN Engineer diploma, focused on interactive media, and the Master's degree, focused on video game designing. This master offers 6 specialties: Game Design, Game Art, Game Programming, Sound Design, UX/UR, and Project Management. Each one of us comes from a different background. We are a cohesive group of people and we rely on mutual aid in order to move forward. For us, the Enjmin Game Conference is a way to bring the school and the industry closer. We talk about our projects, industry professionals give us advice, they come to playtest our games and talk about their background. It's a unique moment to exchange between pros and students in a free and sincere way. On this page, you'll find the games created by first-year master's students. »

```
/**/ .project-container { width: 100%; font-size: 0; } .project-item { position: relative; display: inline-block; width: calc(50% - 10px); max-width: 460px; margin-bottom: 20px; vertical-align: top; overflow: hidden; background: #312f2f; }
.project-item:nth-child(odd) { margin-right: 20px; } .project-item a { text-decoration: none; color: rgba(230, 230, 230, 0.8); }
.project-item:before { display: block; padding-top: 51%; content: ""; } .project-item:hover img { transform: scale(1.03); }
.project-item img { position: absolute; left: 0; top: 0; width: 100%; max-width: 100% !important; height: 100%; transition: linear 0.16s transform; }
.project-item__text { position: absolute; left: 30px; bottom: 30px; width: 80%; font-family: Verdana, Geneva, Tahoma, sans-serif; color: rgba(230, 230, 230, 0.8); font-size: 18px; font-style: italic; }
.project-item__text h3 { font-size: 28px; margin-bottom: 0; font-weight: bold; font-style: normal; color: #fff; }
.project-item__text h3 a { color: #fff; } @media screen and (max-width: 940px) { .project-item { display: block; width: 100%; margin: 0 auto 20px auto; } .project-item:nth-child(odd) { margin-right: auto; } } /**/
```



Achromatic

Puzzle - Detective Game



Architect

Puzzle - VR



Augure

Puzzle - Interactive Room



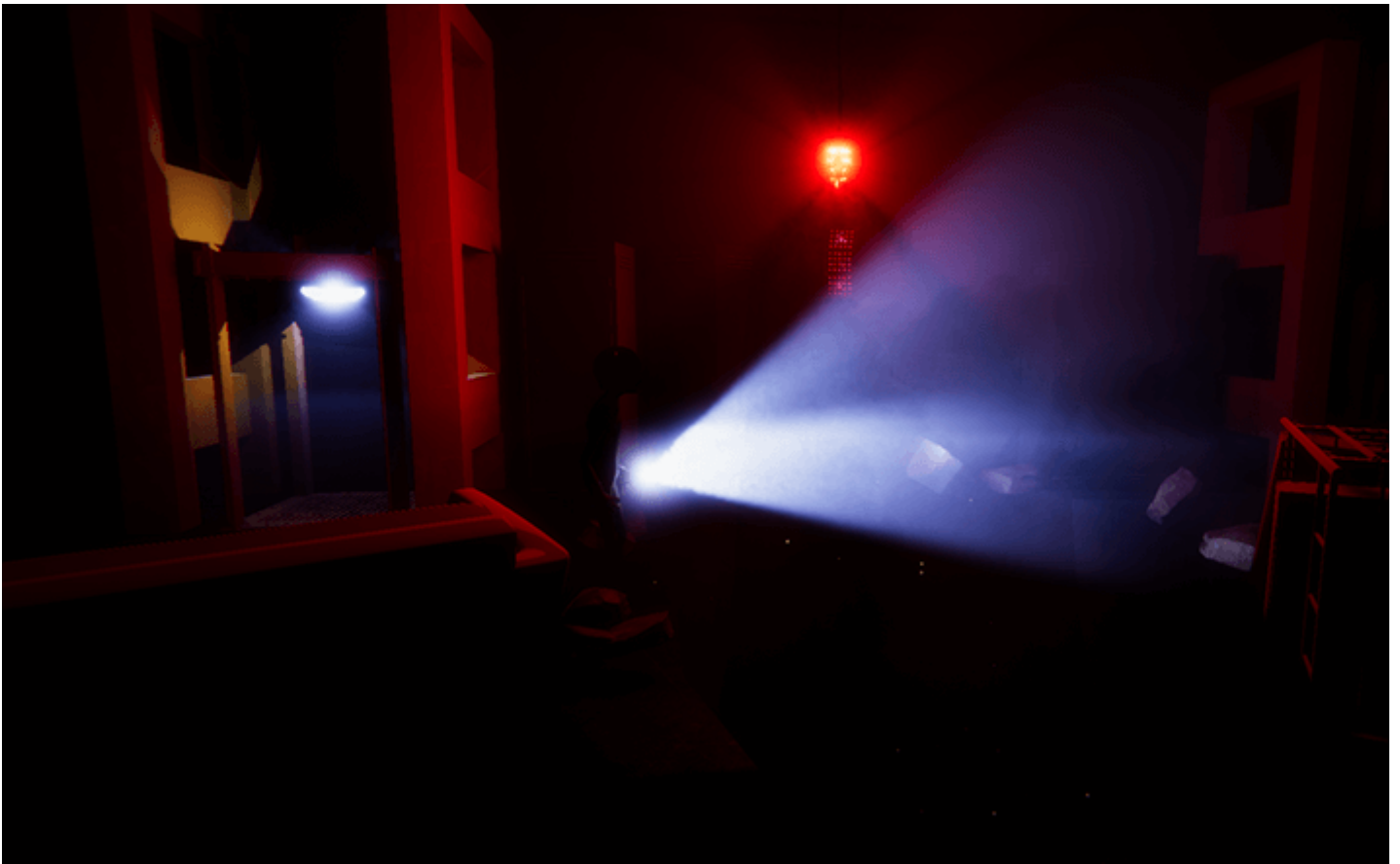
Aurore

Adventure - Contemplative puzzle game



Cache-Cache

Puzzle - Co-op



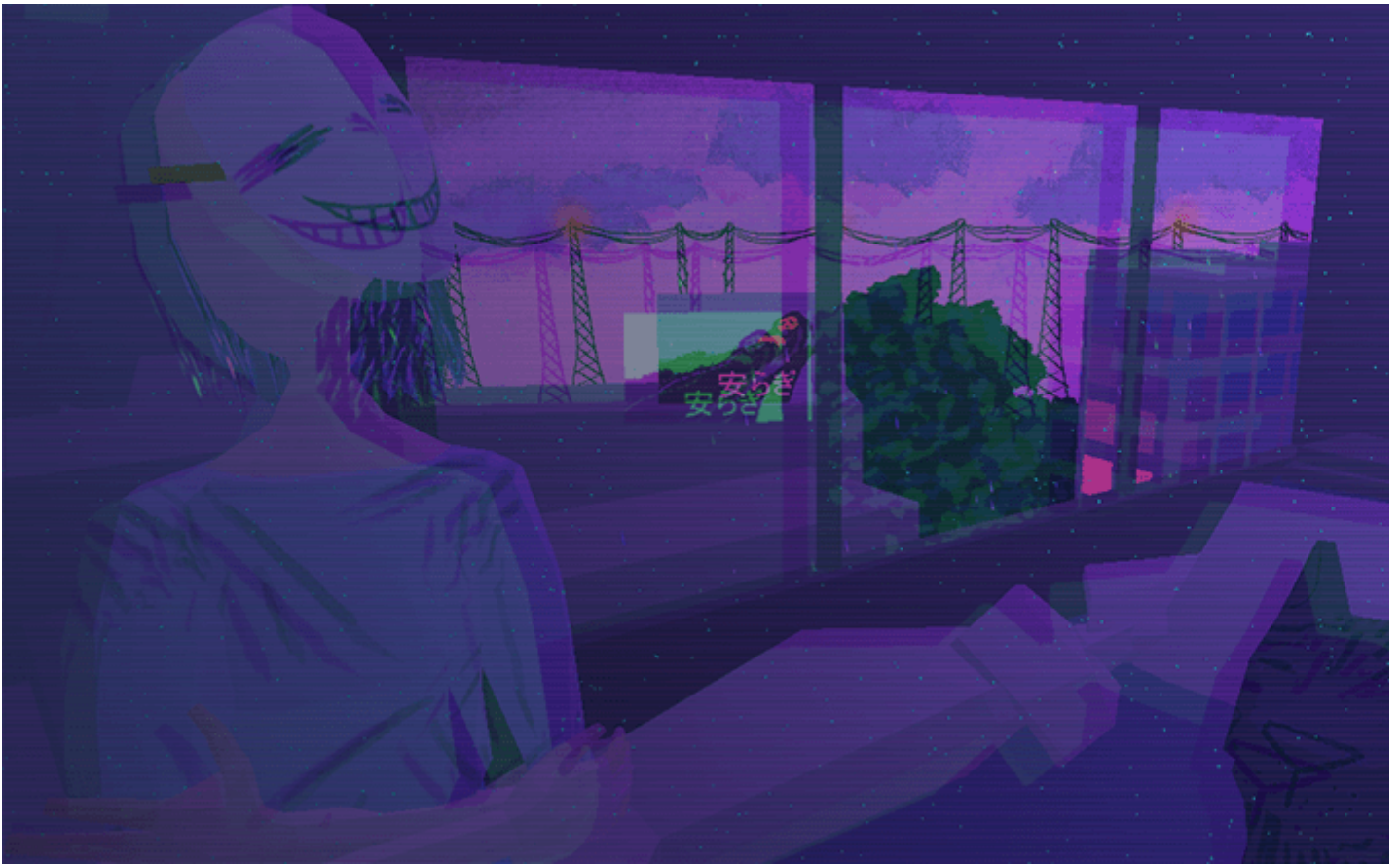
Don't Look

Horror - Eye tracker



Merci de rien

Adventure



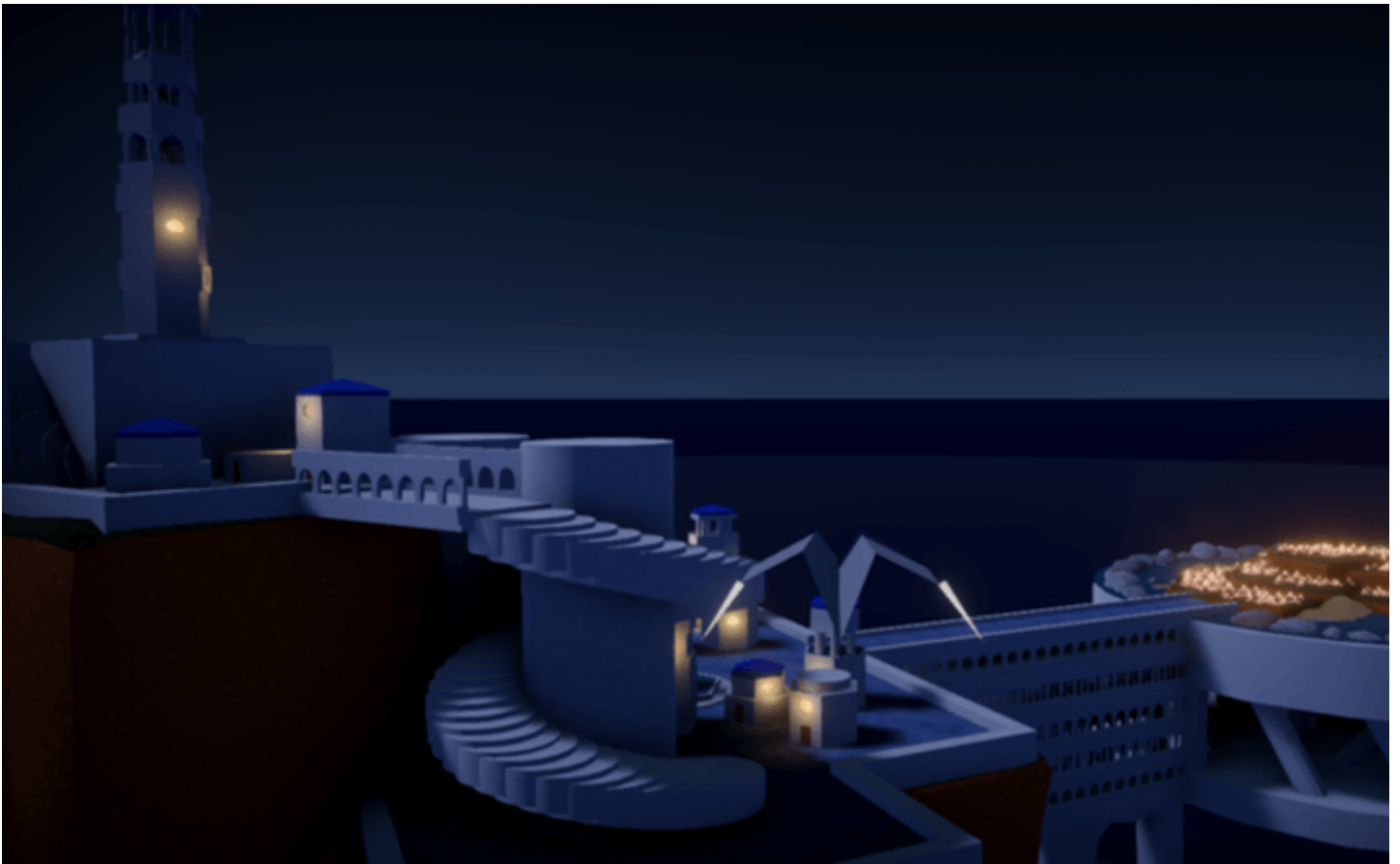
Midnight Waves

Interactive music



Odd Waters

Puzzle



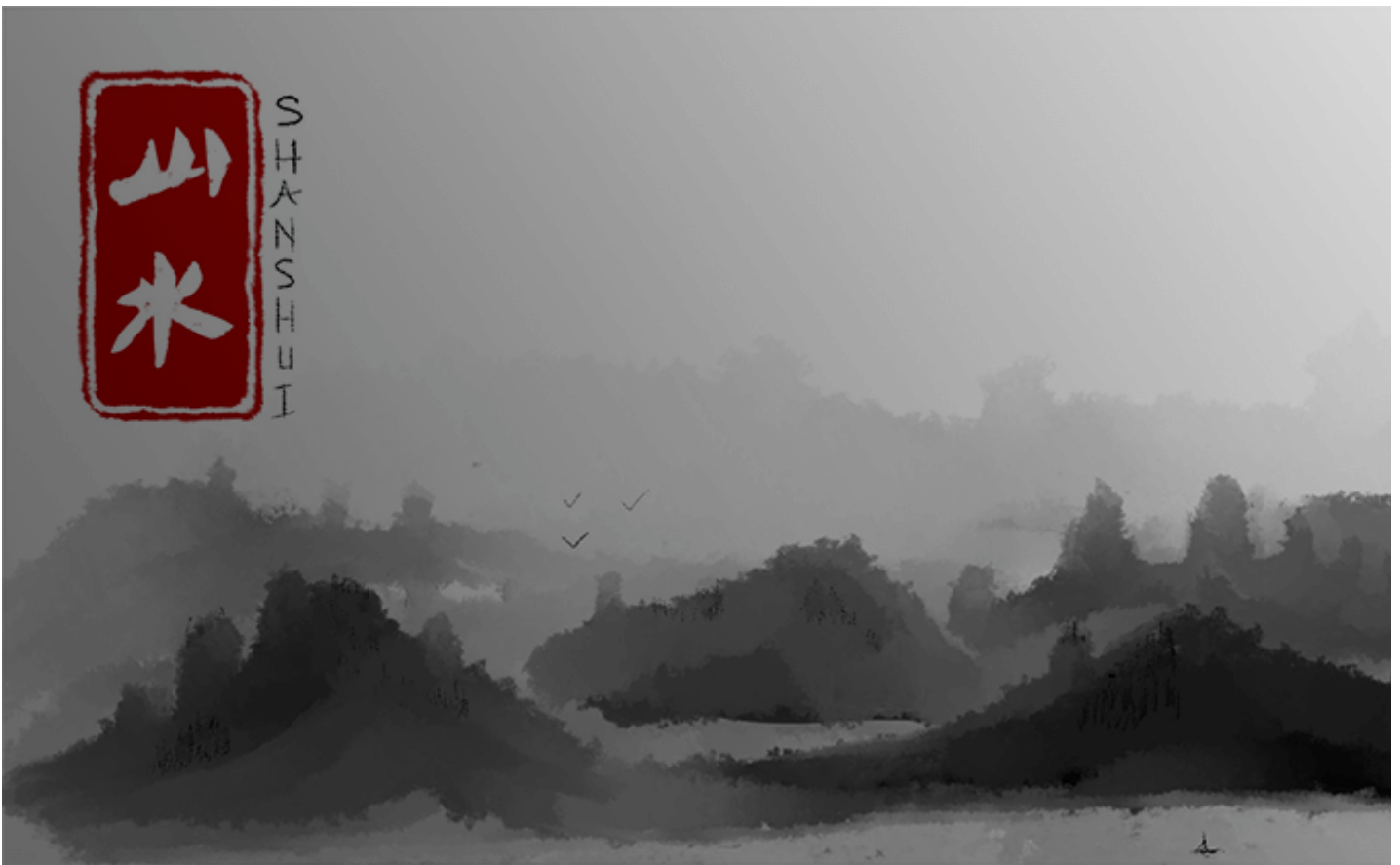
People of the Moon

Playground



Persica

Artistic experiment



Shanshui

VR - Relaxation - Fishing



This Side of Me

Narrative - Puzzle

<https://enjamin-en.cnam.fr/2019-student-projects-1112083.kjsp?RH=1568559041283>