

French National School of Video Games and Digital Interactive Media

Syllabus

Course Structure

Our International Master's programme mirrors the working methods of the video game industry.

The course lasts 2 years and is divided into 4 semesters.

<p>Semester 1</p> <p>Common core classes for all 6 tracks.</p> <p>This allows students to gain knowledge and understanding of the constraints in the different professions involved in the development of interactive media.</p>	<p>Semester 2</p> <p>In-depth classes in the student's pre-chosen track.</p> <p>Multi-disciplinary Interactive Experience Mini-project.</p>
<p>Semester 3*</p> <p>Continuation of in-depth classes by track.</p> <p>Multi-disciplinary Video Game Development Project (centred around the creation of a "Vertical Slice").</p>	<p>Semester 4</p> <p>Compulsory four to six-month internship in a video game studio or research laboratory in France or abroad.</p>

*Note: In this semester, students from the International Master's programme will have the opportunity to collaborate with French students from the Master's degree in Video Games and Digital Interactive Media (JMIN). The Multi-disciplinary Video Game Development Project combines students from both degree programmes.

[Click here to download the syllabus of the International Master's degree.](#)

Detailed course content by module

Semester 1

Common Core:

[USMU01 Specialised English](#)

[US332F Sound Design](#)

[US332G Visual Design](#)

[USMU02 Interactive Media](#)

[US335U Game Design Workshops](#)

[USMU03 Fundamentals of Game and Level Design](#)

[US335T Cognitive, Social and Emotional Fundamentals](#)
[US332K Social Management – Law](#)

Tracks:

Game Design / Sound Design / Game Art / UX/UR / Project Management:
[US332E IT Design and Development](#)
Game Programming:
[USMU0B C++ Programming Language](#)

Semester 2

Common Core:

[US332L Methodology and Process](#)
[UA3334 Multi-disciplinary Interactive Experience Mini-project](#)
[UA333H Research Project](#)

Tracks:

Game Programming:
[US332N IT Design and Development for Video Games 1](#)
[US332P IT Design and Development for Video Games 2](#)
Game Design:
[US332Q Game & Level Design](#)
[US332R Video Game Design Theory](#)
Sound Design:
[US332S Sound Design Fundamentals](#)
[US332T Sound Design in Games](#)
Game Art:
[US332U Image in Game Art](#)
[US332V Visual Design in Games](#)
UX/UR:
[US332W Ergonomics Design Methodology](#)
[US332X Experimental and Statistical Methods](#)
Project Management:
[US332Y Technical and Economic Management](#)
[US332Z Social and Human Resource Management](#)

Semester 3

Common Core:

[US3330 Practice of Innovation: A Collaborative Approach](#)
[US335V Interaction Design](#)
[US335W Modelling Interactions](#)

Tracks:

Game Programming:
[US335Z Advanced Programming](#)
[USMU0A Game Programming in Practice](#)
Game Design:
[US3333 Problems and Advanced Concepts in Game Design](#)
[USMU05 Game Design in Practice](#)
Sound Design:
[US3334 Advanced Sound Design for Games](#)
[USMU07 Sound Design in Practice](#)
Game Art:
[US3335 Game Art Seminars](#)
[USMU06 Visual Design in Practice](#)
UX/UI:
[USMU08 UX/UR and Accessibility](#)
[USMU09 Putting UX/UR into Practice](#)
Project Management:

Semester 4

Common Core:

UAMU1A Student Commitment

UA333J Multi-disciplinary Video Game Development Project

UA333K Internship in France or abroad

<https://enjmin-en.cnam.fr/syllabus-1510690.kjsp?RH=1732630196110>