CFGS INTERACTIVE GRAPHICS
2nd YEAR

History of Interactive Graphics - 3 ECTS

Learn about the historical evolution, technique and aesthetics of animation. Study animation in relation to the sociocultural context. Analyse the influence of the current artistic tendencies, new technologies and the media on formal, expressive and communicative aspects of animation.

Audiovisual Language and Technology - 4 ECTS

Specialise on techniques and technologies of post-production of audiovisual pieces. Use specific terminology and technical concepts. Command of basic processes, including: planning of realization stages, use of equipment and typical techniques of audiovisual post-production, and file exporting. Creative exploring of expressive and communicative techniques of the media in order to create audiovisual messages.

Interactive Graphics Projects – 25 ECTS

Theoretical and practical study of the sector's different fields: planning, design and production of interactive documents with diverse purposes (web, app, interactive books, mapping, interactive videos and other multimedia products). Use and experiment with new digital tools: mobile phones, graphic tablets, electronic books and other interactive platforms. Work with sound and video technologies in order to create interactive documents, as well as with programming language and image animation techniques and processes. Based on a work methodology typical of design, where students work about branding, identity, communication, marketing and publicity in order to achieve a good resolution and communication of the projects.

Graphical User Interfaces - 12 ECTS

Work on the design and implementation of graphical user interfaces within the context of specialization by applying concepts of usability, accessibility and graphic design, in order to meet the required necessities.

Programming Language - 6 ECTS

Work with the basics of the main types of programming languages, know their different uses, application areas, and their purpose within different platforms and devices. Acquire basic knowledge about the sintaxis and methodology to develop some of the current and most

representative programming languages.