What is Multimedia Engineering?

Engineering
- To know the basics of technology
- To apply specialised techniques
- To use cutting-edge techniques

Multimedia
- To creatively communicate content
- To (interactively) display information
- To develop solutions in an audiovisual environment

Facilities
- Television and radio classrooms
- Acquisition material and professional editing
- 3D motion capture room
- Virtual reality classrooms (cylindrical visionaries, CAVE)
- Immersive visualisation systems
- Multimedia software labs

Studying Multimedia Engineering at ETSE-UV

- Highly practical training
- Small groups
- Choice of specialisation itineraries
- Work placements
- Subjects taught in English
- International mobility

Who is it addressed to?

- Baccalaureate students of Science and Technology
- Students from Higher Level Training Cycles in technical specialties
- Students interested in computer science and new technologies
- Students with creativity and initiative
- Students with abstraction and problem-solving capacity

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@etseuv
<table>
<thead>
<tr>
<th>Programme</th>
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<tbody>
<tr>
<td>The degree lasts 4 years (240 ECTS).</td>
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<table>
<thead>
<tr>
<th>Engineering</th>
<th>Software / Applications</th>
<th>Graphics</th>
<th>Audiovisual Communication</th>
<th>Technology &amp; Data</th>
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<tbody>
<tr>
<td>1º</td>
<td>Physics</td>
<td>· Informatics</td>
<td>· Communication Theories</td>
<td>· Computer Technology</td>
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<td>Mathematics I and II</td>
<td>· Programming</td>
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<td>· Fundamentals of Computers</td>
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<td>Engineering, Society and University</td>
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<td>Business</td>
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<td>2º</td>
<td>Mathematics III</td>
<td>· Human-Computer Interaction</td>
<td>· Computer Graphics</td>
<td>· Computer Structure</td>
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<td>· Hypermedia Programming</td>
<td>· Computer Graphics</td>
<td>· Fundamentals of Computers</td>
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<td>· Data and Algorithms Structures</td>
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<td>3º</td>
<td>Project Management</td>
<td>· Software Engineering</td>
<td>· Design of Interactive Projects</td>
<td>· Databases</td>
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<td>· Multimedia Programming</td>
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<th>4º Compulsory</th>
<th>Optional</th>
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<td>Flexible and specialised training in the 4th year through optional subjects</td>
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<th>Degree Final Project</th>
<th>International Mobility</th>
<th>Work placements</th>
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<tr>
<td>Choose your subject and professor and/or a company.</td>
<td>Ample opportunities of international mobility. Agreements with +100 foreign universities.</td>
<td>Choose your work placement among +60 sector companies. Minimum duration: 260 hours.</td>
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ETSE-UV

Degree in Multimedia Engineering

Career opportunities

– Development of videogames and entertainment systems
– Production of animated films and 3D content
– Development of virtual reality systems
– Augmented reality applications
– Production of digital video and audio
– Creation of content for Web and mobile devices
– Technical management of multimedia projects

Connection with postgraduate studies

– Master’s Degree in Web Technology, Cloud Computing and Mobile Applications
– Master’s Degree in Bioinformatics
– Master’s Degree in Data Science
– Doctoral Programme in Information Technologies, Communications and Computing

Other degrees at ETSE-UV

- Telematics Engineering
- Chemical Engineering
- Telecommunications
- Electronic Engineering
- Computer Engineering
- Data Science
- Electronic Industrial Engineering