

Bachelor's degree in Digital Design and Multimedia Technologies

The objective of the **bachelor's degree in Digital Design and Multimedia Technologies** is to train professionals who are capable of designing and developing multimedia and interactive digital products, content and services that require a high degree of innovation and creativity. The bachelor's degree provides an interdisciplinary perspective on the areas of programming for different media and devices, artistic creation, design and audiovisual production, animation, project management and communication applied to the interactive applications industry, within a robust framework of technical and scientific training in multimedia technologies. The degree makes students especially aware of the recipients of the content and applications, as well as encouraging critical reflection on digital technologies, including the advantages of particular technologies, the context in which they are applied and their social and ethical implications.

During your studies, you will learn to design and produce projects, develop interactive and immersive virtual and augmented reality applications and environments, tangible interactive installations, web solutions, mobile applications, video games, interactive advertising, visual effects and images and videos based on 2D and 3D content. You will also have the opportunity to participate in projects and creation laboratories with leading companies in the digital industry. The training you receive will enable you to learn about the latest trends in the digital market and prevailing business models, enhancing your ability to adapt to a constantly changing technological world.

GENERAL DETAILS

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 \(CITM\)](#)

ADMISSION

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](#).

PROFESSIONAL OPPORTUNITIES

Professional opportunities

- Expert in web design and development.
- Expert in the design and development of apps for mobile devices.
- Designer and developer of virtual and augmented reality applications.
- UI/UX designer.
- Designer and developer of interactive installations.
- Designer and developer of creative digital experiences in new formats.
- Expert in audiovisual production and post-production.
- Visual effects artist and programmer.
- Multimedia application designer, producer and programmer.
- Interactive virtual environment programmer and designer.
- Video game designer.
- 3D designer.
- 2D and 3D animator for video games and digital content.
- Digital and multimedia design project management specialist.
- Audiovisual content designer and manager for project marketing and communication.
- Film and television video editor and producer.

ORGANISATION: ACADEMIC CALENDAR AND REGULATIONS

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)

CURRICULUM

Subjects	ECTS credits	Type
FIRST COURSE		
3D Modelling	6	Compulsory
Design Fundamentals	6	Compulsory
Graphic Design	6	Compulsory
Graphical Interface Design	6	Compulsory
Mathematics	6	Compulsory
Physics	6	Compulsory
Programming I	6	Compulsory
Project I: User Centred Design	6	Compulsory
User Experience	6	Compulsory
Visual Culture	6	Compulsory
SECOND COURSE		
2D Animation	6	Compulsory
Audiovisual Narrative	6	Compulsory
Audiovisual Production and Broadcast	6	Compulsory

Subjects	ECTS credits	Type
Communication Theories	6	Compulsory
Digital Audio and Image Processing	6	Compulsory
Information and Communication Technologies	6	Compulsory
Photography and Lighting	6	Compulsory
Programming II	6	Compulsory
Project II: Advertising	6	Compulsory
Web Development I	6	Compulsory
THIRD COURSE		
3D Animation	6	Compulsory
Audio Design and Editing	6	Compulsory
Digital Culture, Ethics and Society	6	Compulsory
Electronics and Multisensory Interaction	6	Compulsory
Post-Production	6	Compulsory
Programming Visual Environments	6	Compulsory
Project III: Video Games	6	Compulsory
Research Methods and Statistics	6	Compulsory
Virtual and Augmented Reality	6	Compulsory
Web Development II	6	Compulsory
FOURTH COURSE		
Advanced 3D Modelling and Animation	6	Optional
Advanced Audiovisual Postproduction	6	Optional
Advanced Business Project	6	Optional
Advanced Mobile Application Programming	6	Optional
Advanced Sound Design	6	Optional
Business	6	Compulsory
Creative Programming	6	Compulsory
Data Display	6	Optional
Digital Entertainment and Video Game Design	6	Optional
Distribution and Digital Marketing	6	Compulsory
Emerging Technologies and Artificial Intelligence	6	Optional
Expanded Audiovisuals	6	Optional
Generative Art with Processing	6	Optional
Mobile Application Development	6	Compulsory
Real Time Narrative	6	Optional
Serious Games Design	6	Optional
Stop Motion	6	Optional
Transmedia Production	6	Optional
Visual Effects (Vfx)	6	Optional

Subjects	ECTS credits	Type
Bachelor's Thesis	12	Project

April 2024. [UPC](#). Universitat Politècnica de Catalunya · BarcelonaTech