

# Bachelor's degree in Multimedia Studies

The **bachelor's degree in Multimedia Studies** will provide you with the skills to design audiovisual content and develop multimedia applications through a combination of creativity and the latest technologies. This cross-disciplinary degree course covers the fields of artistic creation, entertainment and communication in the context of the interactive digital content industry. The curriculum has been designed for students to acquire skills related to design, technology, tools and methodologies for multimedia production. You will specialise in 2D and 3D digital content creation, video, post production, usability and graphic interfaces. You will also learn to implement web solutions, mobile applications and interactive virtual environments. You will put the knowledge that you acquire into practice in individual work and in multidisciplinary teams, and you will have the opportunity to get to know the wide range of possibilities offered by the multimedia business sector.

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## GENERAL DETAILS

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### Duration

4 years

### Study load

240 ECTS credits (including the bachelor's thesis). One credit is equivalent to a study load of 25-30 hours.

### Delivery

Face-to-face

### Language of instruction

Check the language of instruction for each subject (and timetable) in the course guide in the curriculum.

Information on [language use in the classroom and students' language rights](#).

### Fees and grants

€6360 (academic year)

[Consult the public fees system based on income \(grants and payment options\)](#).

### Location

[Image Processing and Multimedia Technology Centre \(CITM\)](#)

### Official degree

[Recorded in the Ministry of Education's degree register](#)

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## ADMISSION

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### Places

40

### Registration and enrolment

[What are the requirements to enrol in a bachelor's degree course?](#)

### Legalisation of foreign documents

All documents issued in non-EU countries must be [legalised and bear the corresponding apostille](#).

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## PROFESSIONAL OPPORTUNITIES

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### Professional opportunities

- Web and application development
- Audiovisual production and post-production

- Multimedia application programming
- Interactive virtual environment programming
- Video game design
- UI/UX design
- 3D design
- 2D and 3D animation for video games and digital content
- Audiovisual content design and management for project marketing and communication
- Video editing and production for film and television

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## ORGANISATION: ACADEMIC CALENDAR AND REGULATIONS

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### Academic calendar

[General academic calendar for bachelor's, master's and doctoral degrees courses](#)

### Academic regulations

[Academic regulations for bachelor's degree courses at the UPC](#)

### Language certification and credit recognition

Queries about [language courses and certification](#)

Image Processing and Multimedia Technology Centre (CITM)

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## CURRICULUM

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Subjects	ECTS credits	Type
<b>FIRST COURSE</b>		
Fundamentals of 3D Representation and Modelling	6	Compulsory
Fundamentals of Design	9	Compulsory
Fundamentals of Informatics	6	Compulsory
Human-Computer Interaction	9	Compulsory
Mathematics	9	Compulsory
Physics	9	Compulsory
Project II	6	Compulsory
Visual Culture	6	Compulsory
<b>SECOND COURSE</b>		
2D Animation	6	Compulsory
3D Animation	6	Compulsory
Audiovisual Communication	9	Compulsory
Business	6	Compulsory
Graphic Design	9	Compulsory
Internet Programming	6	Compulsory
Project III	6	Compulsory
Project IV	6	Compulsory
<b>THIRD COURSE</b>		
360 Creativity Lab	6	Optional

<b>Subjects</b>	<b>ECTS credits</b>	<b>Type</b>
Animation and Stop Motion	6	Optional
Applied Multimedia Technologies X	6	Optional
Architecture and Security of Computer Networks	6	Compulsory
Area of Specialisation: Advanced Audiovisual Post-Production	6	Optional
Area of Specialisation: Advanced Audiovisual Post-Production	6	Optional
Area of Specialisation: Art Direction for Interactive Advertising Projects I	6	Optional
Area of Specialisation: Art Direction for Interactive Advertising Projects II	6	Optional
Area of Specialisation: Photographic Production I	6	Optional
Area of Specialisation: Photographic Production II	6	Optional
Audio Systems	6	Compulsory
Computer Architecture and Configuration	6	Compulsory
Creation Lab	6	Optional
Digital Creativity	6	Optional
Dynamic Web Programming and Databases	6	Compulsory
Fundamentals, Design and Sound Editing	6	Optional
Narratives for Real-Time	6	Optional
Project V	6	Compulsory
Project VI	6	Compulsory
Serious-Games Design	6	Optional
Specialization Block in Applied Multimedia Technologies VIII	6	Optional
Video Systems	6	Compulsory
Virtual Environment Programming	6	Compulsory
<b>FOURTH COURSE</b>		
Area of Specialisation: Applied Multimedia Technologies I	6	Optional
Area of Specialisation: Applied Multimedia Technologies II	6	Optional
Area of Specialisation: Applied Multimedia Technologies III	6	Optional
Area of Specialisation: Art Direction for Interactive Advertising Projects III	6	Optional
Area of Specialisation: Scientific Methodology and Applied Research for Interaction	6	Optional
Area of Specialisation: Scientific Methodology and Applied Research for Interaction	6	Optional
Area of Specialisation: Scientific Methodology and Applied Research for Interaction	6	Optional
Colour Management and Printing Systems	6	Compulsory
Data Visualization	6	Optional
Digital Entertainment and Video Game Design	6	Optional
Generative Art and Processing	6	Optional
Image Structure and Lighting	6	Compulsory
Latest Generation Web Applications I	6	Compulsory
Latest Generation Web Applications II	6	Compulsory
Latest Generation Web Applications III	6	Compulsory

<b>Subjects</b>	<b>ECTS credits</b>	<b>Type</b>
Modeling and Advanced 3D Animation	6	Optional
Specialization Block in Applied Multimedia Technologies IV	6	Optional
Specialization Block in Applied Multimedia Technologies IX	6	Optional
Specialization Block in Applied Multimedia Technologies VI	6	Optional
Specialization Block in Applied Multimedia Technologies VII	6	Optional
Transmedia Production	6	Optional
Bachelor's Thesis	12	Project

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