PROGRAMME INFORMATION

UNIVERSITY MASTER'S DEGREE IN COMPUTER ENGINEERING

CÓDIGO 310601

UNED

ETS de Ingeniería Informática

UNIVERSITY MASTER'S DEGREE
IN COMPUTER ENGINEERING

CÓDIGO 310601

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University Master´s Degree in Computer Engineering

INFORMATION IDENTIFYING THE QUALIFICATION

Name and status of awarding institution

Universidad Nacional de Educación a Distancia.

Public university.

Name of qualification and title conferred in original language

Máster Universitario en Ingeniería Informática por la Universidad Nacional de Educación a Distancia.

Status

National validity.

Approved by Accord of the Council of Ministers on June 17th, 2016.

Main field(s) of study for the qualification

The study is included in the field of Engineering and Architecture

Language(s) of instruction/examination

The degree is taught in Spanish.

INFORMATION ON THE LEVEL OF THE QUALIFICATION

Level of qualification

Level 3 (Master) in the Spanish Framework of Higher Education (MECES) is equivalent to level 7 of European Qualification Framework (EQF).

Official length of programme

The official length of programme is 90 ECTS (18 months full time).

Access requirements

Engineering or Bachelor's Degree in Computer Engineering or Computer Sciences. Engineering or Bachelor's Degree no related Degree with training on Computer Science as for example: Telecommunications, Physics, Mathematics and other well justified.

INFORMATION ON THE CONTENTS

Mode of study

Distance learning full or partial time.

Programme requirements

The programme of studies is composed of 60 compulsory ECTS, 18 elective ECTS and 12 Master's Dissertation credits. It is needed to have an English level equivalent to B1.

Subjects

- Decision Analysis for Engineering and Management
- Cloud Computing Management and Network Services
- Secure Software Development
- User-centered Design of Computer Systems
- Generation of Digital Material for Teaching
- Information Management on the Web
- Management and Process Improvement
- Development Methods and Analysis of Collaborative Environments and Social Networks
- Modeling and Simulation Methods
- Solid Modeling, Animation and Realism in Computer Graphics
- Planning and Management of Computer Projects R + D + I
- Security in the Information Systems
- Unstructured Information Systems
- Embedded Systems
- Intelligent Systems and Knowledge Acquisition
- Operating Systems Mobile Devices
- Advanced Topics in Networks Networking and Internet
- Master's Thesis

Grading scheme

In the Spanish university system, modules/courses are graded on a scale of 0 to 10 points with the following qualitative equivalence:

0-4.9: "suspenso"; 5-6.9: "aprobado"; 7-8.9: "notable"; 9-10: "sobresaliente". A special mention, "Matrícula de Honor" may be granted to up to 5% of the students in a group provided they have got a "sobresaliente". To pass a module/course it is necessary to get at least 5 points.

In cases of recognition of ECTS, professional experience, cultural or sports activities, or student representation no grading will be recorded but, where appropiate, the word "Apto".

INFORMATION ON THE FUNCTION OF THE QUALIFICATION

Access to further study

This qualification gives access to Doctoral studies, provided that the student has completed a minimum of 300 ECTS in the overall teachings of Bachelor and Master.

Stated objectives associated with the qualification and professional status (if applicable)

The aim of the Master's Degree in Computer Engineering is to train professionals to be able to cover the needs of the industrial and science environment, both nationally and internationally.

The Computer Engineer must be able to provide new solutions based on their technological knowledge and their capacity for innovation and thus be the needed by the business community, the administration and academia to analyse and summarise the problems, needs and challenges of the new technologies. Furthermore, the Engineer in Computer Engineering is a professional fundamental to organizations and their management and will be key and strategic in the near future for the technological development of our country.

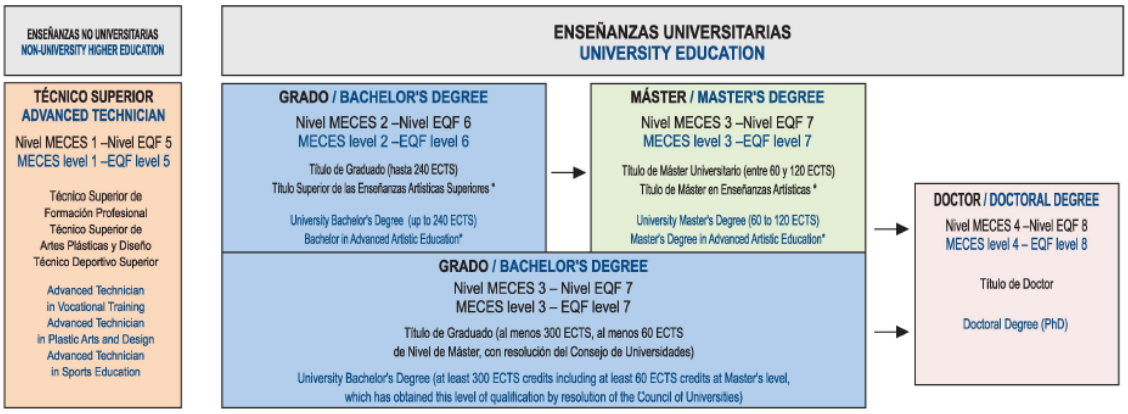
The 90 credits are given in accordance with the non-presence methodology characterized by the UNED, in which the students' self-learning guided by the teacher and articulated by means of diverse teaching and learning resources predominate.

The basic, general and specific skills of the Master's Degree in Computer Engineering, demanded under the resolution of 8th June 2009 of the Spanish Government (Secretaría General de Universidades), are covered by the compulsory subjects.

ADDITIONAL INFORMATION

https://www.uned.es

INFORMATION ON THE NATIONAL HIGHER EDUCATION SYSTEM



* Las enseñanzas Artísticas Superiores son Enseñanzas no Universitarias dentro del Sistema Educativo español de Enseñanza Superior
** Advanced Artistic Education is non-university education within the Spanish Higher Education System*