

**COURSE DATA****DATA SUBJECT**

**Code:** 34842  
**Name:** Company internships degree in Multimedia Engineering  
**Cycle:** Undergraduate Studies  
**ECTS Credits:** 12  
**Academic year:** 2025-26

**STUDY (S)**

<b>Degree</b>	<b>Center</b>	<b>Acad. year</b>	<b>Period</b>
1407 - Degree in Multimedia Engineering	Escola Tècnica Superior d'Enginyeria	4	Indefinite (Individuals)

**SUBJECT-MATTER**

<b>Degree</b>	<b>Subject-matter</b>	<b>Character</b>
1407 - Degree in Multimedia Engineering	Pràcticas Externas	INTERNSHIPS

**COORDINATION**

MARTINEZ PLUME JAVIER

**SUMMARY**

The external practices aims to strengthen the training of university students in the operational areas of Institutions or Companies for professionals with a real insight into the problems and their interrelation, preparing future incorporation into productive work or research.

The University may establish agreements with institutions or companies, practical cooperation programs in which arrange their participation in specialized training and practical training required for students.

External practices programs will be established for the training of students in the final year of Degree and Master of the ETSE and must be made so as to suit the number of credits established.

The entity and activity to be performed will be assigned from a list of institutions and companies with the agreement established with the University of Valencia through ADEIT, or others with whom the student to establish a contact, subject to approval.



Dedication scheduled for this course is: tasks at the center where the practice is carried out 260 hours; meetings with university tutor 5 hours; attendance at courses and seminars 15 hours and report about the knowledge and the experience gained at the practice center 20 hours.

## PREVIOUS KNOWLEDGE

## RELATIONSHIP TO OTHER SUBJECTS OF THE SAME DEGREE

There are no specified enrollment restrictions with other subjects of the curriculum.

## OTHER REQUIREMENTS

The performance of the external practices required to have fully overcome the first two courses or 150 credits of the curriculum.

## COMPETENCES / LEARNING OUTCOMES

### 1405 -

B6 - Have proper understanding of the concept of company and know the institutional and legal framework of companies. Business organisation and management.

G1 - Be able to relate and structure information from different sources and to integrate ideas and knowledge. (RD1393/2007)

G3 - Take into account the economic and social context in engineering solutions, be aware of diversity and multiculturalism and ensure sustainability and respect for human rights and equality between men and women.

G4 - Be able to integrate into working groups and collaborate in multidisciplinary environments and be able to communicate properly with professionals from all fields.

G5 - Be able to lead working groups properly, respect and appreciate the work of others, take into account the needs of the group and be available and accessible.

MM21 - Communicate effectively, both in writing and verbally, knowledge, procedures, results and ideas related to ICT and specifically to multimedia, and know their socioeconomic impact.

MM23 - Make proper use of theories, procedures and tools in the professional development of multimedia engineering in a real context (specification, design, implementation, deployment and evaluation of multimedia systems solutions).

MM27 - Know, understand and be able to apply the legislation required for the professional practice of multimedia engineering and be able to deal with compulsory specifications, regulations and norms.

MM28 - Be able to solve problems with initiative, decision-making and creativity and to communicate and transmit the knowledge, abilities and skills of a multimedia engineer.

MM29 - Know how to carry out measurements, calculations, assessments, appraisals, surveys, studies,



reports, task planning, and other analogous work in the field of multimedia applications, according to the knowledge acquired as described in the specific competences.

MM30 - Be able to analyse and assess the social and environmental impact of technical solutions and understand the ethical and professional responsibility of multimedia engineering.

## DESCRIPTION OF CONTENTS

### 1. External practices

The contents of the course will be different depending on the specific practice that is to be carried out. The following activities are generic that and it can be performed during external practices:

- Design, development and maintenance of servers (web, multimedia, ...)
- Design, development and maintenance of multimedia applications
- Systems and services related to data processing, quality control, ...
- Systems and services related to access to information stored in databases via Internet or any other electronic media
- Preparation and analysis of projects (planning, design and development)
- Creation and production of interactive multimedia content for the audiovisual sector
- Planning, design and game development
- Design and development of real-time graphics systems, Virtual Reality and Augmented Reality applications
- Production and edition of digital

## WORKLOAD

### PRESENCIAL ACTIVITIES

Activity	Hours
Attendance at the internship centre	260,00
Attendance at supplementary activities	15,00
Monitoring and tutoring of internships	5,00
<b>Total hours</b>	<b>280,00</b>

### NON PRESENCIAL ACTIVITIES

Activity	Hours
Independent study and work	0,00
Preparation of supplementary reports	0,00
Preparation of the internship report and evaluation of the internship	20,00
<b>Total hours</b>	<b>20,00</b>

## TEACHING METHODOLOGY



Set of tasks in the center where the practice is performed, which shall include an integration of the student in the working environment.

Class work while attending seminars or specific courses.

Student class work: preparing reports and presentation of results.

Individual or group tutoring.

## EVALUATION

The evaluation will take into account:

a) The report of the guardian of the company, will attest: (40%)

- Compliance with the estimated times.
- The ability to integrate into the working group.
- The assessment of the activity performed by the student.

b) The final report of the activities undertaken in the company, which objectively determine the difficulty of the tasks and the relation to the matters of degree. Contain at least the following (30%):

- Relationship of practical training studies conducted
- Input from the student at the center of practice
- New knowledge and skills acquired
- Relationship with center personnel practices and methodology



work

c) courses or seminars you have attended the student, both taught by the university as the training center. (10%)

d) Interview the student with the teacher-tutor in college practices. (20%)

## REFERENCES