Introduction to the degree

This degree aims to train professionals focused on solving the current digital transformation of society, with special attention on multimedia systems. It deals with all the life stages of digital content: creation (graphic design, narrative, usability, interaction, audio and video), distribution (access networks, transport and content, technologies and streaming platforms, security, coding, cloud systems, virtualization) and operation (project management, agile methodologies, training, industry 4.0, IoT). It also includes a content block which can be adapted to the development of emerging and demanded technologies.

International mobility

This degree shares all the international relations and companies which the School of Telecommunications Engineers has, many of which are related to digital and multimedia technology, companies, associations, public audiovisual entities and international universities.

Internships

It offers a clear hands-on focus, reflected in training blocks consisting of seminars and workshops, several classroom and laboratory practical sessions and a wide range of internships in companies, recognised with up to 18 ECTS.

Continuation of studies

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

- MD in Acoustic Engineering
- MD in Digital Post-production
- MD in Music
- MD in Technologies, Systems and Communication Networks
- MD in Electronic Systems Engineering
- MD in Parallel and Distributed Computing

Study at the UPV

Enjoy our huge campuses with spaces designed for you such as the Student Recreation House.

Professional opportunities

There is a significant shortage of information technology and communications professionals. This multidisciplinary degree combines technological training with the development of creative, narrative and organisational skills, to generate professional profiles with a great ability to adapt to changes, and who are highly demanded in sectors such as: planning, network deployment and management; audiovisual content creation; streaming platforms and content; administration of digital infrastructures; applications development; user interfaces and usability; industry 4.0 and IoT; electronic commerce; audiovisual production centres; entertainment; etc.
Bachelor's Degree in Digital and Multimedia Technology

Credits for obtaining the degree

<table>
<thead>
<tr>
<th>Basic courses</th>
<th>Compulsory</th>
<th>Elective</th>
<th>Internship</th>
<th>T.F.G.</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>60.00</td>
<td>150.00</td>
<td>18.00</td>
<td>0.00</td>
<td>12.00</td>
<td>240.00</td>
</tr>
</tbody>
</table>

The subjects that you will be able to take

**Basic courses**
- Mathematics
- Digital Society
- Programming
- Computers and Operating Systems
- Network Architectures
- Physics
- Sound, Optics and Movement
- Electronics

**Compulsory courses**
- Multimedia equipment
- Transmission Media
- Distribution Systems and Standards
- Signals and Audiovisual Systems
- Data communication
- Coding of Information
- Digital Image and Video
- Voice and Digital Audio
- Graphic Design
- Editing, Design and Audiovisual Post-production
- Narrative and audiovisual language
- Embedded Systems
- Interaction, Sensors and Transducers
- Applications and Usability
- Introduction to Videogame Development
- Content Distribution Networks
- Web Technologies
- Streaming Platforms
- IoT Platforms
- Security and Digital Rights Management
- Organisation and Digital Transformation
- Business Models
- Management and Project Management.
- Workshops and Seminars on Emerging Technologies I
- Workshops and Seminars on Emerging Technologies II

**Elective courses**
- Development of Virtual and Augmented Reality Applications
- Parallel Computing
- Machine Learning
- E-Commerce
- Musical Synthesis and Audio Effects
- Advanced UI and UX development
- Audiovisual and transmedia script
- Animation
- Computer Vision
- Television and Cinematographic Production