

Video Games & Animation



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 1,200 video game companies (Ubisoft, Asobo Studio, Gameloft, Arkane Studios).

Video games reach all members of society, regardless of generation, and facilitate social interaction. Some 40 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 Nod Entertainment, the creators of *Remember Me* and *Life is Strange*, and Arkane Studios, who created *Dishonored* and *Prey*, are among the most well-known French video game publishers.

The French animation industry is not to be outdone. France has become the fourth 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.

• **€5.7 bn** in revenue generated from the French video game industry (2024)

• **120** animation studios and **700** development studios in France (2021)

• **1,200** video game companies in France (2021)

• France is the **4rd** largest producer of animated films in the world and the **top producer** in Europe (40% of all films)

• **40 m** video game players in France, i.e., 7 in 10 people, out of a total 3.2 bn players in the world (2024)

• **11,8 m** amateur e-sport players and 1,47 professional e-sport players in France (2023)

Sources : INSEE - MC - MESRE

International

France is the fourth largest producer of animated films and the top producer in Europe. Launched in 2010, Paris Games Week is a major event hosting nearly 160 exhibitors, over 1,250 journalists and attracting some 180,000 visitors.

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.

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, 2023 and 2024, 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* and *The Shyness of Trees* won respectively a bronze medal at the 2022 and 2025 edition of the event.



RELATED FIELDS

• Arts • Business • Culture
 • Design • Education
 • Engineering • Management

SUBFIELDS

• 2D/3D animation • Applied art
 • Art and Industry • Cinema • Creation
 • Design • Digital technology
 • Drawing • Fine arts
 • Illustration • Information Technology
 • Multimedia
 • Videos • Video games



Useful links

- French Animation Association (AFCA):: www.afca.asso.fr
- French Video Game Agency (AFJV): www.afjv.com
- CampusArt, website for applying to art schools: www.campusart.org/?lang=en
- French National Center for Cinema (CNC): www.cnc.fr/web/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
- Institute for French Know-How: www.institut-savoirfaire.fr
- France 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
- National Repertory of Professional Certifications (RNCP): www.francecompetences.fr

LEVEL Licence

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

> 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
180 ECTS credits

> The **DNA Animation** programme is an undergraduate diploma offered by the École Supérieure d'Art et de Design d'Amiens. It is equivalent to a bachelor's degree.

LICENCE
NATIONAL DIPLOMA – 3 YEARS OF HIGHER EDUCATION – L3
180 ECTS credits

> **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
180 ECTS credits

> 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: www.campusart.org/artsearch/#/program/1436 University; and Université Lumière Lyon 2's Institut de la Communication (ICOM).

PROFESSIONAL TITLE
RNCP – 3 YEARS OF HIGHER EDUCATION

> **2D and 3D animation**, Institut Supérieur des Arts Appliqués, LISAA: www.campusart.org/artsearch/#/program/345, Les Gobelins and Écoles de Condé: www.campusart.org/artsearch/#/program/961
> **Motion graphics design**, Les Gobelins and **Game and gamification design**, École Brassart: www.campusart.org/artsearch/#/program/1182
> **3D design, VFX animation and video games**, Autograf: www.campusart.org/artsearch/#/program/1290, École Brassart: www.campusart.org/artsearch/#/program/475, Institut Supérieur des Arts Appliqués, LISAA: www.campusart.org/artsearch/#/program/626, ESMA: www.campusart.org/artsearch/#/program/744
> **3D Design**, École Emile Cohl, programme accredited by MESRE: www.campusart.org/artsearch/#/program/1180
> **Diploma of Higher Animation Studies (DESFA)**, École Supérieure de Réalisation Audiovisuelle (ESRA), programme accredited by MESRE: www.campusart.org/artsearch/#/program/306

LEVEL Master

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

> **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
120 ECTS credits

> The **DNSEP animation programme** is a graduate diploma offered by the École Supérieure d'Art et de Design d'Amiens. It is equivalent to a master's degree.

MASTER
NATIONAL DIPLOMA – 5 YEARS OF HIGHER EDUCATION – M2
120 ECTS credits

> **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 **3D FX 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 programmers 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.campusart.org/artsearch/#/program/1439

PROFESSIONAL TITLE

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

> **Design and Production of Animated Films**, Les Gobelins

> **3D Animation and Digital Production**, Rubika:

www.campusart.org/artsearch/#/program/219

> **3D Animated Films and Video Games**, Écoles de Condé: www.campusart.org/artsearch/#/program/912

> **Advanced Design, Production and 3D Animation**, Isart

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Digital: www.campusart.org/artsearch/#/program/646 and ESMA:

www.campusart.org/artsearch/#/program/735

> **Artistic Design – Video Game Design and Artistic Design – Animated Film Production**, École Emile Cohl: www.campusart.org/artsearch/#/program/1179 and ECV: www.campusart.org/artsearch/#/program/955

> **Digital Director – Video Game Course**, ARTEX : www.campusart.org/artsearch/#/program/1359 and www.campusart.org/artsearch/#/program/1360

ENGINEERING DEGREES

MASTER LEVEL – 5 YEARS OF HIGHER EDUCATION – M2
120 ECTS credits

> Three institutions award engineering degrees in this field **Computer Science and Multimedia** at CNAM: <https://enjin.cnam.fr> ; **Multimedia and Information Technology** at Université Gustave Eiffel's École supérieure d'ingénieurs Paris-Est: <https://esipe.univ-gustave-eiffel.fr> and **Video game / Game Programming** at Isart Digital:

www.campusart.org/artsearch/#/program/1550

LEVEL

Beyond the Master level



INSTITUTION DIPLOMA

1, 2, OR 3 YEARS OF HIGHER EDUCATION

> **Post-graduate diploma in Cinema, Audiovisual Media, Media Design and Animation (CAMEDIA)** offered at École Supérieure d'Art et de Design d'Orléans.

MASTÈRES SPÉCIALISÉS® (MS)

INSTITUTION DIPLOMA – 1 YEAR OF HIGHER EDUCATION

Advanced master's programmes, which carry the Conférence des Grandes Écoles label, are institutional diplomas that provide students with training in two areas.

> **Master Spécialisé® Interactive Digital Experiences – Designing Interactive and Fun Experiences for Video Games, Culture and Communication**, offered by CNAM in partnership with Les Gobelins: www.campusart.org/artsearch/#/program/1045