

DIGITAL

# Level

6 EQF (European Qualifications Framework)



### **Duration** 1 year





### Target group

Students - people seeking employment - employees and professionals in the sector



#### **Admission requirements**

Candidates holding a level 5 EQF qualification or a qualification equivalent to the attainment of 120 ECTS



## **Course Structure**

Full-time or work-study



# Pedagogical methods

Theoretical courses, tutorials and practical work Case studies and professional scenarios Individual and group projects



## Professional assessments:

- Continuous assesment
- Case Study (6h)
- Activity report and professional support (30 min)

# CCE :

# • Quizzes (1h20)

## Modern language :

- Reading Comprehension (1h)
- Listening (45min)

# The FEDE, as a certifier, is in charge of the assessment processes

- Organisation and planning of exam sessions
- Development of topics and model answers
- Ensuring compliance with examination regulations and supervision (anonymity, integrity, confidentiality)
- Assessment and marking of papers
- Reporting results, issuing diplomas, diploma supplements and certificates

www.fede.education/en/fede-quality-charter

he European Bachelor's Degree in Digital and Multimedia Techniques trains professionals capable of creating responsive design websites and managing corporate digitalization projects.

Students will master the techniques and development of web and mobile applications. These skills will be essential for them to progress in the fields of communication, marketing, education, art and culture. This degree is designed for students who have completed two years of computer science studies and have a basic knowledge of programming. At the crossroads of computer graphics, web interfaces and digital technology, multimedia developers combine expertise in software, web languages and image technologies, enabling them to translate creative decisions into technical language.

### **LEARNING OUTCOMES**

- Take charge of a responsive design website development project
- Manage the various stages of a multimedia project, from audit to production launch
- Specialise in the development of video games or visual effects
- Formalise a requirement into an application design and a definition of a scenario and the various graphic screens

## **PROGRAMME**

### **PROFESSIONAL SKILLS (370-490 HOURS)**

Web project management and agile methods - Front end development of HTML CSS SGBD SQL MERISE and NoSQL - Object development and UML2 - Back-End development in PHP with APACHE or NGINX - Graphic design and creation - Design and UX Design - Site deployment with CMS - JAVA development for Android Studio - SWIFT IOS development with XCODE - Game development - Legal and commercial aspects of a website - Website deployment, network and security concepts.

Professional assignment (≥12 weeks) Internship - Apprenticeship - Salaried employment

# **MODERN LANGUAGE (60-80 HOURS)**

Modern language 1 - CEFR Level B1 German, English, Spanish, French, Italian, Portuguese

Modern language 2 and 3 (optional) German, English, Arabic, Chinese, Spanish, French, Italian, Portuguese

### **CAREER DESTINATIONS**

- Web App Developer (responsive design where visual effect is paramount)
- · Web designer and UX designer
- · Head of Digital Communication
- Multimedia expert for a communication or audiovisual agency
- Artistic Director (after a few years of experience)
- Web Multimedia/Digital Project Manager (after a few years of experience)



# **EUROPEAN CULTURE AND CITIZENSHIP (40H)**

# The European project: Culture and Democracy for Active Citizenship

- Importance of History (OHTE Observatory on History Teaching in Europe)
- Contemporary Europe
- Europe and the World
- Cultures and diversity in Europe
- European citizenship
- The Workings of the European Union
- Importance, challenges and future of European construction
- Focus on corruption (GRECO)

### Intercultural management and human resources

- Culture and cultural diversity
- Intercultural communication in an organisation
- Managing intercultural aspects and resolving cultural conflicts
- Working in Europe
- Social protection systems in Europe
- Corporate Social Responsibility (CSR)

**EUROPEAN BACHELOR'S IN DIGITAL & MULTIMEDIA TECHNIQUES**