

**COURSE DATA****Data Subject**

Code	34842
Name	Company internships degree in Multimedia Engineering
Cycle	Grade
ECTS Credits	12.0
Academic year	2023 - 2024

Study (s)

Degree	Center	Acad. Period year
1407 - Degree in Multimedia Engineering	School of Engineering	4 Annual

Subject-matter

Degree	Subject-matter	Character
1407 - Degree in Multimedia Engineering	8 - Prácticas Externas	External Practice

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 (RD 1393/2007) // LEARNING OUTCOMES (RD 822/2021)

1405 - Degree in Multimedia Engineering

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



LEARNING OUTCOMES (RD 1393/2007) // NO CONTENT (RD 822/2021)

- Know how to detect needs and situations requiring professional intervention.
- Know how to identify useful resources that can carry out this procedure.
- Know how to apply and develop this intervention.
- Acquire appropriate professional skills.
- Develop skills of cooperation with other professionals.
- Make contact with the specific aspects of professional practice.
- Ability to work in team.
- Learn to manage different customer relationships.
- Be aware of the ethical component and the ethical principles of professional practice.
- Become aware of the fundamental rights and equality between men and women in the workplace.

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**

ACTIVITY	Hours	% To be attended
Internship		100
Internship	300,00	0
TOTAL	300,00	

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%)

The shares allocated to each section are indicated in each case. The realization of the total hours of practice is a prerequisite for the evaluation unless force majeure. The percentage of each subsection particular valuation depends on the judgment of the university tutor depending on the characteristics of the practice.

External practices must have into account the ETSE specific regulation which is available in <http://www.uv.es/etse>.

In any case, the evaluation of this subject will be done in compliance with the University Regulations in this regard, approved by the Governing Council on 30th May 2017 (ACGUV 108/2017)

REFERENCES

Basic

- Referència b1: Text referència
- Referència b2: Text referència
- Referència b3: Text referència

Additional

- Referència c1: Text referència
- Referència c2: Text referència
- Referència c3: Text referència