Founded in 1996, L’École Multimédia is the recognized specialist in training for occupations in digital communication, multimedia informatics, digital creation, 2D and 3D animation, and video games. A small, independent school led by its founders, who look upon their students as future colleagues, the École Multimédia offers programs leading to occupational certifications at levels II (3 or 4 years of postsecondary study) and III (2 years), all recognized by the French government (through the RNCP, the national registry of occupational certifications). Educational programs run from year-long preparatory programs to fifth-year (master’s level) degrees, either through traditional full-time attendance or through work–study. Whatever the student’s field or level of study, the École Multimédia provides solid support along the way, right up to the graduate’s entry into the professional world. The school’s graduates are multimedia impeccable, rigorous, and creative professionals who will continue to grow throughout their professional lives.

◆ MAIN PROGRAMMES OF STUDY

L’École Multimédia offers 5 postsecondary programs at the 2- and 4-year levels leading to occupational titles entered in the RNCP (national registry of occupational certifications). Graduates also receive diplomas recognized in the professional world. Programs are open to applicants who hold a secondary school diploma and have completed a preparatory course. Programs are available up to the maîtrise level (5 years of postsecondary study). Our programs:

- Digital creation: Multimedia art direction program, 2D/3D animated film program, bachelor in game design/game programming
- Multimedia informatics: Multimedia development program,
- Digital communication: Multimedia project management program
- Multimedia journalism: Multimedia journalism program

◆ RESEARCH

L’École Multimédia has established a laboratory for applied research in digital interfaces. The purpose of LAB201 is to permit to explore new interactive interfaces, to conceive and implement new solutions that combine information design, enhanced reality, multiscreen design, tactile interfaces, natural interfaces, and data visualization. Within LAB201, multidisciplinary teams of students also carry out "live scale" projects.

◆ STRENGTHS

It uses a project-based approach, and courses are taught by practicing professionals. Events are regularly organized to bring students into contact with employers (including "job dating," pro talks, and professional juries). The school is active in professional and institutional networks (among them Designers Interactifs, Association Française du Cinéma d’Animation, Agence Française pour le Jeu Vidéo, and FING). It has a roster of 6,000 corporate partners. Since 2013, students have had the option of pursuing the entrepreneurship option of ESCP Europe, a program taught in English that focuses on business creation and management. Students perform projects, including one abroad.

◆ LOCATION

L’École Multimédia is located in the Beaubourg quarter of central Paris, near Châtelet-les-Halles and the Marais.