



ÉCOLE NATIONALE
SUPÉRIEURE
D'INFORMATIQUE
POUR L'INDUSTRIE
ET L'ENTREPRISE

INITIAL ENGINEER TRAINING IN COMPUTER SCIENCE

THEMATIC COURSE

VIDEO GAMES AND DIGITAL INTERACTIONS

VIRTUAL REALITY
AUGMENTED REALITY
ARTIFICIAL INTELLIGENCE
VIDEO GAMES



CONTACT
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PARTNERS
ÉCOLE SUPÉRIEURE D'ART
ET DE DESIGN DE REIMS
MINES PARIS TECH
TÉLÉCOM SUD PARIS
UNIVERSITÉ D'ÉVRY
VAL D'ESSONNE
UNIVERSITÉ PARIS I
AMPLITUDE STUDIO
LE CORTEX
NADEO
XILABS



VALENTIN COPIN
PROMOTION 2016 / MASTER RVSI

*Developing engineer at Thalès
Virtual Reality and Augmented
Reality for Mobile Workers*

« The level and quality of the courses gave me the skills to be efficient as I entered the work field a few months after. Today, I am an engineer in Augmented and Virtual Reality at Thalès. »



LUDOVIC DAVID
PROMOTION 2016
R&D Engineer at Interaction Healthcare

RAPHAËL LEJOLIVET
PROMOTION 2016
*Developer Engineer at Cardiweb
Web Technologies, Mobile and Internet Objects*

GUILLAUME BACHELIER
PROMOTION 2015
*R&D Engineer at Nadeo
Platform ManiaPlanet for TrackMania*

JOBS OPPORTUNITIES

Video Games
Developer Engineer
Lead Video
Games Developer
Engineer in R&D
and Digital Interactions

EXAMPLES OF INTERNSHIPS

3D landscapes real time
at Pixel Wizards
(pixel-wizards.com)

Research, studies
and gamification
development
at Fremencorp
(fremencorp.com)

Real objects
recognition from
an augmented
reality device
at ASOBO Studio
(asobostudio.com)

Game Play Unity
at Dassault Systems
(3ds.com)



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The goal is to form engineers with the required skills to create and improve real time interactive systems. This course particularly focuses on the fields of Video Games, Virtual and Augmented Reality, Simulation, as well as Serious Gaming and Digital Arts. This course starts during the 4th semester through introductory teachings to fields technics of Virtual Reality, as well as Augmented Reality and Graphic Computer Science, which can be completed by other teachings mostly related to Computer science. The 5th semester is entirely dedicated to the JIN Specialisation (Video Games, Digital Interactions and collaborations) in common with Télécom-Sud-Paris. The teachings and new projects provide a way to deepen technical aspects (Interactions, 3D Vision, 3D Modelisation, Shaders, Intelligent Agents, Communicating Objects, Networks and Cloud), as well as human aspects (Project management, Design, Video Games Economy, Game Design, Video Games Anthropology). The opening on those aspects is also strengthened by numerous conferences and collaborations with creatives. Since 2015, graduates and professional speakers form a strong network.

S3

**Functional Programming
or Stochastic Process**

**Software Validation and Verification
or Regulated Model**

**Assembler and Compilation
or Advanced Programming**

**Data analysis
or Information and
Communication Technologies**

S4

**Virtual Reality and Graphic Computer Science
Images and Augmented Reality**

**Object Language
or IP Network and LAN Administration**

**Privacy information system by design
1 / Creative coding**

**Privacy information system by design
2 / Digital Arts**

**Automatic
or Pattern Recognition and Biometrics**

S5

**Modelisation and Shaders
Interaction and Sensors
Interacting Systems
Course Project**

DOUBLE-COURSE

**MASTER COOPERATED WITH
THE UNIVERSITY OF PARIS-SACLAY**

Master M2HCI
Human Computer Interaction

Master VRIS
Virtual Reality and
Intelligent Systems

For semesters
abroad, see with
the International
Relations
Department.