

## Overview of the *Passerelle* Bridge Programme Cnam-Enjmin / NAD-UQAC School and the Application Process

Within the framework of a partnership between Cnam-Enjmin and NAD-UQAC School, the *Passerelle* Bridge Programme is open to students from September 2024.

### Partners

- [Cnam-Enjmin](#), French National School of Video Games and Digital Interactive Media (Angoulême, France), is an entity of [Cnam](#), *Conservatoire national des arts et métiers*
- [NAD School](#), School of Digital Arts, Animation and Design (Montreal, Canada), is part of [UQAC](#), University of Quebec in Chicoutimi

### Programmes involved

- [Master's degree in Video Games and Digital Interactive Media](#), Cnam-Enjmin
- DESS diploma in Narrative Video Game Design ([DESS en design de jeu vidéo narratif](#)) , NAD-UQAC School

### IMPORTANT

- The *Passerelle* Bridge Programme is **only open to candidates for the Game Design specialisation during the entrance exam for the Master's degree in Video Games and Digital Interactive Media (Cnam-Enjmin)** who wish to specialise in narrative design.
- Given that student who participate in the *Passerelle* Bridge Programme are not enrolled in the Master's degree in Video Games and Digital Interactive Media (course authorised by the organisation France Travail) during their First Year, this international mobility programme is **not eligible for continuous training**.

### Study Programmes

- First Year in Montreal: DESS diploma in Narrative Video Game Design at NAD-UQAC School
- Second Year in Angoulême: 2nd Year of Master's degree in Video Games and Digital Interactive Media

If the student meets the requirements of both courses, they will be awarded with both diplomas.

## Essential conditions to participate in this *Passerelle* Bridge Programme

Pass the entrance exam for the Master's degree in Video Games and Digital Interactive Media, as well as the specific selection for the DESS diploma in Narrative Video Game Design from NAD-UQAC School. The application process for both courses (Master's degree and DESS) consists of uploading **one file** on the Cnam-Enjmin platform.

### Objective

Replace the First Year of studies on the Master's degree in Video Games and Digital Interactive Media programme at Cnam-Enjmin by the [DESS diploma in Narrative Video Game Design](#) programme delivered in the city of Montreal in Canada.

The programme's general objective is to provide students with specialised knowledge in Design of Narrative Video Games. Budding designers will develop the skills required in the designing and implementation of a video game project, all while having developed the capacities of adaption and critical thinking, which are necessary to participate in this innovative and quickly evolving field.

### Course programme of the DESS diploma in Narrative Video Game Design

This [programme](#) (link available in French) comprises of 30 Canadian credits spread out as follows:

- 8 mandatory modules (24 credits)
- 1 module to choose amongst the following (6 credits):
  - o [Project](#) (*Projet*, 270 hours)
  - o [Essay](#) (*Essai*, 270 hours)
  - o [Internship](#) (*Stage*, around 300 hours)

Given that there are rarely internship offers between January and April, NAD-UQAC School does not recommend this choice to international students. Quebec students usually postpone their internship to the summer term.

### DESS Programme, with its English translation on next page:

|   | COURS | TITRE      | CRÉDITS  |   |
|---|-------|------------|--|---|
| Trimestre<br>AUTOMNE  | 1     | NAND612    | Design de jeu : pratique esthétique, technologique et éthique          | 3 |
|   |       | NAND614    | Design d'environnement et de personnages                               | 3 |
|   |       | NAND615    | Moteur de jeu et création narrative                                    | 3 |
|   |       | NAND616    | Théorie et pratique de la narration                                    | 3 |
|   |       | NAND626    | Design de niveaux  | 3 |
|   |       | 15 CRÉDITS |  |   |
| Trimestre<br>HIVER  | 2     | NAND617    | Moteur de jeu et interactivité   | 3 |
|   |       | NAND623    | Développement et mise en pratique de l'expérience esthétique du joueur | 3 |
|   |       | NAND624    | Scénarisation pour des oeuvres interactives                            | 3 |
|   |       | NAND63X    | Cours d'intégration des connaissances au choix*                        | 6 |
|   |       | 15 CRÉDITS |  |   |
| *Cours d'intégration des connaissances disponibles<br>Aussi proposés au trimestre d'été pour les étudiants québécois. |       |            |  |   |
|   |       | NAND633    | Projet   | 6 |
|   |       | NAND634    | Essai  | 6 |
|   |       | NAND635    | Stage  | 6 |

|                             | Module Code  | Module Name   | Number of Credits |
|-----------------------------|--|---|-------------------|
| Autumn Term<br><br><b>1</b> | NAND612  | Game Design: Aesthetic, Technological and Ethical Practice          | 3                 |
|                             | NAND614  | Designing environments and characters                               | 3                 |
|                             | NAND615  | Game Engine and Narrative Creation                                  | 3                 |
|                             | NAND616  | Theory and Practice of Narration                                    | 3                 |
|                             | NAND626  | Level Design  | 3                 |
|                             |  |   | 15                |
| Winter Term<br><br><b>2</b> | NAND617  | Game Engine and Interactivity                                       | 3                 |
|                             | NAND623  | Development and Implementation of the Player's Aesthetic Experience | 3                 |
|                             | NAND624  | Scriptwriting for Interactive Pieces of Work                        | 3                 |
|                             | NAND63X  | Choice of Knowledge Integration Classes*                            | 6                 |
|                             |  |   | 15                |
|                             | *Knowledge Intergration Classes available (also offered to Quebec students during the summer term) |   |                   |
|                             | NAND633  | Project   | 6                 |
|                             | NAND634  | Essay   | 6                 |
|                             | NAND635  | Internship  | 6                 |

### Application Process for the *Passerelle* Bridge Programme

Places on the DESS diploma in Narrative Video Game Design programme are limited. Candidates for the Master's degree in Video Games and Digital Interactive Media must apply at the same time as and most importantly before **Thursday 16th January 2025 at 3pm**. The application must include the following elements:

- All **Transcripts of Marks** for higher-educational (university) studies either past or current
- Copy of last diploma obtained (bachelor's or equivalent)
- **Curriculum vitae** (CV) which outlines all your pertinent experience linked with the programme (with the URL link to a Projects File in the top right-hand corner)
- **Motivation document:** other than their Projects File, the candidate must provide a motivation document either as a letter or any other format which the applicant deems appropriate (ex: video, podcast, cartoon, animation, illustration, etc.) which shows the following:
  - Why would you be the best candidate?
  - Your interest and motivation to study the DESS

- Your determination to succeed in the domain
  - How the DESS fits into your personal and academic journey
  - How will the programme help your career objectives? Etc.
- **Projects File / Visual File:** it contains several examples of projects the candidate has participated in in the past and must be sent in a **digital format only** (website, ArtStation, Behance, Wix, YouTube, Vimeo, etc.). The URL link must appear in the top right-hand corner on the candidate's CV.

Level plans, game guides, installable/executable games and/or any other work related to Game Design and Development will be relevant:

- 2D prototyping
- 3D prototyping (e.g. Unreal)
- Creative writing
- Gameplay concepts
- Etc.

*A portfolio attached in an email will not be accepted.*

- **Birth Certificate** which clearly states the full name of the candidate and both of their parents

This application file must be sent on the **same platform** used for the entrance exam for the Master's degree in Video Games and Digital Interactive Media, in a separate section of the platform.

You must also send an **email** between **now and Thursday 16th January 2025 at 3pm** to let us know that you have applied. The subject of the email should be "Candidature Passerelle Cnam-Enjmin / École NAD-UQAC" ("Application for Passerelle Programme Cnam-Enjmin / NAD-UQAC School") and it should be sent to the following email address: [master.enjmin@lecnam.net](mailto:master.enjmin@lecnam.net).

Cnam-Enjmin will inform all candidates (regardless of whether they are successful or not) of the results of the shortlist process as soon as possible.

UQAC will then get directly in contact with the shortlisted candidates to let them know about the specific admission procedure. UQAC will ask all shortlisted candidates to apply on their platform and to provide the list of documents stated above (changes may be made by UQAC, look closely at the email you will receive from the Interational Office).

UQAC will also contact candidates to indicate their final admission result to the DESS diploma programme at the end of March 2025.

However, **Cnam-Enjmin can cancel the admission of its candidates to the programme until 3rd June 2025**, which is when the final admission results for the Master's degree in Video Games and Digital Interactive Media will be published.

For more information of the application process, a helpful diagram is provided in the appendix of this document.

**All candidates wishing to apply to the *Passerelle* Bridge Programme must conform to the following conditions:**

1. Each student put forward by Cnam-Enjmin must hold a baccalaureate or equivalent end-of-high school diploma or have been successful in the Cnam-Enjmin entrance exam for the Master's degree in Video Games and Digital Interactive Media.
2. Candidates put forward by Cnam-Enjmin will complete all of the DESS diploma in Narrative Video Game Design at NAD-UQAC School (30 Canadian credits, equivalent to 60 ECTS). These modules will be recognised by Cnam-Enjmin and replace the First Year of the Master's degree in Video Games and Digital Interactive Media programme.
3. Only candidates put forward by Cnam-Enjmin, who successfully complete the DESS diploma in Narrative Video Game Design at NAD-UQAC School, will be able to directly enter the Second Year of the Master's degree in Video Games and Digital Interactive Media programme.
4. Cnam-Enjmin only issues the diploma at the end of the Second Year of studies of the Master's degree in Video Games and Digital Interactive Media.
5. If a candidate fails the Cnam-Enjmin entrance exam but is accepted for the DESS diploma programme at NAD-UQAC School, they are free to enrol in the Canadian university (not on the *Passerelle* Bridge Programme).
6. Cnam-Enjmin candidates who are accepted onto the DESS diploma programme must pay the applicable annual fees at the host institution, around **Can\$3,916 \*** (French or Belgian French-speaking students) or Cad\$24,377 (international students). Please note that the indicated fees are for the 2024/25 academic year. An increase of around 3 to 4% is expected each year.

These students will not be enrolled at Cnam-Enjmin for the First Year of the *Passerelle* Bridge Programme. This is why they do not need to pay university fees in France.

\* In accordance with the agreement signed between the Quebec and French governments related to student mobility, French students during their Second Cycle of university studies have access to the Quebec university fees (more preferential fee, lower than the one for foreigners and Canadians who live outside of Quebec). This means they are exempt from increases in educational fees.

To receive these preferential rates, students must hold a valid French passport as well as study permit conform to Canadian immigration regulations. They must also obtain a Quebec Certificate of Acceptance (*Certificat d'acceptation du Québec (CAQ)*).

## **Everyday Life and Grants**

Before leaving, students are highly encouraged to find out more information about the cost of living in Montreal. We invite them to look at [this link](#) (available in French) to help them.

Students are enrolled at the NAD-UQAC School during the First Year and at Cnam-Enjmin for the Second Year. They cannot therefore apply for a grant based on social criteria from the Crous during the First Year and they cannot receive mobility grants from Cnam-Enjmin either.

Participants in the programme will have two terms of study at NAD-UQAC School: Autumn and Winter. The term dates are as follows (for information purposes only):

- Autumn term from the end of August to mid-December
- Winter term from the beginning of January to the end of April

You can find the university calendar by clicking [this link](#).

**Useful Links (available in French):**

- [DESS diploma in Narrative Video Game Design](#)
- UQAC's [International Office](#) contains lots of information
- [Accommodation](#) - *Please note that the NAD-UQAC School is located in Montreal and not in Chicoutimi.*
- [Immigration Process](#)

*(Updated on 17/04/2025)*

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