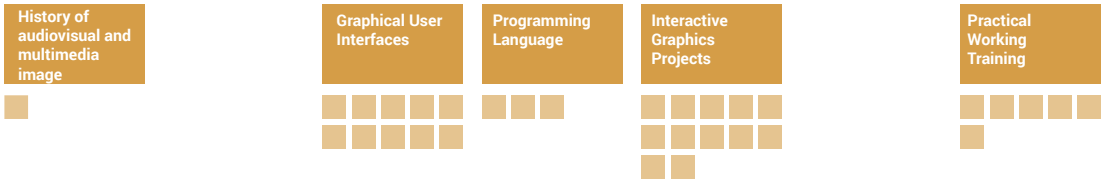
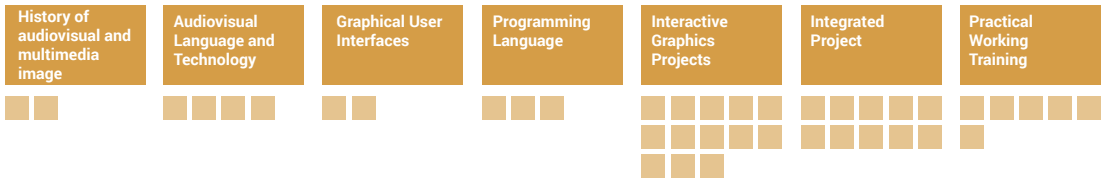


2nd CFGS Interactive Graphics

THIRD SEMESTER / 32 ECTS



FOURTH SEMESTER / 40 ECTS



History of Audiovisual and Multimedia Image - 3 ECTS

Learn about the historical evolution, technique and aesthetics of audiovisual and multimedia image. Study of motion pictures 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 audiovisual and multimedia image.

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 syntax and methodology to develop some of the current and most representative programming languages.

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.

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.

Integrated Project (IP) - 10 ECTS

Plan and create an original and specific project, developing all the stages, and applying the methodological and procedural aspect most fitting in order to guarantee a final product of artistic and technical quality. Communication, presentation and public defense. Includes tutorial monitoring by the expert teacher.

Practical Working Training (internship) - 12 ECTS

Learn the current knowledge and technologies used in a real work environment of a company or institution. Acquire new professional knowledge developing, in the work context, the previously learned curricular knowledges. Understand the productive process and / or service tasks, participate in this process and acquire habits of human relationships within a company.