UNIVERSITAT POLITÈCNICA DE VALÈNCIA

Bachelor's Degree in **Interactive Technologies**

Engineering and Architecture
Information and Communications 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

epsg@upv.es
+34 962 849 333
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

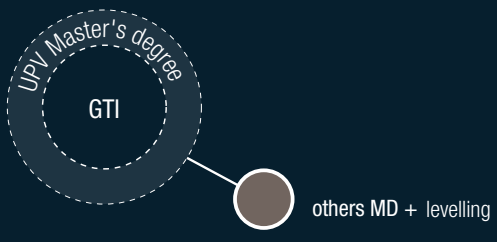
The School encourages the mobility of its students, for which it has in place a large number of exchange agreements with universities throughout Europe and also from Argentina, Australia, Brazil, Canada, China, the United States, Japan, Mexico, etc.

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 and be part of Spain's best technological university according to the Shanghai ranking

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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Curriculum

Credits for obtaining the degree

Basic courses	Compulsory	Elective	Internship	TFG	Total
60.00	150.00	18.00	0.00	12.00	240.00

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