

## ADMISSIONS GUIDE

### 2025

The Admissions Guide will give you useful information to help you prepare for the selection tests.

All programs are taught in french.  
Except for the second year of the Master's in Creative Strategy Management.

( INTERACTIVE MENU) 

- 02** — Admission process
- 03** — Digital Art  
1<sup>st</sup> joint artistic year 3D Cinema & Game Art
- 04** — 3D Cinema
- 06** — Game Art
- 08** — Image & Innovation Master's degree
- 09** — Game Design
- 10** — Game Programming
- 11** — Game Design & Programming
- 12** — Music & Sound Design
- 14** — Game Data Analyst
- 15** — Creative Strategy Manager



#### Use of IA



#### **For all programs**

All works presented in the portfolios must be the result of the candidate's personal work, without any intervention or assistance from AI. Any detection of AI usage will result in the elimination of the application.

#### **Exception : The Master's in Image & Innovation**

The use of AI is allowed in this portfolio only within a creative framework, provided it does not replace the candidate's personal work. The candidate must explain why and how AI was used at each stage of the process, specifying its role in the workflow.

## ADMISSIONS PROCESS

-  **1 ACCOUNT CREATION & PRE-REGISTRATION**  
Go to [www.isart.com](http://www.isart.com). Sign up to create your account.
-  **2 CONTACT**  
The school will contact you by telephone to confirm the date for your tests.
-  **3 TEST PERIOD & RESULTS**  
Campuses Paris / Nice / Montreal :  
Competition dates are available on the Admission page.  
The results will be given maximum 10 days after the exam.
-  **4 REGISTRATION**  
The registration form is available in your [my.isart.com](http://my.isart.com) portal.
-  **5 FINAL REGISTRATION**  
The candidate must return their completed form to ISART, using signed for delivery.

## ADMISSIONS 2025

Paris, Nice & Montreal campuses

Results will be available on your [my.isart.com](http://my.isart.com) portal.

### 1 ADMISSION

#### INTERVIEW



30 MIN. MAX

The 30 minute interview will be held in front of a panel, including a 20 minute presentation of your work. The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the 3D film industry. You'll need to submit original work from your portfolio as well as your printed resume with photo.

#### ASSESSMENT

**60%**  
PORTFOLIO  
RESUME /  
COVER LETTER

**40%**  
INTERVIEW

PASS MARK : 8/20

### 2 APPLICATION FILE

Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](http://my.isart.com) (your personal application portal).



Resume with photo



Cover Letter



Required portfolio

The portfolio must be brought with you on the day of the interview)

## REQUIRED PORTFOLIO 1<sup>ST</sup> YEAR BACHELOR'S



#### CHARACTERS

3 IMAGES MINIMUM  
Traditional and/or 2D/3D  
digital techniques



#### OBJECTS

3 IMAGES MINIMUM  
Traditional and/or 2D/3D  
digital techniques



#### DECORS

3 IMAGES MINIMUM  
Traditional techniques and/or  
2D or 3D digital techniques



#### COLOR DESIGNS

3 IMAGES MINIMUM  
Traditional, digital 2D, 3D and/or  
photography techniques



#### VIDEOS

3 FICHIERS MAXIMUM  
Real shots, motion design,  
and/or 2D or 3D animation

Digital Art is the first year common to the 3D Cinema & Game Art programs. For admission to a higher year, please refer to:

→ [3D Cinema \(page 04\)](#)

→ [Game Art \(page 06\)](#)



## ADMISSIONS 2025

Results will be available on your [my.isart.com](https://my.isart.com) portal.

### 1 ADMISSION

#### INTERVIEW



The 30 minute interview will be held in front of a panel, including a 20 minute presentation of your work. The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the 3D film industry.

#### ASSESSMENT

**60%**  
 PORTFOLIO  
 RESUME /  
 COVER LETTER

**40%**  
 INTERVIEW

PASS MARK: 8/20

### 2 APPLICATION FILE

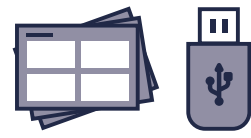
Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover Letter



Required Portfolio

The portfolio must be brought with you on the day of the interview

#### PORTFOLIO CONTENT



For each PDF: date, caption, context for production, commentary



Possibles formats



Images in 150 DPI

### REQUIRED PORTFOLIO 2<sup>ND</sup> YEAR BACHELOR'S

*Drawing is not a prerequisite for students wishing to go into Special Effects/VFX.*

Depending on your skills, your portfolio will be either "3D Animation" or "Special Effects" oriented. It will contain between 20 to 30 works maximum, under all headings (including 3D).



#### OBSERVATION AND IMAGINATION

Scenery | Objects | Vehicles | Characters | Animals | Research and final renderings | Narrative illustrations



#### CREATIVE PROCESS

10 IMAGES MAXIMUM  
 Any intermediate steps to help you to understand your work: references used (photos, tables...), wireframes for modeling, blocking for animation...



#### 3D PROJECTS

5 PROJECTS MAXIMUM  
 Modeling | Texturing | Materials | Lighting | Rendering | Dynamic simulations | Etc.



#### VIDEOS

Live action | Stop motion | Motion design | 2D Animation | 3D Animation | Breakdown | Etc.



#### COLOR DESIGN

Narrative illustrations | Storyboard | Edited Pictures | Matte painting | Etc.



#### SKETCHES

Characters | Landscapes

REQUIRED PORTFOLIO FOR 3<sup>RD</sup> YEAR BACHELOR'S**PERSONAL PROJECTS FOR SETS AND 3D OBJECTS FINALIZED**

A MINIMUM OF 3 SCENERY PROJECTS AND A MINIMUM OF 3 OBJECT PROJECTS

**PREFERABLY ON MAYA**

Modeling | Texturing | Materials | Lighting | Rendering Lighting | Rendering

**CREATIVE PROCESS**

10 IMAGES MAXIMUM

Any intermediate steps to help you to understand your work: references used (photos, tables...), wireframes for modeling, blocking for animation...

**VIDEOS**

5 VIDEOS MAXIMUM

Live action (with effects) | Stop motion | Motion design | 2D animation

5 VIDEOS MAXIMUM

3D animation tests (maya or other)

Depending on your skills, your portfolio may also contain a maximum of 15 items from among the following headings

**OBSERVATIONAL DRAWING**

Decorations | Objects | Characters | Animals | Morphology

**IMAGINATION DRAWING**

Sets | Vehicles | Objects | Characters | Narrative illustrations

**SKETCHES**

Characters | Landscapes

**DIGITAL COLOR WORK**

Illustrations | Edited Pictures | Matte painting | Etc..

**FILM PRE PRODUCTION**

Storyboards | Colorboards | 2D/3D Animatics | Previews | Pre-shoots | Etc.

**WORKING WITH VOLUME**

Modeling | Costume | Make-up VFX... (photo, video or original)

REQUIRED PORTFOLIO FOR 1<sup>ST</sup> YEAR MASTER'S**3D PERSONAL PROJECTS FINALIZED**

10 PROJETSCS MAXIMUM **ON MAYA**

Modeling | Texturing | Shading | Lighting | Rendering | Rigging | Animation

**PERSONAL COMPOSITING PROJECTS FINALIZED**

5 PROJECTS MAXIMUM **ON NUKE**

3D Passes | Rotoscopies | Keying | Color Matching | Etc.

**VIDEOS**

5 VIDEOS MAXIMUM

Live shooting or Stop motion or Motion design or 2D Animation or 3D Animation

Depending on your skills, your portfolio may also contain at least 2 items from the following list:

**IMAGINATION DRAWING**

12 DRAWINGS MAXIMUM

Decor | Vehicles | Objects | Characters | Narrative illustrations

**SKETCHES**

15 SKETCHES MAXIMUM

Characters | Landscapes

**DIGITAL COLOR WORK**

10 WORKS MAXIMUM

Digital illustrations | Edited Pictures | Matte painting | Etc.



AND/OR

**FILM PRE PRODUCTION**

2 PROJECTS MAXIMUM

Characters | Sets | Storyboards | Colorboards | 2D/3D Animated | Previs | Pre-shoots

### ADMISSIONS 2025

Results will be available on your [my.isart.com](https://my.isart.com) portal.

Paris, Nice, Montreal Campuses

Entrance possible up to 1<sup>ST</sup> year Master's (in Paris and Montreal), and 3<sup>rd</sup> Bachelor's program (in Nice)

## 1 ADMISSION

### INTERVIEW



30 MIN. MAX

The interview will take place with the jury and will last 30 min maximum. The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the video games industry.

### ASSESSMENT

60%  
PORTFOLIO  
RESUME /  
COVER LETTER

40%  
INTERVIEW

PASS MARK: 8/20

## 2 APPLICATION FILE

Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover Letter



Required portfolio  
The portfolio must be brought with you on the day of the interview)

### PORTFOLIO CONTENT



For each PDF: date, caption, context for production, commentary



Possibles formats



Images in 150 DPI

## REQUIRED PORTFOLIO FOR 2<sup>ND</sup> YEAR BACHELOR'S

Your portfolio **should** contain items from at least 3 categories below:



### OBSERVATIONAL DRAWINGS [DIGITAL AND/OR TRADITIONAL]

AROUND 20 IMAGES (IN BLACK & WHITE AND/OR COLOR)  
Environments | Objects | Characters (live models) | Animal drawings | Etc.



### CONCEPT ART [DIGITAL AND/OR TRADITIONAL]

AROUND 10 WORKS  
Characters within an environment | Characters interacting (poses in action)



### WIREFRAME MODELING (MESHING)

4 IMAGES MINIMUM IN MAYA  
Simple objects



### ILLUSTRATED STILL 2D SETTINGS

2 IMAGES MINIMUM  
Vehicle or building in a landscape



### RECENT CULTURAL SELF-IMPROVEMENT

Examples: visiting exhibitions, museums, festivals, etc.



### SKETCHES

15 SKETCHES MINIMUM (OR SKETCHBOOK)  
Character posing | Landscapes

### OPTIONAL

ANY OTHER FORMS OF CREATIONS  
Photos | Sculptures | Music | Game design | Etc.

REQUIRED PORTFOLIO FOR 3<sup>RD</sup> YEAR BACHELOR'S



**OBSERVATIONAL DRAWINGS**  
[DIGITAL AND/OR TRADITIONAL]

AROUND 20 IMAGES  
(IN BLACK & WHITE AND/OR COLOR)  
Environments | Objects (buildings, cars, furniture, accessories, etc.) | Characters (live models) | Animals



**ILLUSTRATED STILL 2D SETTINGS**

2 IMAGES MINIMUM  
Vehicle or building in a landscape



**IMAGE RENDU 3D**

PERSONNAGE MODÉLISÉ  
Travail en high poly sous Zbrush et retopologie sous Maya



**CONCEPT ART**  
[DIGITAL AND/OR TRADITIONAL]

10 WORKS MAXIMUM / MINIMUM 3 PER CATEGORY  
Characters with settings | Characters interacting (action poses) | Robots, vehicles, creatures



**MODELLING WITH WIREFRAME [GRIDS]**

4 IMAGES MINIMUM UNDER MAYA, 3DS MAX OR OTHER  
Simple objects



**RECENT CULTURAL SELF-IMPROVEMENT**

Examples: visiting exhibitions, museums, festivals, etc.



**SKETCHES**

15 SKETCHES  
MINIMUM 3 PER CATEGORY  
Character poses | Landscapes | Anatomical studies (hands, feet, etc.)



**IMAGE RENDU 3D**

**SCREENSHOTS IN THE GAME ENGINE UNITY AND UNREAL**

5 IMAGES MINIMUM  
Lighting/shading/texturing

**OPTIONAL**

**2D OR 3D ANIMATION**

SOFTWARE OR TECHNIQUES  
YOUR CHOICE

**ANY OTHER FORMS OF CREATION**

Photo | Sculpture | Music | Game Design | Etc.

REQUIRED PORTFOLIO FOR 1<sup>ST</sup> YEAR MASTER'S



**OBSERVATIONAL DRAWINGS**  
[DIGITAL AND/OR TRADITIONAL]

AROUND 20 IMAGES  
(IN BLACK & WHITE AND/OR COLOR)  
Environments | Objects (buildings, cars, furniture, accessories, etc.) | Characters (live models) | Animals



**MATTE PAINTING (PHOTO BASHING)**

1 IMAGE MINIMUM



**SKETCHES**

15 SKETCHES MAXIMUM / MINIMUM 5 PER CATEGORY  
Character poses | Landscapes | Anatomical studies (hands, feet, etc.) | Animals, Creatures

**OPTIONAL**

**2D OR 3D ANIMATION**

3 FRAMES MINIMUM  
Characters (walking, running, attacking)



**3D RENDERED PICTURES**

**SCREENSHOTS IN GAME ENGINE UNITY (MANDATORY) AND UNREAL (OPTIONAL)**

5 IMAGES MINIMUM  
Lighting/shading/texturing

**ANY OTHER FORMS OF CREATION**

Photo | Sculpture | Music | Game Design | Etc.



**CONCEPT ART**  
[DIGITAL AND/OR TRADITIONAL]

AROUND 10 WORKS  
Characters with settings | Characters interacting (action poses) | Speed Paint, Color studies | Robots, Vehicles | Accessories, Props (weapons, plants, furniture, etc.)

**ILLUSTRATED 2D SETTINGS**

5 IMAGES MINIMUM  
Vehicle or building in a landscape

**SPECIALIZATION DESIGN & PRODUCTION**

OR

**MODELLING WITH WIREFRAME [GRID]**

4 IMAGES MINIMUM UNDER MAYA, 3DS MAX OR OTHER  
Simple objects

**LIGHTING/SHADING**

3 IMAGES MINIMUM

**RECENT CULTURAL SELF-IMPROVEMENT**

Examples: visiting exhibitions, museums, festivals, etc.

**SPECIALIZATION TECHNICAL & PRODUCTION**

## 1 ADMISSION

### INTERVIEW



30 MIN. MAX

The interview will take place with the jury and will last 30 min maximum. Please bring your portfolio portfolio on a USB key, as well as a printed version of your Resume. The purpose of the interview is to assess your creative potential and motivation, as well as your knowledge of ISART's training programme by ISART.

### ASSESSMENT

**40%**  
PORTFOLIO  
RESUME /  
COVER LETTER

**60%**  
INTERVIEW

PASS MARK: 8/20

## 2 APPLICATION FILE

Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover Letter



Required portfolio

The portfolio must be brought with you on the day of the interview)

## REQUIRED PORTFOLIO FOR 1<sup>ST</sup> YEAR MASTER'S



ALL ACHIEVEMENTS CONSIDERED RELEVANT

### Examples



#### VIDEOS

ANY TYPE OF CONTENT WITH ANY TYPE OF PRODUCTION TOOL AND ANY TYPE OF TECHNIQUE



#### 3D SOFTWARE PROJECTS

Modeling | Textures | Materials | Lighting  
Lighting | Rendering | Rigs | Animations |  
FX



#### PROJECTS USING INNOVATIVE TOOLS

Real-time | Photogrammetry | Incrustations  
| Integrations | AI Gen | Face Replacement |  
Rotoscopy | Etc.

### A plus

Demonstrate your artistic culture and creative flair by sharing work such as:



#### SKETCHES

People | Landscapes

#### OBSERVATION DRAWING

Scenery | Objects | Characters |  
Animals | Morphology



#### DIGITAL WORK IN COLOR

Digital illustrations | Photos  
Matte painting | Etc.



#### FILM PRE-PRODUCTION

Characters | Sets | Storyboards |  
Colorboards | 2D/3D Animatics |  
Previs | Pre-shoots



Paris & Montreal campuses

Entrance possible to 1<sup>st</sup> year of the program

## ADMISSIONS 2025

Results will be available on your [my.isart.com](https://my.isart.com) portal.

### 1 ADMISSION

#### INTERVIEW

 30 MIN. MAX

The interview will take place with the jury and will last 30 min maximum. The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the video game industry.

#### ASSESSMENT

**40%**  
PORTFOLIO  
RESUME /  
COVER LETTER

**60%**  
INTERVIEW

PASS MARK: 8/20

### 2 APPLICATION FILE

Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover Letter



Required portfolio

The portfolio must be brought with you on the day of the interview

## REQUIRED PORTFOLIO FOR 1<sup>ST</sup> YEAR BACHELORS



#### AT LEAST ONE DOCUMENT DESCRIBING THE GAMEPLAY OF AN INNOVATIVE PROJECT

1 DOCUMENT MINIMUM

Explain your ideas using images and diagrams. Concentrate on the gameplay: don't focus on the game world, the storyline, technique or design



#### A GAME PROTOTYPE

YOUR CHOICE OF MEDIUM: VIDEO GAME, CARD OR DICE GAME

A prototype can be simple, in very early stages, and very schematic, as long as it at least partly shows what is interesting about the gameplay



#### IF POSSIBLE, OTHER FORMS OF ANALYTICAL OR CREATIVE WORKS

Maps | Levels | Campaigns | Mods | Strategic guides | Gameplay analysis of a game | Etc.

## ADMISSIONS 2025

Results will be available on your [my.isart.com](https://my.isart.com) portal.

### 1 ADMISSION

#### WRITTEN TESTS



1<sup>ST</sup> YEAR

Specialized tests (2h) : Mathematics 1h30 / Logic, algorithms (30 min. PC test)

#### WRITTEN TESTS



3<sup>RD</sup> YEAR

Specialized tests (5h30) : Mathematics & Physics (3h on paper, please bring your pen) / Programming [choice of C++ algorithms or Gameplay programming (Unity or Unreal Engine) of your choice] (2h30, PC test)

#### INTERVIEW



The interview will take place with the jury and will last 30 min maximum.

The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the video game industry.

#### 1<sup>ST</sup> YEAR

##### ASSESSMENT

40%  
SPECIALIZED TESTS

60%  
INTERVIEW  
RESUME /  
COVER LETTER

PASS MARK: 8/20

#### 3<sup>RD</sup> YEAR

##### ASSESSMENT

40%  
SPECIALIZED TESTS

30%  
PORTFOLIO  
RESUME / COVER  
LETTER  
30%  
INTERVIEW

### 2 APPLICATION FILE

Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover Letter



School reports  
of the last 2 years



Required portfolio  
The portfolio must be brought with you  
on the day of the interview

### OPTIONAL PORTFOLIO FOR 1<sup>ST</sup> YEAR BACHELOR'S

-10  
0-1

PROGRAMMING PROJECTS



PROGRAMS IN C

### REQUIRED PORTFOLIO FOR 3<sup>RD</sup> YEAR BACHELOR'S

1 minimum of each

-10  
0-1

PROGRAMMING PROJECTS  
(C, C++)



GAME PROJECTS DEVELOPED  
ON UNITY OR UNREAL

## ADMISSIONS 2025

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### 1 ADMISSION

#### INTERVIEW

 30 MIN. MAX

The interview will take place with the jury and will last 30 min maximum. The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the video game industry.

#### ASSESSMENT

**40%**  
PORTFOLIO  
RESUME /  
COVER LETTER

**60%**  
INTERVIEW

PASS MARK: 8/20

### 2 APPLICATION FILE

Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover Letter



Required portfolio

The portfolio must be brought with you on the day of the interview

### REQUIRED PORTFOLIO 1<sup>ST</sup> YEARS BACHELOR'S

Your portfolio **should** contain:



**GAME PROTOTYPE  
CODED OR PAPER**  
(Game Concept)



**APPLICATION  
OR WEBSITE**  
(the jury will look at the code)



**ARTISTIC CREATION**  
(photography, painting, drawings, comics, etc.)



**ALL ACHIEVEMENTS  
CONSIDERED  
RELEVANT**

Choose videos of your achievements rather than prototypes to play with or programs to test during the interview.

### ADMISSIONS 2025

Results will be available on your [my.isart.com](https://my.isart.com) portal.

Paris campus

Entrance possible to 1<sup>st</sup> year or 2<sup>nd</sup> year Bachelor's



## 1 ADMISSION

### INTERVIEW

 30 MIN. MAX

The interview will take place with the jury and will last 30 min maximum. The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the video game and 3D animation industry.

### ASSESSMENT

**40%**  
PORTFOLIO  
RESUME /  
COVER LETTER

**60%**  
INTERVIEW

PASS MARK: 8/20

## 2 APPLICATION FILE

Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover Letter



Required portfolio

The portfolio must be brought with you on the day of the interview

## REQUIRED PORTFOLIO 1<sup>ST</sup> YEARS BACHELOR'S



### A MUSICAL COMPOSITION SYNCED WITH A VIDEO OF YOUR CHOICE

(a film extract, from an animated film, short film or an advert).

→ You will justify your choice of video and your composition work at the interview.

→ You will attach your composition (with the original video):  
**30s minimum in .mov or .mp4 format**

→ Please use the following structure for file titles:  
*NAME\_FIRST\_NAME\_COMPOSITION\_ISART*



### A SONIC POSTCARD

Based on an image or photo of your choice, recreate a sonic atmosphere composed only of sound effects corresponding to the place or event that the image (or photo) represents..

→ You will attach the image/photo and your soundtrack, with a length of: **30s minimum in .wav format**

→ Please use the following structure for file titles:  
*FIRSTNAME\_NAME\_POSTCARD\_SONORISATION\_ISART*

## REQUIRED PORTFOLIO 2<sup>ND</sup> YEARS BACHELOR'S



### MUSICAL COMPOSITION AND IMAGE SOUND

Using a video extract from a film, video game or advertisement of your choice (minimum length 1m30s), recreate the entire the total sound atmosphere of the scene (excluding voices) including sound effects (sound design), ambiances and musical composition (different from the original), all to be to be mixed and harmonized.

- You will redo the entire sound design, from sound effects to ambiances all of which must be mixed and harmonized.
- Justify your choice of video and your composition work in an oral presentation.
- Enclose your composition (with the original video)  
**1min30s in .mov or .mp4 format**
- Use the following nomenclature:  
*FIRSTNAME\_NAME\_COMPOSITION\_SONORISATION\_ISART*



### A SOUND POSTCARD

Using an image or photo of your choice, create a soundtrack a soundscape composed entirely of sound effects corresponding to the place and event that the image (or photo) represents.

- Enclose the image/photo and your soundtrack at least **1min30s long in .wav format**
- Use the following nomenclature:  
*FIRSTNAME\_NAME\_POSTCARD\_SONORISATION\_ISART*

### ADMISSIONS 2025

Montreal campus

Results will be available on your [my.isart.com](https://my.isart.com) portal.

## 1 ADMISSION

### INTERVIEW

 30 MIN. MAX

The interview will take place with the jury and will last a maximum of 30 minutes. The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the video game industry.

### ASSESSMENT

**20%**  
RESUME /  
COVER LETTER

**80%**  
INTERVIEW  
PASS MARK: 8/20

## 2 APPLICATION FILE

Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover Letter



Recommended portfolio

## GAME DATA ANALYST RECOMMENDED PORTFOLIO



**ALL ACHIEVEMENTS CONSIDERED RELEVANT**

**ADMISSIONS 2025**

Results will be available on your [my.isart.com](https://my.isart.com) portal.

Campus 1<sup>st</sup> year: Excelia Business School Paris  
Campus 2<sup>nd</sup> year: ISART Paris or ISART Nice

**1 ADMISSION**

**INTERVIEW**

**45 MIN. MAX**

The interview will take place in **French and/or English** with the jury and will last 45 minutes. The aim of the interview is to assess your motivation, as well as your knowledge of the training course and the video game industry. Be prepared to talk about your professional experience and what you've learned from them.

**ASSESSMENT**

**20%**  
RESUME / COVER LETTER

**80%**  
ENTRETIEN

PASS MARK: 8/20

**2 APPLICATION FILE**

Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



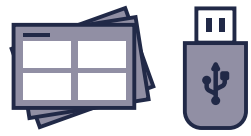
Cover Letter



Minimum B2 level in English\* (for admission to 2<sup>nd</sup> year)

(TOEIC, TOEFL, IELTS, Duolingo or equivalent)

\* Certificate to be submitted no later than the start of the school year



Recommended portfolio

Bring your portfolio with you on the day of the interview (USB key)

**REQUIRED PORTFOLIO FOR 1<sup>ST</sup> & 2<sup>ND</sup> YEARS MASTER'S**



**ALL ACHIEVEMENTS CONSIDERED RELEVANT**