

## Course guide

# 804053 - BETMA3-M - Area of Specialisation: Applied Multimedia Technologies III

Last modified: 18/03/2025

**Unit in charge:** Image Processing and Multimedia Technology Centre  
**Teaching unit:** 804 - CITM - Image Processing and Multimedia Technology Centre.  
**Degree:** BACHELOR'S DEGREE IN MULTIMEDIA STUDIES (Syllabus 2009). (Optional subject).  
**Academic year:** 2025    **ECTS Credits:** 6.0    **Languages:** Catalan

## LECTURER

**Coordinating lecturer:** Marco Gomez, Jordi  
**Others:** Lopez Lopez, Maria Jose

## DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

### Specific:

CEM 18.2. Apply new theoretical and practical knowledge related to the creation of content and interactive multimedia applications for use in the areas of: training, health, leisure and entertainment and business and professional activities.  
 CEM 3.1. Consider, design and solve problems algorithmically.  
 CEM 3.2. Program in a high level language.  
 CEM 3.3. Use various technologies and apply them optimally in different scenarios.  
 CEM 14.7. Apply the concepts and principles of multimedia video game project management.

### Transversal:

07 AAT. SELF-DIRECTED LEARNING. Detecting gaps in one's knowledge and overcoming them through critical self-appraisal. Choosing the best path for broadening one's knowledge.  
 05 TEQ. TEAMWORK. Being able to work as a team player, either as a member or as a leader. Contributing to projects pragmatically and responsibly, by reaching commitments in accordance to the resources that are available.

## TEACHING METHODOLOGY

## LEARNING OBJECTIVES OF THE SUBJECT

(eng)

## STUDY LOAD

Type	Hours	Percentage
Self study	90,0	60.00
Hours medium group	60,0	40.00

**Total learning time:** 150 h



## CONTENTS

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(ENG)

**Description:**

(ENG)

**Full-or-part-time:** 30h

Laboratory classes: 12h

Self study : 18h

(ENG)

**Description:**

(ENG)

**Full-or-part-time:** 45h

Laboratory classes: 18h

Self study : 27h

(ENG)

**Description:**

(ENG)

**Full-or-part-time:** 20h

Laboratory classes: 8h

Self study : 12h

(ENG)

**Description:**

(ENG)

**Full-or-part-time:** 20h

Laboratory classes: 8h

Self study : 12h

### 5. Introducción a Android

**Description:**

(ENG)

**Specific objectives:**

(ENG)

**Full-or-part-time:** 35h

Laboratory classes: 14h

Self study : 21h

## GRADING SYSTEM

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## BIBLIOGRAPHY

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### Basic:

- Sánchez Allende, Jesús. Programación en Java 2 [on line]. Madrid: McGraw-Hill, 2005 [Consultation: 30/09/2022]. Available on: [https://www-ingebook-com.recursos.biblioteca.upc.edu/ib/NPcd/IB\\_BooksVis?cod\\_primaria=1000187&codigo\\_libro=6431](https://www-ingebook-com.recursos.biblioteca.upc.edu/ib/NPcd/IB_BooksVis?cod_primaria=1000187&codigo_libro=6431). ISBN 8448145917.
- Muñoz Caro, Camelia; Niño Ramos, Alfonso; Vizcaíno Barceló, Aurora. Introducción a la programación con orientación a objetos . Madrid [etc.] : Prentice Hall, cop. 2002. ISBN 8420534404.
- Meier, Reto. Professional Android 4 application development . Updated for Android 4. Indianapolis : John Wiley & Sons, 2012. ISBN 9781118102275.