COURSE PROGRAM

Academic Year: 2026/2027

Identification and characteristics of the course				
Code	503635	ECTS Credits	6	
Course name (English)	**Digital Content Editing**			
Course name (Spanish)	Edición de Contenidos Digitales			
Degree programs	Degree in Documentation and Digital Information Management			
Faculty/School	Faculty of Documentation and Communication			
Semester	2	Type of course	Basic formation	
Module	Basic formation			
Matter	Computer Science			
Lecturer/s				
Name	Office	E-mail	Web page	
Indhira Garcés	31 (First Floor)	indhira@unex.es	http://campusvirtual.unex.es/portal	
Subject Area	Languages and Computer Systems			
Department	Computer and Telematic Systems Engineering			
Coordinating Lecturer				

Learning Outcomes

C06 - Analyze aspects related to digital editing for the creation of multimedia and multi-format content.
TYPE: Knowledge or content

COM01 - Analyze and synthesize information from diverse sources.
TYPE: Competences

COM02 - Acquire the ability to adapt to changes in environments related to documentation and digital information.
TYPE: Competences

COM03 - Identify opportunities for improvement in documentation and digital information environments and formulate innovative proposals based on technical and contextual analysis.
TYPE: Competences

COM04 - Integrate principles of solidarity and sustainability into practices and decisions related to documentation and digital information, aligning them with the Sustainable Development Goals (SDGs).
TYPE: Competences

COM05 - Acquire the ability to organize and plan individual work, as well as teamwork and integration into multidisciplinary groups.
TYPE: Competences

COM06 - Acquire an ethical commitment to artificial intelligence applied to information management.
TYPE: Competences

HB04 - Use technologies and/or artificial intelligence to manage, process, and transfer information efficiently and ethically.
TYPE: Skills or abilities

Contents

Course outline

Technical editing of images, text, video, and sound. Definition and types of advanced digital content (3D, AR, VR). Interactive content tools. Format conversion and document compression.

This course addresses the technical editing of digital content in different formats, including images, text, video, and sound. It explores the characteristics of advanced digital content — such as 3D, augmented reality, and virtual reality — as well as the use of interactive content tools. In addition, the course examines format conversion and document compression techniques in order to optimize the production and dissemination of digital information in professional environments.

The subject also includes the analysis of digital production workflows and accessibility and usability criteria applied to informational materials. It promotes the ability to adapt to emerging multimedia creation technologies.

Course syllabus

Topic 1: Introduction to Digital Content
Contents of Topic 1:
• Concept and typologies of digital content.
• Workflows in digital production.
• File formats and multimedia standards.
• Metadata insertion and management.
• Format conversion and multimedia compression.

Description of the practical activities for Topic 1:
• Creation of a digital production workflow map.
• Conversion of images, audio, and video files.
• Comparison of file quality and size.

Topic 2: Interactive Content Tools
Contents of Topic 2:
• Concept of digital interactivity.
• Authoring tools.

• Interactive presentations and multimedia storytelling.
• Integration of audiovisual elements.
• Introduction to immersive experiences.

Description of the practical activities for Topic 2:
• Creation of interactive content: integration of audio, video, and hyperlinks.
• Design and development of an interactive multimedia resource.

Topic 3: Image Editing, Text Editing, and Digital Visual Design
Contents of Topic 3:
• Visual composition and graphic narrative.
• Layers, masks, and effects.
• Design of interactive visual content.
• Principles of digital text editing.

Description of the practical activities for Topic 3:
• Image editing using professional and open-source tools.
• Basic photo retouching and multi-format export.
• Conversion between document formats.

Topic 4: Digital Audio Production and Editing
Contents of Topic 4:
• Fundamentals of digital sound.
• Audio formats and compression.
• Recording and editing.
• Podcasting and audio storytelling.

Description of the practical activities for Topic 4:
• Audio recording and cleaning.
• Creation of a short audio piece and/or edited informational podcast.

Topic 5: Digital Video Editing
Contents of Topic 5:
• Fundamentals of digital video.
• Linear editing and audiovisual storytelling.
• Introduction to subtitling and audiovisual accessibility.

Description of the practical activities for Topic 5:
• Recording and editing of a short video.
• Insertion of transitions, titles, audio, and subtitle generation.

Topic 6: Introduction to 3D Design
Contents of Topic 6:
• Basic concepts of 3D modeling.
• Objects, materials, and lighting.
• Model optimization.
• Documentary and communicative applications of 3D.

Description of the practical activities for Topic 6:
• Interactive visualization of models.
• Creation of simple 3D objects.

Topic 7: Augmented Reality, Virtual Reality, and Immersive Experiences
Contents of Topic 7:
• Fundamentals of augmented reality.
• Applications in communication and documentation.
• Usability in immersive experiences.
• Fundamental concepts of virtual reality.
• Immersive environments and spatial storytelling.
• Interaction and user experience.

Description of the practical activities for Topic 7:
• Exploration of immersive platforms.
• Documentation of a VR experience.

Topic 8: Accessibility and Usability in Digital Content
Contents of Topic 8:
• Principles of digital accessibility.
• Usability and user experience.
• Regulations and standards.
• Inclusive multimedia design.
• Heuristic evaluation.

Description of the practical activities for Topic 8:
• Accessibility audit of digital content.
• Improvement of documents and multimedia resources through the application of WCAG guidelines.

Topic 9: Integrated Final Project in Digital Content Editing
Contents of Topic 9:
• Multimedia project planning.
• Integration of digital formats.
• Interactive experience design.
• Professional presentation of content.
• Technical documentation and content usage rights.

Description of the practical activities for Topic 9:
• Development of a comprehensive multimedia project.
• Integration of image, text, audio, video, and interactivity.
• Project presentation.

Educational activities *

Student workload in hours by lesson		Lectures	Practical activities				Monitoring activity	Homework
Lesson	Total	L	HI	LAB	COM	SEM	SGT	PS
1	14	2			2			10
2	15	2			3			10
3	17	2			5			10
4	17	2			5			10
5	17	2			5			10
6	17	2			5			10
7	17	2			5			10
8	17	2			5			10
9	17	2			5			10

Assessment	2	2						
TOTAL	150	20			40			90

L: Lectures (85 students)
HI: Hospital internships (7 students)
LAB: Laboratory or field practices (15 students)
COM: Computer room or language laboratory practices (20 students)
SEM: Problem classes or seminars or case studies (40 students)
SGT: Scheduled group tutorials (educational monitoring, ECTS type tutorials)
PS: Personal study, individual or group work and reading of bibliography

Teaching Methodologies

1.Lecture-based teaching. Presentation of course content by the instructor.
2.Application of theoretical knowledge through practical activities carried out in different contexts (laboratories, computer rooms, technical visits to institutions, and other learning environments).
3. Development, writing, and analysis, individually or in groups, of assignments, reports, exercises, problems, and case studies on theoretical and practical content and techniques related to the subject area.

Assessment systems

Students may choose between two assessment methods: continuous assessment or global assessment.
Continuous assessment will be the default option assigned to students. Those who wish to opt for the global assessment system must expressly request it during the first quarter of the teaching period of the course, using the designated space available on the Virtual Campus. If no request is submitted, the student will automatically remain in the continuous assessment system.

Continuous Assessment Method

Continuous assessment is intended for students who regularly attend classes and complete the activities proposed throughout the semester. In order to be assessed under this system, students must meet two basic requirements:

1. Attend at least 80% of the classes.
2. Submit all assignments, practical activities, and assessment tasks within the established deadlines.

The final grade will be calculated as follows:
Final grade = 60% practical activities/assignments + 40% final exam
Practical activities, assignments, and active participation will account for 60% of the final grade. Passing all practical activities is compulsory in order to pass the course.
The final exam will account for 40% of the final grade. It will consist of a written examination including theoretical and practical contents related to the subject. To pass the course, it is necessary to obtain a minimum grade of **5 out of 10** on the final exam. This requirement is intended to ensure the acquisition of the course's essential learning outcomes. If this minimum grade is not achieved, the course cannot be passed, even if the weighted average including the other assessment activities is equal to or greater than 5.0.Therefore, to pass through continuous assessment, students must simultaneously meet the following two conditions:
Passed practical activities + Passed final exam = Final average grade calculated
If the student fails the final exam, the continuous assessment grade will not be averaged. In this case, the final grade will be the mark obtained in the exam.
If the student has not passed all practical activities, the exam grade will not be averaged either. In this case, the final grade may not exceed 4 out of 10.
The continuous assessment grade will only be retained for students who obtain a mark higher than 5 in the practical activities. This grade will only be valid during the examination sessions of the same academic year.

Students who fail the practical activities or do not submit them must complete a comprehensive practical assignment in subsequent examination sessions. This assignment will continue to account for 60% of the final grade.
Practical activities may be retaken both in the ordinary and extraordinary examination sessions.

Global Assessment Method

Global assessment consists of a single final examination, taken in person and recoverable in the extraordinary examination session. This assessment includes two compulsory parts:

- Written examination: 80%
- Practical computer-based examination: 20%

The written examination will account for 80% of the final grade. It will cover the entire syllabus of the course.
The practical computer-based examination will account for 20% of the final grade. It will consist of practical exercises carried out in the computer laboratory, related to the same contents addressed in the practical activities of the continuous assessment system.
To pass through global assessment, students must obtain at least 5 out of 10 in each of the two parts:

- Written examination ≥ 5
- Practical examination ≥ 5

In addition, the practical examination will consist of several exercises. Each exercise must be completed individually and receive a grade higher than 0. If any practical exercise receives a grade of 0, the final grade may not exceed 4 out of 10.
If the student does not achieve the minimum grade of 5 in either the written examination or the practical examination, the final grade may not exceed 4 out of 10.
Taking any part of the global assessment, whether the written examination or any exercise included in the practical examination, implies receiving a numerical grade and therefore using the corresponding examination session.
In the extraordinary examination session, since it consists of a single comprehensive assessment, students must retake the entire examination, including both the written and the practical parts, even if one of them had previously been passed.

Bibliography (basic and complementary)

Holland, R. T. (2026). Clipchamp user guide: How to create polished videos for YouTube, social media, and work. BookRix.
Kerlow, I. V. (2009). The art of 3D computer animation and effects (4th ed.). Wiley.
Marzal Felici, J., & Casero Ripollés, A. (2018). Introducción a la comunicación audiovisual. Tirant Humanidades.
Nielsen, J., & Loranger, H. (2007). Usabilidad web: Diseño de sitios web usables. Anaya Multimedia.
Olsen, O. S. (2009). GIMP 2.6 for photographers: Image editing with open source software. Rocky Nook.
Peck, A. (2006). Beginning GIMP: From novice to professional. Apress.
Rodríguez Bravo, Á. (2011). Producción y realización en medios audiovisuales. Síntesis.
Sherman, W. R., & Craig, A. B. (2018). Understanding virtual reality: Interface, application, and design (2nd ed.). Morgan Kaufmann.

Other resources and complementary educational materials

The course has a dedicated classroom on the Virtual Campus of the University of Extremadura, where the main digital resources (topics, presentations, quizzes, practical case studies, etc.) required for the proper follow-up of the course are available.