Introduction to the degree

The Bachelor’s Degree in Design and Creative Technologies is part of the professional sphere resulting from the application of artistic processes to cultural industries, which is independent from artistic practice. Those cultural industries are aimed at the production of goods and services related to professional commissions and to the creation, production and marketing of creative cultural contents. Nowadays, this professional and applied use of artistic processes requires having in-depth knowledge of visual uses in the different communication media, understanding functional and aesthetic solutions, and using various techniques, often involving new technologies.

Internships

Internships are voluntary and provide a first contact with the business world, which is useful for the student’s professional curriculum. In addition, they may be recognized as credits. Students registered in third year may participate in this programme. Internships will take place in industrial, textile, ceramic, audio-visual or graphic design companies; in publishing houses or in decoration and photography studios; in art galleries, cultural foundations and museums; and in advertising agencies.

International mobility

The UPV has exchange agreements with 120 universities belonging to 35 different countries where you can spend from 3 to 10 months (i.e., an entire academic year).

Continuation of studies

With this degree, you will be able to access to:

- MD in Multimedia and Visual Arts
- MD in Artistic Production
- UPV Master's degree
- others MD + levelling subjects
- GDTC

Professional opportunities

There are many different business sectors that require specialization in design and creative technologies, with high levels of preparation and multidisciplinary knowledge. In recent years, the demand for specialists in graphic design, illustration, 2D and 3D animation, computer graphics, web design or mobile device applications development has grown exponentially; and so has the number of companies launched by those new professionals.

Thus, graduates will be able to work in areas of applied artistic creation, such as graphic design, audio-visual design, editorial design, web and mobile applications design, game design, illustration, animation, advertising creation, etc.
Bachelor’s Degree in Design and Creative Technologies

Credits for obtaining the degree

<table>
<thead>
<tr>
<th>Basic courses</th>
<th>Compulsory</th>
<th>Optional</th>
<th>Internship</th>
<th>T.F.G.</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>60.00</td>
<td>72.00</td>
<td>102.00</td>
<td>0.00</td>
<td>6.00</td>
<td>240.00</td>
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</tbody>
</table>

The subjects that you will be able to take

### Basic courses
- Fundamentals of Color
- Fundamentos de la Imagen Digital
- Fundamentos de Programación
- Fundamentos del Dibujo y Anatomía
- Fundamentos del Diseño
- Fundamentos del Volumen
- Hª del Diseño y de las Tecnologías Creativas

### Compulsory courses
- Basic Principles of Animation
- Communication Theory
- Design Elements
- Ilustración, Lenguajes y Técnicas
- Interactive Media
- Medios Audiovisuales
- Typography

### Elective courses
- Stop Motion Animation
- Animation Preproduction
- Animation Theory and Analysis
- Cinematography
- Digital Compositing
- Diseño de Espacios Publicitarios y Escenografía.
- Diseño de Interfaz de Usuario
- E-Publishing
- Foundations of 2D Animation
- German - A1
- Graphic Communication
- Languages
- Marketing in Creative Technologies
- Programación para Dispositivos Móviles
- Técnicas de Estampación Aplicadas
- Theory and Analysis of Design and Illustration
- Theory and Analysis of Interactive Media
- Videogame Design
- Visual Identity
- Web Edition
- Web Programming
- 3D Modeling