

# 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

### 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 I  | 6            | Compulsory |
| Project II   | 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 |
| Visual Culture   | 6            | Compulsory |
| <b>THIRD COURSE</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   |

| <b>Subjects</b>   | <b>ECTS credits</b> | <b>Type</b> |
|---|---------------------|-------------|
| 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  |
| 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    |
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| Colour Management and Printing Systems  | 6                   | Compulsory  |
| Data Visualization  | 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  |
| Specialization Block in Applied Multimedia Technologies IV                          | 6                   | Optional    |
| Specialization Block in Applied Multimedia Technologies IX                          | 6                   | Optional    |
| Specialization Block in Applied Multimedia Technologies V                           | 6                   | Optional    |
| Specialization Block in Applied Multimedia Technologies VI                          | 6                   | Optional    |
| Specialization Block in Applied Multimedia Technologies VII                         | 6                   | Optional    |
| Bachelor's Thesis   | 12                  | Project     |

