

DME

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



Metrovalencia. Line 4 (TVV stop)
EMT. Line 63 (Xàtiva – Noves Facultats)
Metrobus. Line 165 (Quart de Poblet – Manises – Paterna – Burjassot)
Valenbisi  Mibisi  Bike Lane València – Burjassot

Universitat de València
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Campus de Burjassot - Paterna

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Companies in the audiovisual sector and of information technologies demand professionals with very specialised technical knowledge that at the same time are able to creatively communicate contents and to work with multidisciplinary teams.

Accept the challenge.



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www.uv.es/degree/multimedia-engineering

www.uv.es/etse

Programme

The degree lasts 4 years (240 ECTS).

Engineering	Software / Applications	Graphics	Audiovisual Communication	Technology & Data
1° · Physics · Mathematics I and II · Engineering, Society and University · Business	· Informatics · Programming		· Communication Theories	· Computer Technology · Fundamentals of Computers
2° · Mathematics III	· Human-Computer Interaction · Hypermedia Programming · Data and Algorithms Structures	· Fundamentals of Computer Graphics · Computer Graphics	· Design of Interactive Projects	· Computer Structure · Fundamentals of Computer Networks · Databases
3° · Project Management	· Software Engineering · Multimedia Programming	· Animation · Simulation	· Audiovisual Production · Audio Systems	· Operating and Peripheral Systems · Multimedia Networks · Multimedia Information
4° Compulsory	Optional Flexible and specialised training in the 4th year through optional subjects			
· Legal Aspects of ICT	· Applications for Mobile Devices · Advanced Programming · Semantic Web Technologies · Programming Languages	· Programming on Graphic Cards · Procedural Techniques in Animation · Videogame Development · Multimodal Interaction	· Interactive Project Workshop · Cinematographic Direction · Television Direction · Cinematographic Scriptwriting	· Database Management · Computer Security · Data Mining and Machine Learning

Degree Final Project

Choose your subject and professor and/or a company.

International Mobility

Ample opportunities of international mobility. Agreements with +100 foreign universities.

Work placements

Choose your work placement among +60 sector companies. Minimum duration: 260 hours.

ETSE-UV

Degree in Multimedia Engineering



DME

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
- Computer Engineering
- Data Science
- Electronic Industrial Engineering

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