France has a large number of video game companies, virtual reality developers and animation studios. It is well represented on the world stage through its more than 120 animation studios (Mac Guff, TAT productions, Illumination Studios, Ankama) and 1,000 video game companies (Ubisoft, Asobo Studio, Gameloft, Arkane Studios).

Video games reach all members of society, regardless of generation, and facilitate social interaction. Some 37.4 million people in France, representing 70% of the country, play video games. Founded in 1986 by the Guillemot brothers, Ubisoft, responsible for Rayman, Just Dance, Prince of Persia, Assassin’s Creed, Far Cry, Watch Dogs and The Division, employs 21,000 people in 50 studios and has developed more than 760 video games. Asobo’s A Plague’s Tale has gained a worldwide following, while Don’t is Strange, and Arkane Studios, who created Dishonored and Prey, are among the most well-known French video game publishers.

Every year since 2006, the French Union of Video Game Publishers (SELL) has organised the Interactive & Digital Entertainment Festival in a major French city. This festival is used by professionals to launch new video games, in addition to serving as the meeting place for players in the French video game and interactive entertainment sectors.

France is the third largest producer of animated films and the top producer in Europe. Launched in 2010, Paris Games Week is a major event hosting nearly 120 exhibitors, over 1,250 journalists and attracting some 150,000 visitors.

France has become the third largest producer of animated films after the United States and Japan, with more than 8,000 authors, artists and technicians. Animation studios Mac Guff and Illumination Studio Paris employ more than 600 people and are behind films such as Minions, Despicable Me and Sing.

Degrees in video gaming and animation can lead to a diverse range of opportunities in many sectors of the French job market. France offers a number of high-quality degree programmes where students can spend 3 to 6 years acquiring innovative expertise which will be recognised on the world stage. The ability of French technicians to successfully combine their designs with technology stems from the high quality of the French education system. In 2022, four French animation schools were among the top 15 of the American Animation Career Review ranking.

International

France is the third largest producer of animated films and the top producer in Europe. Launched in 2010, Paris Games Week is a major event hosting nearly 120 exhibitors, over 1,250 journalists and attracting some 150,000 visitors.

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French animation has garnered international distinctions: i) four French animated films won awards at the Tokyo Anime Award Festival (TAAF) in 2015, and two won in 2022 and 2023, one of which won the grand prize; ii) since 2006, nine Oscars have been awarded to French students at the Student Academy Awards in Los Angeles (in the Film, Director, Actor, Animation, Documentary and Music categories). The French animated film The Seine’s Tears, which spoke to the police repression faced by Algerian protesters in Paris in 1961, won a bronze medal at the 2022 edition of the event.

Useful links

- French Video Game Agency (AFJV): www.afjv.com
- CampusArt, website for applying to art schools: www.campusart.org/?lang=en
- Culturethèque – Institut Français: www.culturetheque.com
- Information on degrees in the fields of art and culture: www.campusfrance.org/en/resource/degrees-in-art-and-culture
- National Esports: www.france-esports.org
- French Ministry of Culture: www.culture.gouv.fr/ en
- French National Video Game Union: www.sell.fr
- French Union of Video Game Publishers (SELL): http://snjv.org
- Pan-European Game Information (PEGI): www.pegi.info
- Network of French Animation Schools (RECA): www.reca-animation.com
**Licence**

DIPLÔME NATIONAL DES MÉTIERS D’ART ET DU DESIGN (DNMADE)
NATIONAL DIPLOMA – 3 YEARS OF HIGHER EDUCATION – L3

> Students of the DNMADE receive a bachelor’s degree at the end of the programme. Students will learn 2D and 3D animation techniques. The following specialisations are available in seven institutions: animation, animated digital images, animation and graphic materials, entertainment.

DIPLÔME NATIONAL D’ART (DNA)
NATIONAL DIPLOMA – 3 YEARS OF HIGHER EDUCATION – L3

> The DNA Animation programme is an undergraduate diploma offered by the Ecole Supérieure d’Art et de Design d’Amiens. It is equivalent to a bachelor’s degree. www.campusart.org/artsearch/#/program/578

**Licence**

> Licence in Art and Digital Media Creation with specialisations in 2D animation, 3D and FX animation, and video games at Université Polytechnique Hauts-de-France (UPHF) in partnership with Piktura at Institut catholique de Lille: www.campusart.org/artsearch/#/program/1295; in Information Technology and Video Games at the Conservatoire National des Arts et Métiers (CNAM); in Information Technology with a minor in Video Game Design and Programming at Université Paris 8 www.univ-paris8.fr

**Licence Professionnelle**

NATIONAL DIPLOMA – 3 YEARS OF HIGHER EDUCATION – L3

> One year Licence Professionnelle in Video Games and Industry Level Designer and Game Designer offered at Université Sorbonne Paris Nord’s University Institute of Technology (IUT) in Bobigny; Paul-Valéry Montpellier 3 University; and Université Lumière Lyon 2’s Institut de la Communication (ICOM).

**Professional Title**

RNCP – 3 YEARS OF HIGHER EDUCATION

> Motion graphics design. Les Gobelins and Game and gamification design. Ecole Brussart: www.campusart.org/artsearch/#/program/1382
> 3D Design, École Émile Cohl, programme accredited by MESR: www.campusart.org/artsearch/#/program/1882
> Diploma of Higher Animation Studies (DESFA), Ecole Supérieure de Réalisation Audiovisuelle (ESRA), programme accredited by MESR: www.campusart.org/artsearch/#/program/306

**Master**

DIPLÔME SUPÉRIEUR DES ARTS APPLIQUÉS (DSAA)
NATIONAL DIPLOMA – 5 YEARS OF HIGHER EDUCATION – M2

> DSAA in digital design and creation (DCN) taught at three institutions with three areas of focus: motion and sound design; digital publishing and web design; interactive physical systems.

DIPLÔME NATIONAL SUPÉRIEUR D’EXPRESSION PLASTIQUE (DNSEP)
NATIONAL DIPLOMA – 5 YEARS OF HIGHER EDUCATION – M2

> The DNSEP animation programme is a graduate diploma offered by the Ecole Supérieure d’Art et de Design d’Amiens. It is equivalent to a master’s degree. www.campusart.org/artsearch/#/program/579

**Master**

NATIONAL DIPLOMA – 5 YEARS OF HIGHER EDUCATION – M2

> Master’s in the Audiovisual Media, Digital and Interactive Media and Video Games. The aim of this programme is to produce artists, designers and researchers in the areas of video games and interactive digital media. The programme is available at seven institutions, including the Institut National Universitaire Jean-François Champollion; www.univ-jfc.fr, La Rochelle Université: www.campusart.org/artsearch/#/program/570 and CNAM: www.campusart.org/artsearch/#/program/1044
> Master’s in Digital Media Creation and Graphic Design and Interaction Design, with a specialisation in video games: Scriptwriting and Transmedia Production with specialisations in 2D animation or 3DFX animation. Available at UPHF in partnership with Piktura at Institut catholique de Lille: www.campusart.org/artsearch/#/program/1298
> Master 2 in Information Technology, and Video Game Engineering, GAMAGORA, taught at Université Lumière Lyon 2’s Institut de la Communication (ICOM). The aim is for programmes to specialise in video game development. https://icom.univ-lyon2.fr, in Plastic Art and Video Games offered at Paul-Valéry Montpellier 3 University: www.univ-montp3.fr

**Professional Title**

RNCP (national directory of professional certifications) – 5 YEARS OF HIGHER EDUCATION

> Design and Production of Animated Films, Les Gobelins
> Artistic director in graphic design, Video Game creation option. Autograf: www.campusart.org/artsearch/#/program/317
> 3D Animation and Digital Production, Rubika: www.campusart.org/artsearch/#/program/219
> 3D Animated Films and Video Games, École de Communication Visuelle (ECV): www.campusart.org/artsearch/#/program/1107, Écoles de Condé: www.campusart.org/artsearch/#/program/955

**Engineering Degrees**

MASTER LEVEL – 5 YEARS OF HIGHER EDUCATION – M2


**Institution Diploma**

1, 2, OR 3 YEARS OF HIGHER EDUCATION

> Post-graduate diploma in Cinema, Audiovisual Media, Media Design and Animation (CAMELIA) offered at École Supérieure d’Art et de Design d’Orléans: www.campusart.org/artsearch/#/program/837

**Mastères Spécialisés (MS)**

INSTITUTION DIPLOMA – 1 YEAR OF HIGHER EDUCATION

> Artistic Design - Video Game Design and Artistic Design - Animated Film Production, Ecole Émile Cohl: www.campusart.org/artsearch/#/program/1179 and ECV: www.campusart.org/artsearch/#/program/955

**Institution Diploma**


**Institution Diploma**

> 3D Animated Films and Video Games, École supérieure d’ingénieurs Paris-est: https://esipe.univ-gustave-eiffel.fr