Competences

B.A. in Interactive Product Design Competences

Basic Competences

- CB1 - That students have demonstrated possession and understanding of knowledge in an area of study that builds on the foundation of general secondary education, and is usually at a level that, while relying on advanced textbooks, also includes some aspects that involve knowledge from the cutting edge of their field of study.

- CB2 - Students are able to apply their knowledge to their work or vocation in a professional manner and possess the competences usually demonstrated through the development and defence of arguments and problem solving within their field of study

- CB3 - Students have the ability to gather and interpret relevant data (usually within their field of study) in order to make judgements that include reflection on relevant social, scientific or ethical issues.

- CB4 - Students are able to communicate information, ideas, problems and solutions to both specialist and non-specialist audiences

- CB5 - That students have developed those learning skills necessary to undertake further study with a high degree of autonomy.

General Competences

- GC1 - Lifelong learning through self-study and continuous training.

- GC2 - Knowing how to adapt to change and new situations with flexibility and versatility.

- GC3 - Develop creativity and innovation and have the ability to present new resources, ideas and methods in order to subsequently turn them into actions.

- GC4 - Exercise leadership and negotiation skills.

- GC5 - Demonstrate initiative and entrepreneurial spirit.

- GC6 - Demonstrate motivation for quality.

- GC7 - Show interest and sensitivity in environmental and social issues, as well as the ability to analyse the social dimension of the activity and corporate social responsibility.
- GC8 - Demonstrate the ability to work in a team.
- GC9 - Be able to manage time effectively.
- GC10 - Have the ability to work in an international context, as well as in diverse and multicultural environments.
- GC11 - Manage basic skills for interpersonal relations.
- GC12 - Express a critical and self-critical sense and the ability to analyse in order to evaluate different alternatives.
- GC13 - Value the ethical sense of work.
- CG14 - Know how to work in a team in multidisciplinary environments.
- GC15 - Organisational and planning skills
- GC16 - Express oneself correctly in oral and written form.
- GC17 - Demonstrate the ability to analyse, synthesise and gather information from different sources.
- GC18 - Manage information appropriately.
- GC19 - Know how to make decisions and solve problems in the professional field.

Competencias transversales

- CT1 - To deploy their knowledge, activities and values in cultural, sporting and social spheres.
- CT2 - Show interest in acts of cooperation and civic solidarity.

Competencias específicas

- SC1 - Know the language necessary to communicate and structure a coherent discourse in the field of sociology, philosophy and psychology in relation to the design of interactive products.
- SC3 - Analyse the social and cultural aspects that favour the usability of interactive products.

- SC5 - Understand the influence of sociology, philosophy and psychology in their correlation with the history of art, literature and games as a reference in the creative process.
- SC4 - Analyze the needs and moral and ethical implications associated with the development and design that arise for the creators of interactive products.
- SC6 - Apply the practical fundamentals of mathematics and physics to the creation of an interactive digital product.
- SC7 - Knowing the practical fundamentals of the use and programming of computers and interactive product development tools.
- SC8 - Evaluate the ethical, technical and creative implications of technology in the design of interactive products.
- SC9 - Understand the principles of audiovisual narrative to develop discourses and stories applicable to interactive products.
- SC10 - Knowing the techniques of artistic representation and design of 2D and 3D content.
- SC11 - Apply creativity in the digital content environment.
- SC12 - Knowing the elements involved in the design of an interactive work in relation to the user.
- SC13 - Applying basic knowledge of human-machine interaction to an interactive digital product.
- SC14 - Apply the fundamentals of narrative to the development of interactive products.
- SC15 - Analysing the characteristics and needs of users in the humanistic environment as a fundamental element in the design of interactive products.
- SC16 - Understand the processes of the elements involved in interactive artistic production.
- SC17 - Apply the fundamentals of animation on computer-generated models.

- SC18 - Apply theoretical and practical knowledge of product design for content development.
- SC19 Understand the design principles that enable the use, accessibility and usability of interactive products and their philosophical implications.
- SC20 - Knowing the determining factors of the consumer market of interactive products, taking into account the knowledge and respect for social and cultural environments.
- SC21 - Understand the principles of design applied to multiple consumer devices.
- SC22 - Understand and communicate clearly and effectively the guidelines for the development of a project.
- SC23 - Understand the relevant aspects of the digital society in the context of sociology, philosophy, psychology, ethics, moral values and knowledge-related aspects that affect the creation, publication and distribution of a project.
- SC26 - Understand and know how to thematise the relationships between Technology - Society - Culture, in relation to the design of interactive products.
- SC27 - Recognising the philosophical, social and political implications of technological designs and innovations.
- SC28 - Detect the implications of the ethical and legal limits of technological innovations.