

**COURSE DATA****DATA SUBJECT****Code:** 44779**Name:** Design and validation of surgical implants**Cycle:** Master's Degree**ECTS Credits:** 4.5**Academic year:** 2025-26**STUDY (S)**

| Degree                                           | Center                             | Acad. year | Period        |
|--------------------------------------------------|------------------------------------|------------|---------------|
| 2231 - Master's Degree in Biomedical Engineering | Facultat de Medicina i Odontologia | 1          | First quarter |

**SUBJECT-MATTER**

| Degree                                           | Subject-matter          | Character |
|--------------------------------------------------|-------------------------|-----------|
| 2231 - Master's Degree in Biomedical Engineering | Prostheses and implants | ELECTIVES |

**COORDINATION****SUMMARY****PREVIOUS KNOWLEDGE****RELATIONSHIP TO OTHER SUBJECTS OF THE SAME DEGREE**

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

**OTHER REQUIREMENTS****COMPETENCES / LEARNING OUTCOMES****2231 - Master's Degree in Biomedical Engineering**

Ser capaz de modelar matemàticament i simular processos complexos en el àmbit de la ingenieria biomédica.

**DESCRIPTION OF CONTENTS**



## WORKLOAD

### PRESENCIAL ACTIVITIES

| Activity           | Hours        |
|--------------------|--------------|
| Theory             | 45,00        |
| <b>Total hours</b> | <b>45,00</b> |

### NON PRESENCIAL ACTIVITIES

| Activity                              | Hours       |
|---------------------------------------|-------------|
| Attendance at other activities        | 0,00        |
| Individual or group project           | 0,00        |
| Independent study and work            | 0,00        |
| Preparation of lessons                | 0,00        |
| Preparation for assessment activities | 0,00        |
| Resolution of case studies            | 0,00        |
| <b>Total hours</b>                    | <b>0,00</b> |

## TEACHING METHODOLOGY

## EVALUATION

## REFERENCES