Professional Master's Degree
Multimedia Design

tech *global university*

Professional Master's Degree
Multimedia Design

- » Modality: **online**
- » Duration: **12 months**
- » Certificate: **TECH Global University**
- » Accreditation: **60 ECTS**
- » Schedule: **at your own pace**
- » Exams: **online**

Website: **www.techtitute.com/us/information-technology/professional-master-degree/master-multimedia-design**

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01
Introduction to the Program

In a constantly evolving digital landscape, Multimedia Design has emerged as a key discipline across industries such as advertising, entertainment, and education. According to UNESCO, over 90% of the content we consume today is mediated by visual and interactive elements, highlighting the need for highly skilled professionals to meet these demands. The rapid advancement of technology and the rise of digital platforms have significantly increased the demand for experts who can combine creativity, design, and functionality. In response, TECH offers an innovative, fully online degree program designed to meet current market needs, equipping students with cutting-edge tools in the field of Multimedia Design.
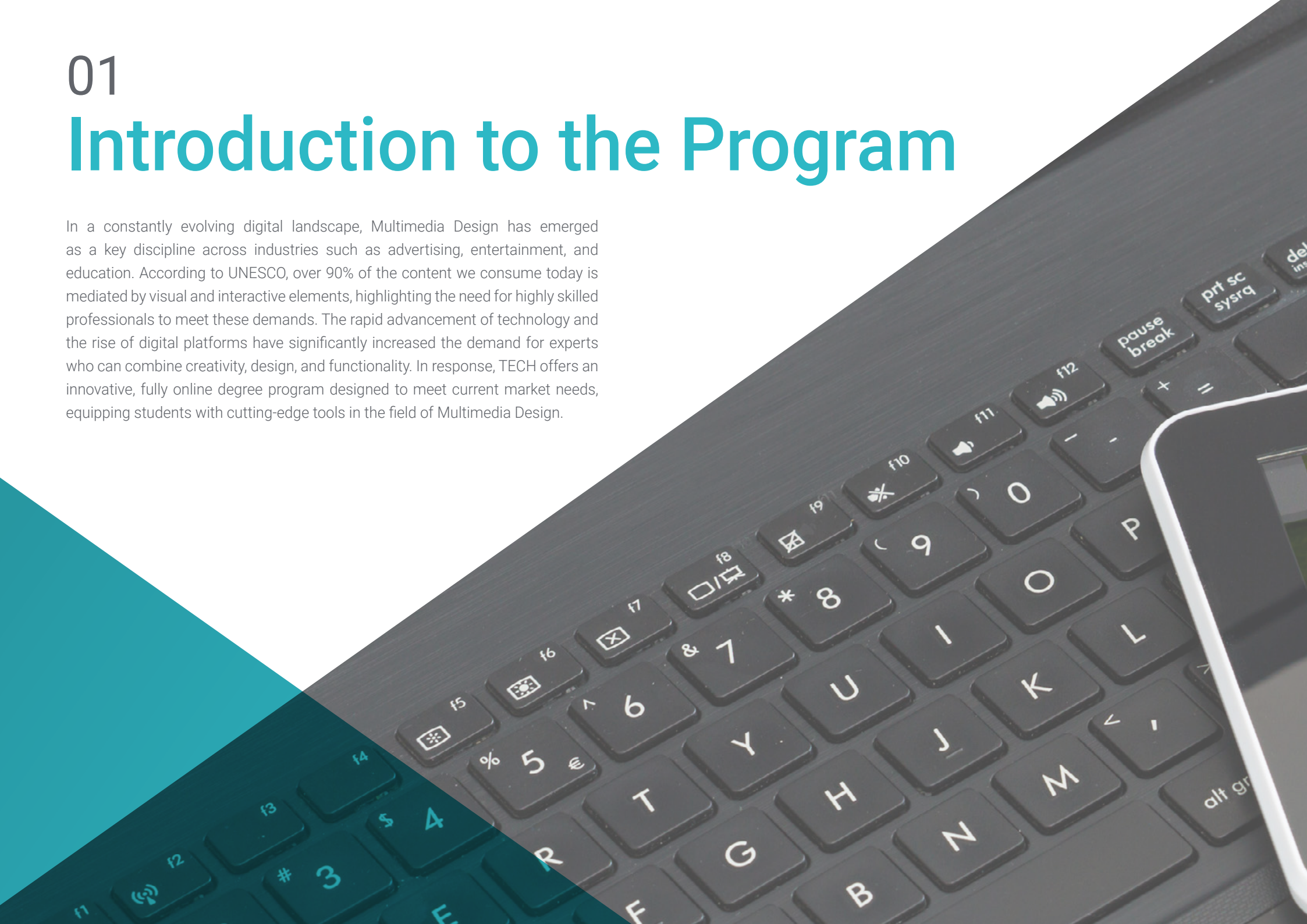
Thanks to this fully online Professional Master's Degree, you will master the most modern Multimedia Design techniques to create impactful digital contents"

In a society marked by the digital experience, Multimedia Design has become an essential piece to connect brands, products and services with their audiences. The constant evolution of interfaces, the growth of digital platforms and the need to create stunning visual and interactive content have made this area one of the most demanded within the technological field.

In this context, TECH presents an exclusive Professional Master's Degree in Multimedia Design. This program combines a solid theoretical base with a practical orientation focused on the most current trends in the digital environment. Through its specialized content, it allows students to acquire skills in interface design, digital animation, 3D modeling, video editing and creation of interactive environments. Mastering these skills not only broadens the professional field of action, but also opens opportunities to access innovative projects, lead visual developments or collaborate with multidisciplinary teams in highly creative and technological environments. It also positions the graduate with a competitive advantage over traditional design profiles.

As it is a 100% online degree, it offers a flexible experience that adapts to the demands of professionals in the technology sector. The possibility of accessing the contents at any time and from anywhere makes it possible to combine study with other responsibilities without losing academic quality. This modality enhances autonomy, promotes active learning and allows progress at a personalized pace, integrating knowledge in a more effective and practical way.

TECH is committed to an innovative methodology supported by state-of-the-art digital resources. This turns the academic experience into a dynamic process, updated and aligned with the real needs of the digital environment and the current labor market.

This **Professional Master's Degree in Multimedia Design** contains the most complete and up-to-date program on the market. The most important features include:

- The development of practical case studies presented by experts in Multimedia Technology
- The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional practice
- Practical exercises where self-assessment can be used to improve learning
- Special emphasis on innovative methodologies in Multimedia Technology
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an Internet connection

You will design high-quality motion graphics and animations for broadcast on platforms such as social media"

"
You will promote innovation in digital visual storytelling by combining interactivity, sound and movement with solid technical criteria"

Refine your mastery of color and typography—two key elements of visual composition—to create more engaging, balanced, and impactful designs.

TECH's Relearning method will help you learn more efficiently and effectively, deepening your specialization as a multimedia designer.

It includes in its teaching staff professionals belonging to the field of Multimedia Design, who bring their work experience to this program, as well as recognized specialists from prestigious companies and universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide an immersive learning experience designed to prepare for real-life situations.

This program is designed around Problem-Based Learning, whereby the student must try to solve the different professional practice situations that arise throughout the program. For this purpose, the professional will be assisted by an innovative interactive video system created by renowned and experienced experts.

02
Why Study at TECH?

TECH is the world's largest online university. With an impressive catalog of more than 14,000 university programs available in 11 languages, it is positioned as a leader in employability, with a 99% job placement rate. In addition, it relies on an enormous faculty of more than 6,000 professors of the highest international renown.

" *Study at the world's largest online university and guarantee your professional success. The future starts at TECH"*

The world's best online university, according to FORBES

The prestigious Forbes magazine, specialized in business and finance, has highlighted TECH as "the best online university in the world" This is what they have recently stated in an article in their digital edition in which they echo the success story of this institution, "thanks to the academic offer it provides, the selection of its teaching staff, and an innovative learning method oriented to form the professionals of the future".

The best top international faculty

TECH's faculty is made up of more than 6,000 professors of the highest international prestige. Professors, researchers and top executives of multinational companies, including Isaiah Covington, performance coach of the Boston Celtics; Magda Romanska, principal investigator at Harvard MetaLAB; Ignacio Wistumba, chairman of the department of translational molecular pathology at MD Anderson Cancer Center; and D.W. Pine, creative director of TIME magazine, among others.

The world's largest online university

TECH is the world's largest online university. We are the largest educational institution, with the best and widest digital educational catalog, one hundred percent online and covering most areas of knowledge. We offer the largest selection of our own degrees and accredited online undergraduate and postgraduate degrees. In total, more than 14,000 university programs, in ten different languages, making us the largest educational institution in the world.
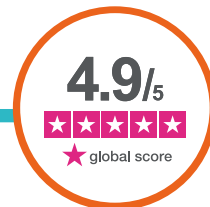
Forbes
The best online university in the world

The most complete **syllabus**

TOP international faculty

The most effective methodology

World's No.1 The World's largest online university

The most complete syllabuses on the university scene

TECH offers the most complete syllabuses on the university scene, with programs that cover fundamental concepts and, at the same time, the main scientific advances in their specific scientific areas. In addition, these programs are continuously updated to guarantee students the academic vanguard and the most demanded professional skills. and the most in-demand professional competencies. In this way, the university's qualifications provide its graduates with a significant advantage to propel their careers to success.

A unique learning method

TECH is the first university to use Relearning in all its programs. This is the best online learning methodology, accredited with international teaching quality certifications, provided by prestigious educational agencies. In addition, this innovative academic model is complemented by the "Case Method", thereby configuring a unique online teaching strategy. Innovative teaching resources are also implemented, including detailed videos, infographics and interactive summaries.

The official online university of the NBA

TECH is the official online university of the NBA. Thanks to our agreement with the biggest league in basketball, we offer our students exclusive university programs, as well as a wide variety of educational resources focused on the business of the league and other areas of the sports industry. Each program is made up of a uniquely designed syllabus and features exceptional guest hosts: professionals with a distinguished sports background who will offer their expertise on the most relevant topics.

Leaders in employability

TECH has become the leading university in employability. Ninety-nine percent of its students obtain jobs in the academic field they have studied within one year of completing any of the university's programs. A similar number achieve immediate career enhancement. All this thanks to a study methodology that bases its effectiveness on the acquisition of practical skills, which are absolutely necessary for professional development.

Google Partner
PREMIER 2025

The Official
Online University
of the **NBA**

4.9/5
★★★★★
★ global score

99%
maximun
employability
guaranteed

Google Premier Partner

The American technology giant has awarded TECH the Google Premier Partner badge. This award, which is only available to 3% of the world's companies, highlights the efficient, flexible and tailored experience that this university provides to students. The recognition not only accredits the maximum rigor, performance and investment in TECH's digital infrastructures, but also places this university as one of the world's leading technology companies.

The top-rated university by its students

Students have positioned TECH as the world's top-rated university on the main review websites, with a highest rating of 4.9 out of 5, obtained from more than 1,000 reviews. These results consolidate TECH as the benchmark university institution at an international level, reflecting the excellence and positive impact of its educational model.

Syllabus

Multimedia Design has established itself as a fundamental pillar in the development of innovative and highly interactive digital environments. Therefore, this syllabus has been designed to offer a comprehensive approach, covering everything from conceptualization to the production of advanced digital projects. Through updated content and dynamic methodologies, it enables the development of key competencies that enhance professional growth and facilitate adaptation to a constantly evolving market.

You will create interactive experiences by applying concepts of usability, scalability, and user-centered Design"

Module 1. Audiovisual Culture

1.1. Postmodernity in the Audiovisual Sector
    1.1.1. What Is Postmodernity?
    1.1.2. Mass Culture in the Postmodern Era
    1.1.3. The Irruption of Argumentative Discourse
    1.1.4. The Culture of Simulacrum

1.2. Semiotics: Symbols in Audiovisual Culture
    1.2.1. What is Semiotics?
    1.2.2. Semiotics or Semiology?
    1.2.3. Semiotic Codes
    1.2.4. Visual Motifs

1.3. Learning to Look
    1.3.1. Image and Context
    1.3.2. The Ethnographic Perspective
    1.3.3. Photography as a Crossroads of Perspectives
    1.3.4. Visual Anthropology

1.4. Image Composition
    1.4.1. Notes
    1.4.2. Dynamic Balance
    1.4.3. Weight and Visual Direction
    1.4.4. Basic Rules

1.5. Aesthetics in Audiovisuals
    1.5.1. What Is Aesthetics?
    1.5.2. Aesthetic Categories
    1.5.3. The Grotesque and the Abject
    1.5.4. *Kitsch* and Camp

1.6. New and Renewed Audiovisual Forms
    1.6.1. Viral Video Art
    1.6.2. Big Data as an Artistic Practice
    1.6.3. Video Mapping
    1.6.4. The Vj's

1.7. Intertextuality as a Creative Strategy
    1.7.1. What Is Intertextuality?
    1.7.2. Quotation
    1.7.3. Allusion
    1.7.4. Plagiarism
    1.7.5. Appropriationism
    1.7.6. Self-Referentiality
    1.7.7. Parody

1.8. Dialogue between the Arts
    1.8.1. Intermediality
    1.8.2. The Hybridization of the Arts
    1.8.3. Classicism and the Separation of the Arts
    1.8.4. Romanticism and the Definitive Union of the Arts
    1.8.5. The Total Art in the Avant-Garde
    1.8.6. Transmedia Narratives

1.9. The New Cinema
    1.9.1. The Relationship between Cinema, Culture and History
    1.9.2. An (Im)Predictable Technological Evolution
    1.9.3. Cinema Is Dead!
    1.9.4. Expanded Cinema

1.10. The Rise of the Documentary Film
    1.10.1. Documentaries
    1.10.2. Objectivity Strategies
    1.10.3. The Rise of the Mockumentary
    1.10.4. Found Footage

Module 2. Introduction to Color

2.1. Color, Principles and Properties
    2.1.1. Introduction to Color
    2.1.2. Light and Color: Chromatic Synaesthesia
    2.1.3. Color Attributes
    2.1.4. Pigments and Colorants

Module 3. Audiovisual Language

3.4. Space

    3.4.1. The Film Space

    3.4.2. On-Screen and Off-Screen

    3.4.3. Types of Spaces

    3.4.4. The No-Spaces

3.5. Time

    3.5.1. The Filming Time

    3.5.2. The Sense of Continuity

    3.5.3. Changes in Time: Flashback and Flashforward

3.6. Dynamic Printing

    3.6.1. Rhythm

    3.6.2. The Assembly as a Marker of Rhythm

    3.6.3. The Origins of Assembly and Its Relationship to Modern Life

3.7. The Movement

    3.7.1. Types of Movement

    3.7.2. Camera Movements

    3.7.3. Accessories

3.8. Film Grammar

    3.8.1. The Audiovisual Process Scale

    3.8.2. The Shot

    3.8.3. Types of Shots

    3.8.4. Types of Shots According to the Angle

3.9. The Dramatization of the Plot

    3.9.1. Script Structure

    3.9.2. History, Argument and Style

    3.9.3. The Syd Field Paradigm

    3.9.4. Types of Narrators

3.10. Character Building

    3.10.1. The Character in Today's Narrative

    3.10.2. The Hero According to Joseph Campbell

    3.10.3. The Post-Classical Hero

    3.10.4. Robert McKee's 10 Commandments

    3.10.5. Character Transformation

    3.10.6. Anagnorisis

Module 4. Motion Graphics

4.1. Introduction to Motion Graphics

    4.1.1. What is a Motion Graphic?

    4.1.2. Function

    4.1.3. Characteristics

    4.1.4. Techniques of Motion Graphics

4.2. Cartooning

    4.2.1. What Is It?

    4.2.2. Basic Principles of Cartooning

    4.2.3. Volumetric vs. Graphic Design

    4.2.4. References

4.3. Character Design Throughout History

    4.3.1. The 20s: Rubber House

    4.3.2. The 40s: Preston Blair

    4.3.3. The 50s and 60s: *Cubism Cartoon*

    4.3.4. Complementary Characters

4.4. Introduction to Character Animation in After Effects

    4.4.1. Animation Method

    4.4.2. Vector Movement

    4.4.3. Animated Principles

    4.4.4. *Timing*

4.5. Project: Character Animation

    4.5.1. Ideas Generation

    4.5.2. *Storyboard*

    4.5.3. First Phase in Character Design

    4.5.4. Second Phase in Character Design

4.6. Project: Layout Development

    4.6.1. What Do We Understand by Layouts ?

    4.6.2. First Steps in Layout Development

    4.6.3. Consolidating Layouts

    4.6.4. Creating the Animatic

Module 5. Design for Television

Module 6. 2D Animation

Module 7. Animation Projects

7.1. Introduction to *Stop Motion*

    7.1.1. Definition of Concept

    7.1.2. Differences between *Stop Motion* and Cartoons

    7.1.3. Stop Motion Uses and Principles

    7.1.4. Types of Stop Motion

7.2. Historical Context

    7.2.1. The Start of Stop Motion

    7.2.2. Stop Motion as a Visual Effects Technique

    7.2.3. The Evolution of Stop Motion

    7.2.4. Bibliographical References

7.3. Thinking of Animation

    7.3.1. Basic Animation Concepts

    7.3.2. Materials and Tools

    7.3.3. Stop Motion Animation Software

    7.3.4. Stop Motion Studio for Cell Phones

7.4. Technical Aspects of Stop Motion

    7.4.1. The Camera

    7.4.2. Lighting

    7.4.3. Editing

    7.4.4. Editing Programs

7.5. Creating Stories

    7.5.1. How to Create a Story?

    7.5.2. Elements in the Narrative

    7.5.3. Figure of the Narrator

    7.5.4. Tips for Creating Short Stories

7.6. Creating Characters

    7.6.1. Creative Process

    7.6.2. Types of Characters

    7.6.3. Character Sheet

    7.6.4. Practice I: Create a Character Sheet

7.7. The Creation of Stop Motion Puppets

    7.7.1. Storytelling with Puppets

    7.7.2. Granting Characteristics

    7.7.3. Materials

    7.7.4. Visual References

7.8. Creating Scenes

    7.8.1. Scenography

    7.8.2. The Importance of a Good Scene

    7.8.3. Budget Delimitation

    7.8.4. Visual References

7.9. Animation in Stop Motion

    7.9.1. Object Animation

    7.9.2. Cutout Animation

    7.9.3. Silhouettes

    7.9.4. Shadow Theater

7.10. Stop Motion Project

    7.10.1. Presentation and Explanation of the Project

    7.10.2. Search for Ideas and References

    7.10.3. Preparing Our Project

    7.10.4. Result Analysis

Module 8. Modeling

8.1. 3D in Video Games, Why is it Important?

    8.1.1. History of Computer 3D

    8.1.2. Implementation of 3D in Video Games

    8.1.3. Techniques for 3D Optimization in Video Games

    8.1.4. Interaction between Graphics Software and Game Engines

8.2. 3D Modeling: Maya

    8.2.1. Maya's Philosophy

    8.2.2. Maya's Capabilities

    8.2.3. Projects Carried out with Autodesk Maya

    8.2.4. Introduction to Modeling Tools, Rigging, Texturing, etc

Module 9. Digital Photography

Module 10. Typography

Discover the impact of 2D animation in the audiovisual industry and create dynamic characters and environments for video games"

04
Teaching Objectives

This program's primary objective is to provide a comprehensive overview of multimedia design, combining technological innovation with aesthetic and functional criteria. It delves into key areas such as digital interactivity, augmented reality, and interface optimization across various devices. Additionally, it fosters creative thinking and the ability to adapt to emerging industry trends. Through a practical and strategic approach, the program aims to develop skills in digital project management, advanced audiovisual production, and the creation of immersive experiences, thereby promoting professional growth in a highly competitive and constantly evolving environment.

You will gain comprehensive knowledge of digital narrative applied to multimedia storytelling and the creation of immersive digital products"

General Objectives

- Master the principles of multimedia design for creating attractive, functional, and innovative digital content across diverse digital environments

- Apply advanced digital design tools for producing interactive interfaces, animations, and visual environments tailored to various platforms

- Develop competencies in 3D modeling and animation to create immersive visual experiences in sectors such as video games, advertising, and entertainment

- Integrate interactivity and usability into digital projects, ensuring an optimal and accessible user experience

- Explore the potential of augmented and virtual reality, understanding their applications in developing innovative digital environments

- Optimize multimedia project management through agile methodologies and efficient production strategies

- Apply advanced editing and audiovisual post-production techniques to develop high-quality visual pieces

- Incorporate emerging trends in multimedia design, adapting to technological changes and digital market demands

- Foster creativity and critical thinking in solving design and visual communication challenges

- Enhance your professional profile in the digital field by improving leadership skills and positioning yourself in creative and technological industries

Specific Objectives

Module 1. Audiovisual Culture

- Analyze the evolution of audiovisual media and its impact on society
- Understand the theoretical foundations of visual and narrative language in audiovisual production
- Identify key elements of aesthetics and composition in multimedia productions
- Explore the influence of technology on the transformation of audiovisual content

Module 2. Introduction to Color

- Understand the fundamentals of color theory and its application in digital design
- Learn the psychology of color and its impact on visual perception
- Apply effective color combinations in audiovisual and multimedia projects
- Analyze the use of color across different digital media and formats

Module 3. Audiovisual Language

- Identify narrative and structural principles in audiovisual production
- Explore the use of shots, framing, and camera movements in visual communication
- Analyze the relationship between sound and image in creating audiovisual meaning
- Apply editing and montage concepts in the creation of multimedia pieces

Module 4. Motion Graphics

- Understand the principles of motion graphic design and its multimedia applications
- Apply animation and visual effects techniques to dynamic graphic projects
- Explore specialized motion graphics tools and software
- Create impactful audiovisual compositions by integrating animated graphics

Module 5. Design for Television

- Analyze the specific requirements of graphic design for television
- Develop visual identities adapted to television industry standards
- Apply animation and graphics techniques for live and recorded broadcasts
- Optimize the visual presentation of TV content through digital design

Module 6. 2D Animation

- Explore the principles of traditional animation and their digital application
- Use specialized software to create 2D animated characters and scenes
- Apply frame-by-frame and interpolation animation techniques
- Design smooth and expressive animated sequences for various formats

Module 7. Animation Projects

- Manage the development process of an animation project from concept to production
- Apply collaborative methodologies in digital animation environments
- Integrate visual, audio, and narrative elements into complex animations
- Evaluate the technical and artistic feasibility of animation projects

Module 8. Modeling

- Understand the fundamentals of 3D modeling and its application in digital environments
- Use modeling software to create 3D characters, environments, and objects
- Apply texturing and lighting techniques to enhance realism in 3D models
- Integrate 3D models into audiovisual productions and video games

Module 9. Digital Photography

- Master the principles of digital photography and their application in multimedia projects
- Use editing tools and techniques to enhance the visual quality of images
- Explore photographic composition as a key element in visual storytelling
- Apply lighting and color in photo capture and postproduction

Module 10. Typography

- Understand the importance of typography in graphic and multimedia design
- Apply principles of legibility and visual hierarchy in audiovisual projects
- Explore typographic design and animation for motion graphics
- Effectively integrate typography into digital and audiovisual pieces

You will develop effective visual communication strategies to create graphic identities that convey powerful messages in a variety of digital environments"

05
Career Opportunities

The field of multimedia design is constantly evolving, driven by digitalization and the growing demand for innovative visual content. In this context, career opportunities are expanding across multiple industries, from advertising and entertainment to technological development. Moreover, the integration of advanced tools enables access to specialized roles in animation, 3D modeling, and interactive design. The versatility of this discipline also facilitates employment in companies, creative agencies, or independent professional practice. This program, therefore, offers comprehensive preparation to stand out in a highly competitive and continuously evolving market.

You will combine programming logic with aesthetic sensitivity to deliver highly cutting-edge solutions"

Graduate Profile

The graduate of this program stands out for their ability to create innovative visual solutions in dynamic digital environments. With a strong command of audiovisual language, animation, and interactive design, they are capable of developing impactful projects across diverse formats and platforms. Moreover, their proficiency with advanced technological tools allows them to optimize workflows and adapt to industry trends. Their strategic and creative vision enables the conceptualization of effective visual content, enhancing communication across digital media. In this way, they are well-prepared to meet the challenges of an ever-evolving market with an innovative approach.

Expand your professional horizons with versatile skills applicable across multiple creative industries, from film production to digital marketing.

- **Critical-Thinking and Problem-Solving:** Ability to analyze challenges in Multimedia Design and propose creative, functional solutions

- **Adaptability and Continuous Learning:** Capacity to integrate emerging technologies and industry trends into the development of audiovisual projects

- **Visual and Digital Communication:** Proficiency in using graphic tools and visual languages to effectively communicate messages across diverse formats and platforms

- **Project Management and Teamwork:** Ability to coordinate creative processes, collaborate with multidisciplinary teams, and meet objectives in fast-paced, dynamic environments

After completing the university program, you will be able to apply your knowledge and skills in the following positions:

1. **Multimedia Designer:** Creates and develops interactive visual content for digital platforms by integrating graphics, animation, and audiovisual design.
2. **2D and 3D Animator:** Designs characters, environments, and animated effects for audiovisual productions, advertising, video games, and digital media.
3. **Digital Art Director:** Oversees the visual identity of multimedia projects, ensuring aesthetic and conceptual coherence throughout each design
4. Motion Graphics Specialist: Produces dynamic graphic animations for corporate videos, advertising, film, and social media.
5. **UX/UI Designer:** Optimizes the usability and visual design of digital interfaces to enhance user interaction and experience.
6. **3D Modeler:** Creates three-dimensional objects and characters for use in animation, video games, virtual reality, and visual effects.
7. **Digital Photographer and Image Editor** Captures and edits images for advertising campaigns, digital media, and creative projects.
8. Branding and Digital Content Designer: Develops visual identities and graphic materials for brands across digital environments and social media.

> *Specialize in UX/UI design and enhance the digital user experience by creating intuitive and visually engaging interfaces for web applications"*

06
Study Methodology

TECH is the world's first university to combine the **case study** methodology with **Relearning**, a 100% online learning system based on guided repetition.

This disruptive pedagogical strategy has been conceived to offer professionals the opportunity to update their knowledge and develop their skills in an intensive and rigorous way. A learning model that places students at the center of the educational process giving them the leading role, adapting to their needs and leaving aside more conventional methodologies.

TECH will prepare you to face new challenges in uncertain environments and achieve success in your career"

The student: the priority of all TECH programs

In TECH's study methodology, the student is the main protagonist.
The teaching tools of each program have been selected taking into account the demands of time, availability and academic rigor that, today, not only students demand but also the most competitive positions in the market.

With TECH's asynchronous educational model, it is students who choose the time they dedicate to study, how they decide to establish their routines, and all this from the comfort of the electronic device of their choice. The student will not have to participate in live classes, which in many cases they will not be able to attend. The learning activities will be done when it is convenient for them. They can always decide when and from where they want to study.

" *At TECH you will NOT have live classes (which you might not be able to attend)"*

The most comprehensive study plans at the international level

TECH is distinguished by offering the most complete academic itineraries on the university scene. This comprehensiveness is achieved through the creation of syllabi that not only cover the essential knowledge, but also the most recent innovations in each area.

By being constantly up to date, these programs allow students to keep up with market changes and acquire the skills most valued by employers. In this way, those who complete their studies at TECH receive a comprehensive education that provides them with a notable competitive advantage to further their careers.

And what's more, they will be able to do so from any device, pc, tablet or smartphone.

TECH's model is asynchronous, so it allows you to study with your pc, tablet or your smartphone wherever you want, whenever you want and for as long as you want"

Case Studies and Case Method

The case method has been the learning system most used by the world's best business schools. Developed in 1912 so that law students would not only learn the law based on theoretical content, its function was also to present them with real complex situations. In this way, they could make informed decisions and value judgments about how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

With this teaching model, it is students themselves who build their professional competence through strategies such as Learning by Doing or Design Thinking, used by other renowned institutions such as Yale or Stanford.

This action-oriented method will be applied throughout the entire academic itinerary that the student undertakes with TECH. Students will be confronted with multiple real-life situations and will have to integrate knowledge, research, discuss and defend their ideas and decisions. All this with the premise of answering the question of how they would act when facing specific events of complexity in their daily work.

Relearning Methodology

At TECH, case studies are enhanced with the best 100% online teaching method: Relearning.

This method breaks with traditional teaching techniques to put the student at the center of the equation, providing the best content in different formats. In this way, it manages to review and reiterate the key concepts of each subject and learn to apply them in a real context.

In the same line, and according to multiple scientific researches, reiteration is the best way to learn. For this reason, TECH offers between 8 and 16 repetitions of each key concept within the same lesson, presented in a different way, with the objective of ensuring that the knowledge is completely consolidated during the study process.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.

01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

A 100% online Virtual Campus with the best teaching resources

In order to apply its methodology effectively, TECH focuses on providing graduates with teaching materials in different formats: texts, interactive videos, illustrations and knowledge maps, among others. All of them are designed by qualified teachers who focus their work on combining real cases with the resolution of complex situations through simulation, the study of contexts applied to each professional career and learning based on repetition, through audios, presentations, animations, images, etc.

The latest scientific evidence in the field of Neuroscience points to the importance of taking into account the place and context where the content is accessed before starting a new learning process. Being able to adjust these variables in a personalized way helps people to remember and store knowledge in the hippocampus to retain it in the long term. This is a model called Neurocognitive context-dependent e-learning that is consciously applied in this university qualification.

In order to facilitate tutor-student contact as much as possible, you will have a wide range of communication possibilities, both in real time and delayed (internal messaging, telephone answering service, email contact with the technical secretary, chat and videoconferences).

Likewise, this very complete Virtual Campus will allow TECH students to organize their study schedules according to their personal availability or work obligations. In this way, they will have global control of the academic content and teaching tools, based on their fast-paced professional update.

"The online study mode of this program will allow you to organize your time and learning pace, adapting it to your schedule"

The effectiveness of the method is justified by four fundamental achievements:

1. Students who follow this method not only achieve the assimilation of concepts, but also a development of their mental capacity, through exercises that assess real situations and the application of knowledge.

2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.

3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.

4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.

The university methodology top-rated by its students

The results of this innovative teaching model can be seen in the overall satisfaction levels of TECH graduates.

The students' assessment of the teaching quality, the quality of the materials, the structure of the program and its objectives is excellent. Not surprisingly, the institution became the top-rated university by its students according to the global score index, obtaining a 4.9 out of 5.

Access the study contents from any device with an Internet connection (computer, tablet, smartphone) thanks to the fact that TECH is at the forefront of technology and teaching.

You will be able to learn with the advantages that come with having access to simulated learning environments and the learning by observation approach, that is, Learning from an expert.

As such, the best educational materials, thoroughly prepared, will be available in this program:

Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

This content is then adapted in an audiovisual format that will create our way of working online, with the latest techniques that allow us to offer you high quality in all of the material that we provide you with.

20%

Practicing Skills and Abilities

You will carry out activities to develop specific competencies and skills in each thematic field. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop within the framework of the globalization we live in.

15%

Interactive Summaries

We present the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

15%

3%

Additional Reading

Recent articles, consensus documents, international guides... In our virtual library you will have access to everything you need to complete your education.

20%

17%

7%

3%
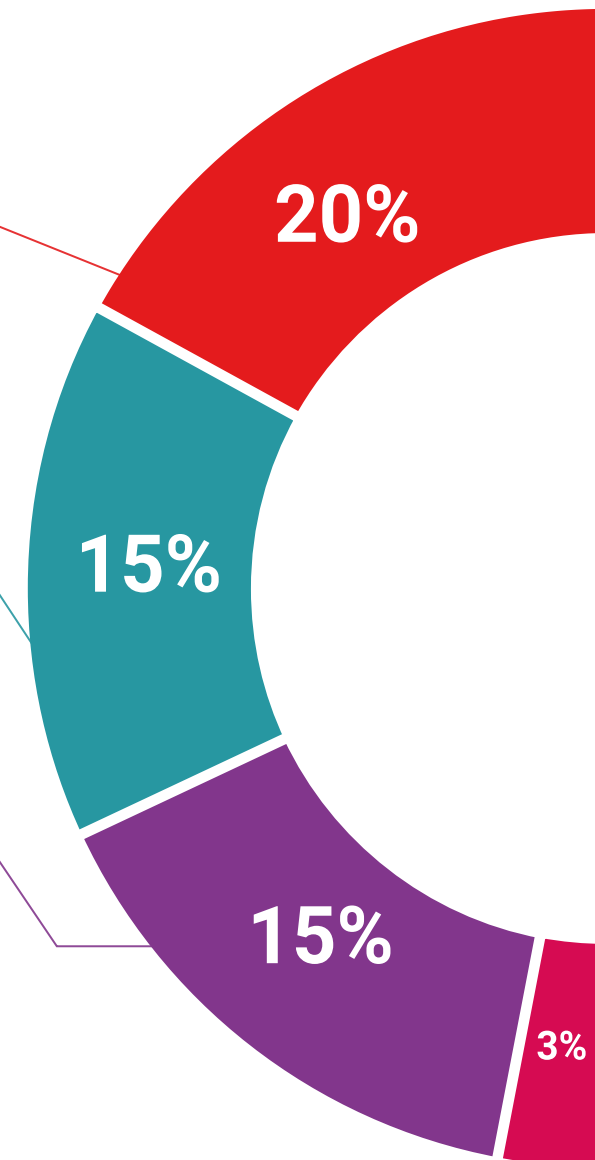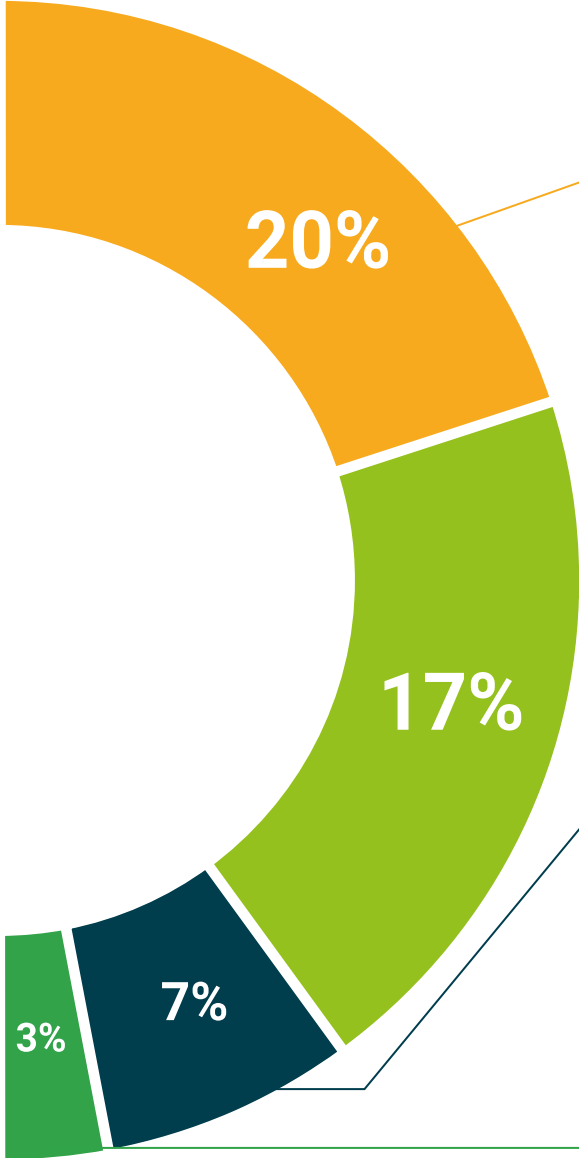
Case Studies

Students will complete a selection of the best case studies in the field.
Cases that are presented, analyzed, and supervised by the best specialists in the world.

Testing & Retesting

We periodically assess and re-assess your knowledge throughout the program. We
do this on 3 of the 4 levels of Miller's Pyramid.

Classes

There is scientific evidence suggesting that observing third-party experts can be
useful.

Learning from an expert strengthens knowledge and memory, and generates
confidence for future difficult decisions.

Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets
or quick action guides. A synthetic, practical and effective way to help students
progress in their learning.

Certificate

This Professional Master's Degree in Multimedia Design guarantees students, in addition to the most rigorous and up-to-date education, access to a diploma for the ESTU Professional Master's Degree DIO issued by TECH Global University.

"

Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork"

This private qualification will allow you to obtain a diploma for the **Professional Master's Degree in Multimedia Design** endorsed by TECH Global University, the world's largest online university.

TECH Global University, is an official European University publicly recognized by the Government of Andorra *(official bulletin)*. Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** private qualification, is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Professional Master's Degree in Multimedia Design**

Modality: **online**

Duration: **12 months**

Accreditation: **60 ECTS**

Professional Master's Degree in Multimedia Design

Mr./Ms. _____, with identification document _____ has successfully passed and obtained the title of:

Professional Master's Degree in Multimedia Design

This is a private qualification of 1,800 hours of duration equivalent to 60 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024

Dr. Pedro Navarro Illana
Dean

Unique TECH Code: AFWORD23S   techtitute.com/certificates

Professional Master's Degree in Multimedia Design

General Structure of the Syllabus

Subject type	ECTS
Compulsory (CO)	60
Optional (OP)	0
External Work Placement (WP)	0
Master's Degree Thesis (MDT)	0
Total	60

General Structure of the Syllabus

Year	Subject	ECTS	Type
1°	Audiovisual Culture	6	CO
1°	Introduction to Color	6	CO
1°	Audiovisual Language	6	CO
1°	Motion Graphics	6	CO
1°	Design for Television	6	CO
1°	2D Animation	6	CO
1°	Animation Projects	6	CO
1°	Modeling	6	CO
1°	Digital Photography	6	CO
1°	Typography	6	CO

Dr. Pedro Navarro Illana
Dean

*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.

tech global university

Professional Master's Degree
Multimedia Design

- » Modality: **online**
- » Duration: **12 months**
- » Certificate: **TECH Global University**
- » Accreditation: **60 ECTS**
- » Schedule: **at your own pace**
- » Exams: **online**

Professional Master's Degree
Multimedia Design