Bachelor's Degree in Interactive Technologies

Higher Polytechnic School of Gandia
Campus of Gandia (Gandia)

4 courses
240 credits
Spanish and valencian
Credit 19.27€ (2020/2021)
It will make you eligible for scholarships
50 places
Cut-off marks

- 2018: 7.58
- 2019: 7.61
- 2020: 8.06

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www.upv.es/titulaciones/GTI/

Introduction to the degree

Interactive technologies are technological systems that interact with the five senses of human beings and their environment (nature, home, city, work...). They consist of the set of hardware technologies and software applications necessary for this interactivity to occur. Some examples are video games, home automation, augmented reality environments, smart cities applications or the internet of things.

The objective of this degree is to train professionals with the skills and practical knowledge to "create, design, develop and operate" systems and interactive applications in different areas such as health, tourism, education, the entertainment industry, environmental sustainability or disability assistance.

This is achieved through project-based learning. Throughout the degree, and from the first year, biannual projects will be carried out on: Web design and programming, the Internet of things and mobile applications, Multimedia applications and video games, Biometrics and environment applications, Robotics, Augmented reality and virtual reality environments... Starting from a real problem, the ways to solve it are analysed and a solution is sought. This experience in projects will be highly valued by their future employers.

International mobility

The School encourages the mobility of its students, for which it has in place a large number of exchange agreements with universities throughout Europe and also from Argentina, Australia, Brazil, Canada, China, the United States, Japan, Mexico, etc.

Internships

The School has signed numerous paid internship agreements with companies in the technology and audiovisual sector. International agreements enable international internships. In general, internships offer great opportunities: to obtain professional experience before completing the degree, to obtain optional credits, or to carry out, in the same company, the final degree project.

Continuation of studies

Students may also take any UPV university master's degree by taking the appropriate levelling courses.

Professional opportunities

Interactive technologies represent an emerging market and are used in virtually all areas of our society. Therefore, students can work both in companies that develop interactive products and in those that consume them. Among others, the following industrial sectors offer professional opportunities: entertainment and tourism; culture and education (development of multimedia applications for teaching or cultural purposes); digital content; home automation; monitoring of the terrestrial, marine and urban environment, and health and quality of life (monitoring of physiological parameters for applications to improve quality of life).

In addition, entrepreneurial students, thanks to the technological and business knowledge taught in the degree, may start their own technological start-up.

Study at the UPV

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

You can do up to 40 sports in our facilities.

You will find many services at your disposal: language classes, discounts in public transport, counselling, employability support...
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Credits for obtaining the degree

<table>
<thead>
<tr>
<th>Basic courses</th>
<th>Compulsory</th>
<th>Elective</th>
<th>Internship</th>
<th>TFG</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**
- Algorítmica y Matemáticas para Juegos
- Basic Electronics
- Computer Networks and Services
- Diseño de Interfaces y Experiencia de Usuario
- Economía de la Empresa
- Fundamentos Físicos
- Introduction to Digital Signal Processing
- Linear Algebra and Geometry
- Programming 1 - 2

**Compulsory courses**
- Advanced Interactive Environments Projects
- Applications for Mobile Devices
- Calculus. Differential Equations.
- Control
- Data Science. Statistics
- Digital Image Processing. Computer vision
- English for Software Developers
- Implementation of an Electronic Project Using CDIO Methodology
- Integración de Redes
- Inteligencia Artificial
- Interactive Multimedia Applications Project. Video Game
- Legal, Social and Ethical Aspects of Technological Products and Services
- Local Area Networks
- Medios de Interconexión. Energía y Alimentación
- Microprocesadores y Acondicionadores de Señal
- Project: Biometric and Environmental Applications
- Proyecto de Robótica
- Proyecto Internet de las Cosas y Aplicaciones Móviles
- Seguridad en Redes y Sistemas
- Signal Processing
- Tecnologías de la Información Geográfica
- Virtual Reality/Augmented Reality Technologies
- Web Design and Programming Project

**Elective courses**
- Academic English
- Basic Technical German Course
- Big Data
- Dirección de Producción y Operaciones
- Innovación y Emprendimiento
- Plataformas e-Commerce
- Valencià Tècnic