CEU | Universidad San Pablo

ARCHITECTURE

COMPUTER ENGINEERING

TELECOMMUNICATION SYSTEMS ENGINEERING

BIOMEDICAL ENGINEERING

THE PLACE TO "BE"

ACADEMIC YEAR
2019-2020

TO **BE** THE BEST
PROFESSIONAL
THAT I CAN **BE**

TO **BE** A PERSON
OF **PRINCIPLE**

THE
PLACE
TO "**BE**"

Universidad CEU San Pablo

THE PLACE TO BE

Universidad CEU San Pablo

THE PLACE TO BE

Education should not only be about the chosen field of study (Social, Experimental, Health Sciences, etc.). It should be more **comprehensive**: all training should be **professionally empowering** and **allow us to grow as a person**. In order to achieve this, at Universidad CEU San Pablo we give our students solid values, which are based on Christian Humanism.

These pillars have allowed Universidad CEU San Pablo to set the standards of higher education. Today, many of our alumni are some of the most qualified and recognized professionals of our country, and are now sharing the school's values and spirit.

For these reasons, we hope and trust that, when you choose **what you want to be and the best School to get you there**, you will decide on Universidad CEU San Pablo. We look forward to starting this journey with you, being there for you along the way, and taking you to the finish line.

80+
YEARS TEACHING
HIGHER EDUCATION

A PRESTIGIOUS
FACULTY

INTERNATIONALLY
DRIVEN

CORPORATE
DRIVEN

TEACHING
VALUES

THE INSTITUTE OF TECHNOLOGY

Since it was founded, the **Institute of Technology** has placed the utmost importance in providing high-quality education based on a rigorous scientific training, both theoretical and practical.

We are committed to a **comprehensive experience** to meet the current society's demands. Students will be able to benefit from **bilingual degrees**, where applicable, **study-abroad programs** at some of the best universities in the world, and **professional internships**, thanks to the hundreds of agreements we have with third-party companies and institutions.

Our Bachelor's Degree in Architecture has received the **Substantial Equivalency from the NAAB** (National Architectural Accrediting Board).

The School has some of the most **advanced facilities and equipment** at our students' disposal, including laboratories (digital fabrication, 3D printing, materials, assistive devices, computing networks, biomedical supplies, electronics, software development, etc.), the dissertation's workshop, and life drawing and shapes' analysis.
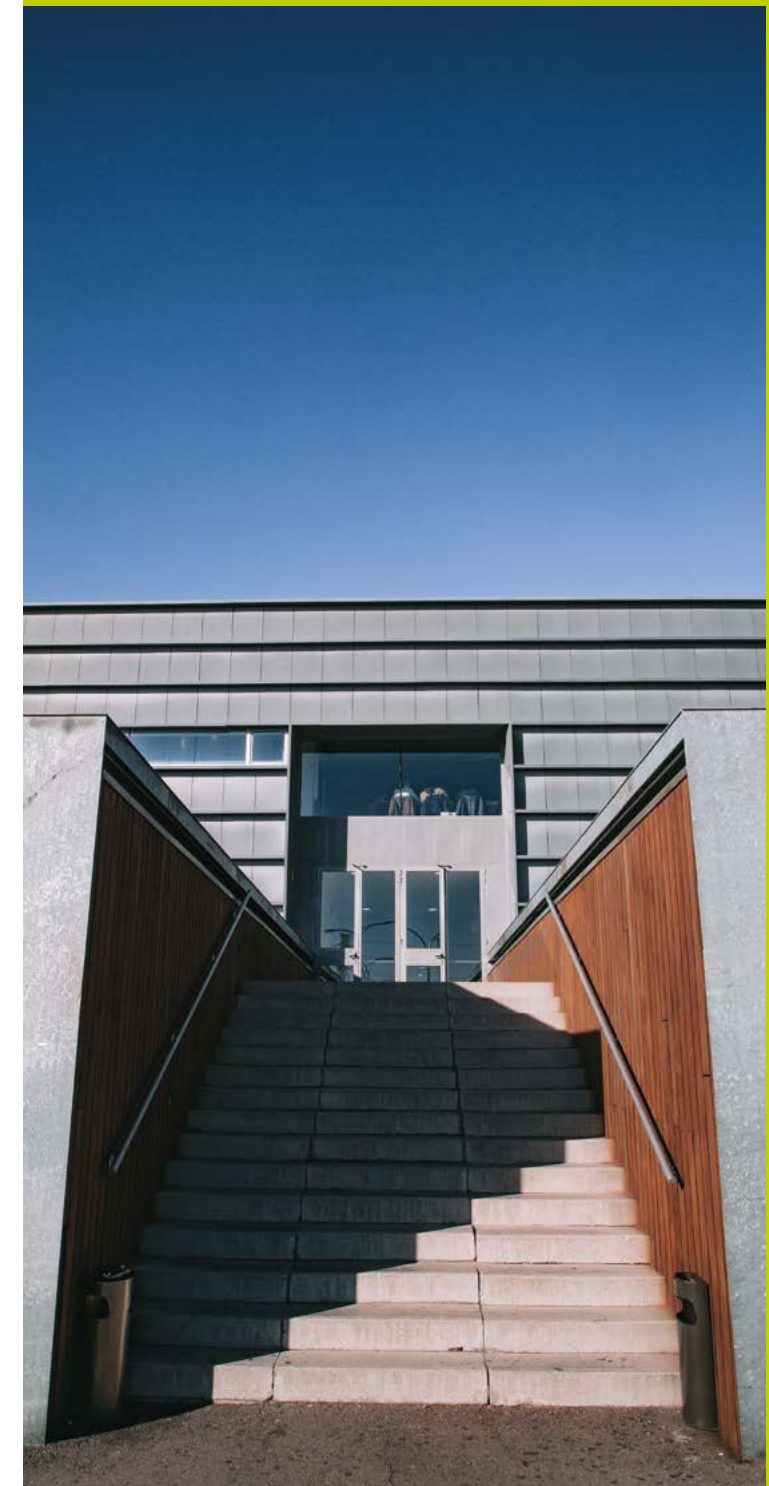
10 REASONS
TO STUDY AT UNIVERSIDAD CEU SAN PABLO

01
TRADITION

More than 80 years of experience.

02
QUALITY

Our study plans are carefully designed to ensure rigorous learning, demanding classes, and the highest teaching requirements.

03
RESEARCH

We allot a great portion of our resources to projects seeking to improve real problems in today's world.

04
SCHOLARSHIPS AND FINANCIAL AID

Our university tops the list, among private Schools in Spain, for the number of scholarships granted to students.

05
SCHOOL LIFE

In addition to our academic offer, Universidad CEU San Pablo offers many opportunities to participate in various activities that enrich and complement your school life.

06
INTERNATIONALLY DRIVEN

Students have access to the most prestigious universities in the world with international and bilingual degrees, programs and internships abroad, our Summer University, and international guest professors.

07
FACULTY

Our top-of-the-line team includes more than 550 PhDs. All of our professors are highly experienced professionals and researchers.

08
INTERNSHIPS AND CAREER PROSPECTS

We require and facilitate that our students complete internships before graduating to ensure that they learn the necessary skills to establish a career in the real world.

09
GRADUATE AND POSTGRADUATE PROGRAMS

Our PhD programs meet the highest quality standards, as certified by the Spanish National Agency for Quality Assessment and Accreditation (ANECA). We also offer more than 46 master's programs for those seeking to become specialized.

10
OUR FACILITIES

Students can enjoy state-of-the-art facilities and equipment, which is available to them any time.

INTERNSHIPS AND JOBS

In recent years, **92%** of Universidad CEU San Pablo undergrad students have been able to **join the work force** shortly after graduation, with the percentage rising to **94%** for graduate and postgraduate students.

These impressive numbers can be explained by our close ties to the professional world, the internships we offer at top-notch companies (more than **8,000 internship agreements**), and our individual career orientation services.

These are just some of the companies at which our **Institute of Technology** students may complete an internship:

92%+
EMPLOYABILITY RATES
FOR UNDERGRAD STUDENTS

94%+
EMPLOYABILITY RATES
FOR GRAD STUDENTS

8,000+
INTERNSHIP
AGREEMENTS

BILFINGER

COAM | COLEGIO OFICIAL ARQUITECTOS DE MADRID

Deloitte.

EY — Building a better working world

GE

Grant Thornton

IKEA

JLL

KPMG

LAFARGE

LEROY MERLIN

pwc

SAP

Schindler

vodafone

CAREER ORIENTATION SERVICES

We want to be part of every step of the journey our students and alumni take when shaping their career. We provide professional orientation services not only for the immediate future but also long term.

PROPRIETARY DEGREE IN VALUES AND LEADERSHIP

We believe in comprehensive education and training. Therefore, we offer a **Proprietary Degree in Values and Leadership**.

This initiative, first in Spain, promotes the development of social skills and abilities for leadership, teamwork, persuasive communication, decision-making, change management, and the development of transversal vision and relations.

5,500+
OFFERED
INTERNSHIPS
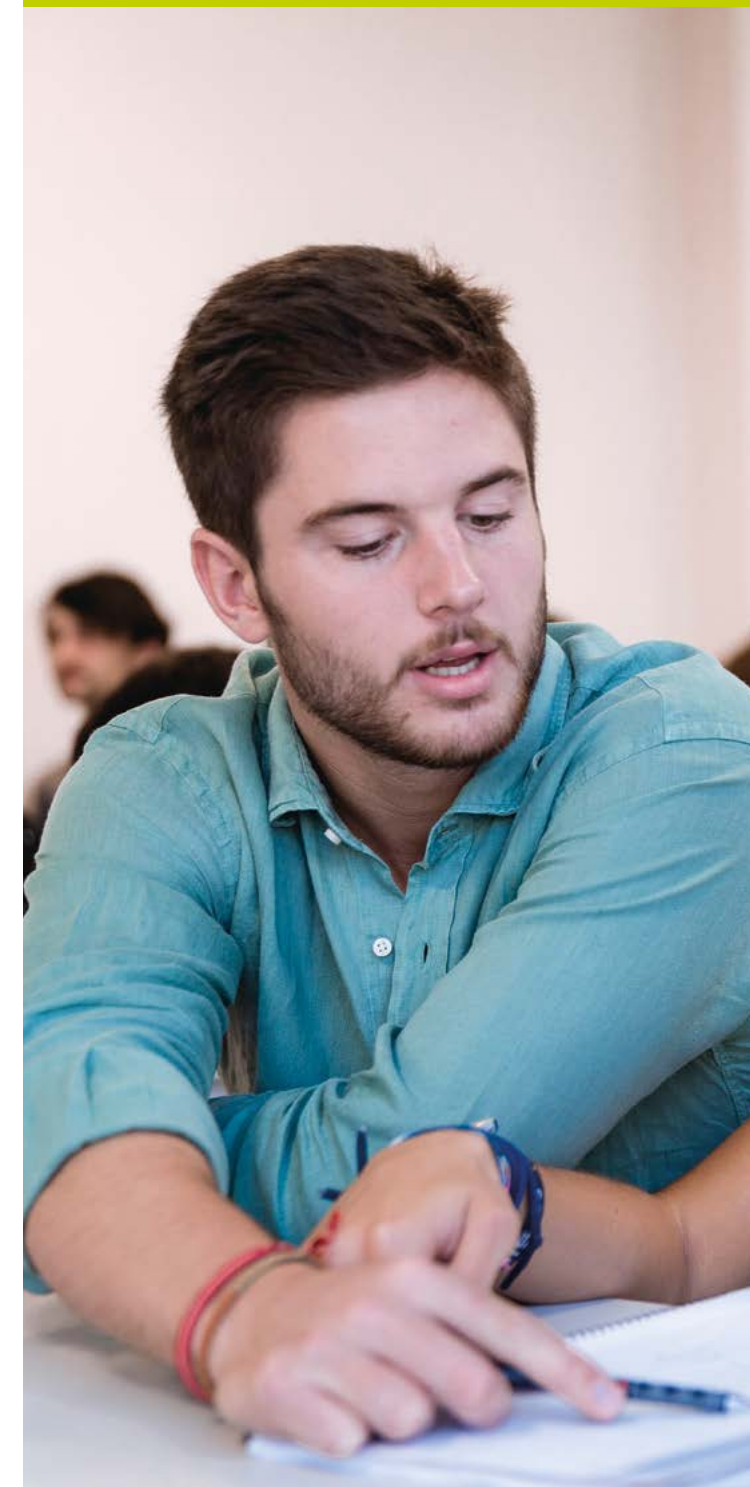
CORPORATE DRIVEN

One of our main goals is to offer our students an innovative education that helps set them apart, reach their full potential, and be ready for the professional world.

We are continuously making efforts to stay ahead of the curve with our academic offer and to bring our students new tools that have not only been designed to increase their employability, but also to set them apart in their fields and in society.

ADVANCED TECHNOLOGICAL TRAINING

Alongside tech giants, such as **Oracle, Cisco,** and **Google**, our study plans incorporate advanced technological training, second to none, so that students develop the most sought-after skills.

Students receive a solid education which prepares them for the future and is designed to leverage the potential of new technologies. The training gives them all the necessary knowledge and tools to obtain internationally recognized official certifications from the top technological companies.

Meanwhile, the academic catalog of the **Institute of Technology** includes advanced training in networks and connectivity, database management, security, Java programming, and analytic management. This specialized training is designed to facilitate the transition into the job market.

ORACLE®

CISCO

Google

INTERNATIONALLY DRIVEN

STUDY-ABROAD PROGRAMS

The new challenges of an increasingly globalized world are today's reality, that is why Universidad CEU San Pablo has **more than 350 international agreements**.

Thanks to these programs, including the Erasmus+ Program, students could potentially enroll in **several study-abroad options** during their Bachelor's degree.

Visit **www.uspceu.com** for a list of all places where you may complete your degree.

350+
INTERNATIONAL **AGREEMENTS**

LANGUAGE DRIVEN

In addition to offering most Bachelor's Degrees with bilingual or English-only options, the University has collaboration agreements in place with the **British Council** and the **Goethe Institut**, enabling students to perfect their command of the English and German languages.

BRITISH COUNCIL

GOETHE-INSTITUT

ENGLISH-ONLY AND BILINGUAL BACHELOR'S DEGREES **FOR STUDENTS OF THE INSTITUTE OF TECHNOLOGY**

Internationalization is all about **expanding horizons and having a globalized vision of the world**. At Universidad CEU San Pablo you will have the chance of completing your degree in one of two modes: **bilingual (English-Spanish)** or **English-only**:

- Architecture (English-only)
- Biomedical Engineering (Bilingual)
- Biomedical Engineering + Telecommunication Systems Engineering (Bilingual)

Bilingual Degrees: Some credit units are taught in Spanish and others in English.
English: At least 90% of credit units are taught in English.
English-only: 100% of credit units are taught in English.

ACADEMIC OFFER
2019-2020

INSTITUTE OF TECHNOLOGY

BACHELOR'S DEGREES AND DOUBLE BACHELOR'S DEGREES+:

- Architecture SP | EN
- Biomedical Engineering BI
- Computer Engineering* SP
- Telecommunication Systems Engineering SP
- Biomedical Engineering + Telecommunication Systems Engineering BI
- Telecommunication Systems Engineering + Computer Engineering* SP
- Computer Engineering* + Business Administration and Management SP

PROPRIETARY DEGREES:

- Virtual Reality with PlayStation SP +
- BIM Management SP
- Energy Efficiency and Sustainability in Building SP
- Digital Fabrication for Architecture SP
- Somatic Science Applied to Architecture and Landscaping SP
- Improvisation Applied to Projects SP

+ All Bachelor's Degrees and Double Bachelor's Degrees of the Institute of Technology are eligible for completion along with the **Proprietary Degree in Virtual Reality with PlayStation**

SP - *Spanish. 100% of credit units are taught in Spanish.*

EN - *English. 100% of credit units are taught in English.*

BI - *Bilingual. Some credit units are taught in Spanish and others in English.*

*Information Systems Engineering

STUDY
PLANS

BACHELOR'S DEGREE IN ARCHITECTURE

+ PROPRIETARY DEGREE IN VIRTUAL REALITY WITH PLAYSTATION

FEATURES

Language Options:

☑ Spanish ☑ English ☐ Bilingual

English: 100% of credit units are taught in English.

Objectives:

• Encouraging creative thinking and having students learn about key fields of the industry, including graphic design, sustainability, urban design, construction, infrastructures and facilities, etc. Our program has been recognized by the National Architectural Accrediting Board (NAAB).*

• Preparing students for the international market.

• Offering proprietary specializations.

*Universidad CEU San Pablo has received the Substantial Equivalency from the National Architectural Accrediting Board for the following professional degree program: "Degree in Architecture – 2015"

Virtual Reality with Playstation:

This Bachelor's Degree is eligible for supplementation with the Proprietary Degree in Virtual Reality with PlayStation. More information on page 36.

Language:

The Bachelor's Degree in Architecture is also available in English only, with all classes being taught in that language.

CAREER PROSPECTS

• Design, monitoring and management of building projects

• Design, monitoring and management of urban planning projects

• Restoration, rehabilitation, maintenance of building and urban projects

• Management of construction companies and real estate agencies

• Management of historical heritage restoration and rehabilitation

• Interior, industrial and graphic design and digital fabrication

• Urban, infrastructure and equipment planning and management

• Monitoring, management and technical assistance of building and urban projects (construction, structures and building facilities, energy efficiency assessment and improvement, and building sustainability)

• Real estate management

• Legal architecture and expert consulting

• Building and public construction safety and health

• Landscape architecture and the environment

• Architectural graphic design

• Virtual architecture

First Year

Architectural Form Analysis I	6
Descriptive Geometry I	6
Introduction to Architecture	6
Fundamentals of Mathematics in Architecture I	3
Fundamentals of Physics in Architecture I	3
Anthropology	6
Architectural Form Analysis II	6
Descriptive Geometry II	6
Architectural Drawing I	6
Fundamentals of Mathematics in Architecture II	3
Fundamentals of Physics in Architecture II	3
History and Society	6
TOTAL ECTS	**60**

Second Year

Architectural Design I	6
Architectural Drawing II	6
Solid Mechanics	6
Construction Materials	6
Urban Theory I	3
History of Architecture I	3
Architectural Design II	6
Drawing and Geometry	3
Fundamentals of Mathematics in Architecture III	6
Structural Systems	6
Urban Theory II	3
History of Architecture II	6
TOTAL ECTS	**60**

Third Year

Architectural Design III	6
Construction Systems I	6
Structural Analysis I	3
Environmental Systems	6
Urban Design I	3
Great Books	6
Architectural Design IV	6
Structural Systems II	6
Structural Analysis II	3
Electrical and Lighting Systems	6
Urban Design II	3
History of Architecture III	6
TOTAL ECTS	**60**

Fourth Year

Architectural Design V	6
Dimensioning of Structures	6
Mechanical Systems	6
Urban Planning I	3
History of Architecture IV	3
Social Doctrine of the Catholic Church	6
Architectural Design VI	6
Building Construction Analysis	6
Foundations	3
Urban Planning II	3
Architectural Composition	6
Modern Language	6
TOTAL ECTS	**60**

Fifth Year

Architectural Design VII	6
Building Construction Design I	6
City and Territorial Planning I	3
Professional Practice in Architecture I	3
Architectural Innovation Workshop	6
Specialization Workshops*	6
Architectural Design VIII	6
Building Construction Design II	3
Design of Building Structures	6
Facilities Design	6
City and Territorial Planning II	3
Professional Practice in Architecture II	6
TOTAL ECTS	**60**

*Specialization Workshops
(students must choose two classes)

Landscape Architecture	3
Ephemeral Architecture	3
Life Drawing	3
Industrial Design	3
Special Structures	3
New Construction Materials	3
Restoration and Representation of Urban Architecture	3
Acoustics in Architecture Workshop	3
Bioclimatic Architecture Workshop	3
Restoration Theory and Techniques	3
Urban Design and Contemporary Urban Spaces	3
Structures IT Workshop	3

DISSERTATION	**30**

ECTS: European Credit Transfer and Accumulation System

BACHELOR'S DEGREE IN BIOMEDICAL ENGINEERING

+ PROPRIETARY DEGREE IN VIRTUAL REALITY WITH PLAYSTATION

FEATURES

Language Options:

☐ Spanish ☐ English ☑ Bilingual

Bilingual: Some credit units are taught in Spanish and others in English.

Objectives:

- Ensuring that students are able to apply the principles of Engineering Design and Analysis to solve biomedical issues, as well as preparing them to be innovators in the biomedical field and to have a career in research.

- Having students participate in real Biomedical Engineering projects so they gain experience.

Professional Skills:

Advanced technological skills training alongside Google, Cisco, and Oracle.

Virtual Reality with PlayStation:

This Bachelor's Degree is eligible for supplementation with the Proprietary Degree in Virtual Reality with PlayStation. More information on page 36.

Language Options:

The Bachelor's Degree in Biomedical Engineering is offered only in bilingual mode (English-Spanish), with a progressive approach to the learning of a foreign language and the option to participate in a study-abroad program for at least one semester in some of the best universities in the world.

CAREER PROSPECTS

- Design of diagnostic, monitoring, imaging, and treatment equipment

- Design of robotic prostheses and computer-assisted surgical equipment

- Design of biomedical technology

- Design of health care technological equipment

- Analysis of pharmaceutical, biotechnological, and/or clinical data

- Working at clinical engineering departments at hospitals

- Working at universities and research institutes' labs

- Technological evaluation and transfer of medical equipment

- Technical support for health care companies

- Research and teaching at universities

- Entrepreneurship

Double Bachelor's Degrees:

This Degree can be completed in five years simultaneously with the following:

- Telecommunication Systems Engineering

First Year

Mathematical Foundations of Biomedical Engineering I	6
Mathematical Foundations of Biomedical Engineering II	6
Programming	6
English	6
Chemistry	6
Waves, Electrostatics and Thermodynamics	6
History and Society	6
Algorithms and Data Structures	6
Mathematical Foundations of Biomedical Engineering III	6
Fundamentals of Biology	6
TOTAL ECTS	**60**

Second Year

Dynamical Systems in Biomedical Engineering	6
Electromagnetism and Optics	6
Biostatistics I	6
Biochemistry and Molecular Biology	6
Circuit Theory	6
Signals and Systems	6
Histophysiology	6
Digital Electronics	6
Anatomy and Physiology	6
Databases	6
TOTAL ECTS	**60**

Third Year

Biostatistics II	6
Digital Systems	6
Random Signals	6
Digital Signal Processing	6
Projects in Biomedical Engineering I	6
Numerical Methods in Biomedical Engineering	5
Imaging Techniques in Biomedicine	3
Pathophysiology and General Pathology	7
Digital Image Processing	6
Computer Architecture and Operating Systems	6
Projects in Biomedical Engineering II	3
TOTAL ECTS	**60**

Fourth Year

Genomics and Proteomics	6
Telemedicine	3
Biomedical Instrumentation	3
Systems Biology	3
Projects in Biomedical Engineering III	3
Social Doctrine of the Catholic Church	6
Bioinformatics	6
Biomedical Signals	3
Decision Support Systems	4,5
Data Mining in Biomedicine	4,5
Dissertation	12
Internship	6
TOTAL ECTS	**60**

ECTS: European Credit Transfer and Accumulation System

BACHELOR'S DEGREE IN
COMPUTER ENGINEERING*

+ PROPRIETARY DEGREE IN VIRTUAL REALITY WITH PLAYSTATION

FEATURES

CAREER PROSPECTS

Language Options:

☑ Spanish ☐ English ☐ Bilingual

Objectives:

• Preparing our students to become professionals capable of designing, developing, configuring and executing IT systems at different types of companies and institutions.

• Providing them with a training with a clear technical and ICT management focus.

• Setting our students up to succeed in a career with 100% employability rate.

Professional Skills:

Advanced technological skills training alongside Google, Cisco, and Oracle.

Virtual Reality with PlayStation:

This Bachelor's Degree is eligible for supplementation with the Proprietary Degree in Virtual Reality with PlayStation. More information on page 36.

Double Bachelor's Degrees:

This Degree can be completed simultaneously with one of the following:

• Telecommunication Systems Engineering

• Business Administration and Management

• Information Systems management

• Technology management

• Software and information systems engineering

• Management and project heads

• Technology consulting

• Security engineering, consulting, and management

• Software quality assessment

• IT auditing

First Year

Introduction to Computer Science	6
Mathematical Foundations of Computer Science I	6
Physical Foundations of Computer Science I	6
Programming I	6
Fundamentals of Organization of ICT	6
Mathematical Foundations of Computer Science II	6
Physical Foundations of Computer Science II	6
Models of Computation	6
Programming II	6
History and Society	6

TOTAL ECTS   **60**

Second Year

Computer Networks I	6
Computer Architecture	6
Methodology and Technology of Programming	6
Statistics	6
Databases I	6
Computer Networks II	6
Databases II	6
Operating Systems	6
Analysis of Financial Statements	6
Human Resources in ICT Companies	6

TOTAL ECTS   **60**

Third Year

Software Engineering	6
Artificial Intelligence and Knowledge Engineering	6
Information Systems in Business I	6
Information Systems Infrastructures	6
Information Systems Projects	6
Programming in Distributed Environments	6
Information Systems Management	6
Operations Management of ICT Companies	6
Information Systems in Business II	6
Information Systems for Strategic	6

TOTAL ECTS   **60**

Fourth Year

Modern Language	6
Strategy and Business Policy of ICT Companies	6
Web Systems I	6
Cyber Security and Data Protection	6
Social Doctrine of the Catholic Church	6
Web Systems II	6
Financing Management	6
Dissertation	12
Internship	6

TOTAL ECTS   **60**

ECTS: European Credit Transfer and Accumulation System

BACHELOR'S DEGREE IN TELECOMMUNICATION SYSTEMS ENGINEERING

+ PROPRIETARY DEGREE IN VIRTUAL REALITY WITH PLAYSTATION

FEATURES

Language Options:

☑ Spanish   ☐ English   ☐ Bilingual

Objectives:

• Providing scientific, technical, and socioeconomic training for the development, application, and evolution of telecommunications technologies, including mobile devices.

• Exposing students to real-life ICT situations through ample practice.

• Providing students with a solid background in math and physics that, along with the many other disciplines of this degree (electronics, signal theory, electromagnetism, computation...) will set them apart in many fields, even in those not necessarily connected to telecommunications directly.

• Guaranteeing that, upon graduation, our alumni are well prepared for a job market that currently has a 100% employability rate.

Professional Skills:

Advanced technological skills training alongside Google, Cisco, and Oracle.

Virtual Reality with PlayStation:

This Bachelor's Degree is eligible for supplementation with the Proprietary Degree in Virtual Reality with PlayStation. More information on page 36.

CAREER PROSPECTS

• Management and development of ICT in equipment manufacturing companies

• Management and project development for telecom operators

• Management and project development for consulting companies

• Management, engineering, network and systems administration in ICT departments

• Sales engineering (pre-sales and post-sales roles)

• Research, development and innovation at private companies

• Engineering in ICT infrastructure projects (for buildings, court-mandated appraisals, etc.)

• Access to Civil Service exams

• Entrepreneurship (business initiatives, sometimes conceived in the School)

• Research and teaching at universities

• Development of engineering projects in the fields of electronics, signal theory, computation, physics and mathematics

Double Bachelor's Degrees:

This Degree can be completed in five years simultaneously with the following:

• Biomedical Engineering

• Information Systems Engineering

First Year

Algebra	6
Advanced Mathematics	6
Calculus	6
Electrical and Electronic Circuits	6
History and Society	6
Physics	6
Information for Engineering	6
Introduction to Telecommunication Engineering	6
Programming I	6
Programming II	6

TOTAL ECTS   60

Second Year

Fields and Waves	6
Analog Communications	6
Economy and Business Organization	6
Electronics I	6
Communication Networks	6
Company Networks	6
Random Signals	6
Telecommunication Systems	6
Linear Systems	6
Operating Systems	6

TOTAL ECTS   60

Third Year

Electronics II	6
Digital Communications	6
Telecommunications Infrastructures	6
Network Interconnection	6
Modern Language	6
Network Programming	6
Radio Communications	6
Radio Frequency Technology	6
Processing of Information in Distributed Systems	6
Multimedia Signal Processing	6

TOTAL ECTS   60

Fourth Year

Social Doctrine of the Catholic Church	6
Network and Services Management	6
Internship	6
Projects, Policy and Regulation	6
Telecommunication Services	6
Radio Communication Systems	6
Multimedia Systems	6
Photonic Technologies	6
Dissertation	12

TOTAL ECTS   60

ECTS: European Credit Transfer and Accumulation System

DOUBLE BACHELOR'S DEGREE IN BIOMEDICAL ENGINEERING + TELECOMMUNICATION SYSTEMS ENGINEERING

+ PROPRIETARY DEGREE IN VIRTUAL REALITY WITH PLAYSTATION

FEATURES

Language Options:

☐ Spanish   ☐ English   ☑ Bilingual

Bilingual: Some credit units are taught in Spanish and others in English.

Objectives:

- Providing students with a comprehensive education that will enable them to apply the principles of biomedical and telecommunications engineering.

- Exploring the convergence points of these two Engineering degrees, such as in the fields of electronics, signal processing and computing; as well as other fields where they complement each other such as patient telemonitorization, teleassistance, telehealth, medical record management, etc.

Professional Skills:

Advanced technological skills training alongside Google, Cisco, and Oracle.

Language Options:

The Bachelor's Degree in Biomedical Engineering is offered only in bilingual mode (English-Spanish), with a progressive approach to the learning of a foreign language and the option to participate in a study-abroad program for at least one semester in some of the best universities in the world.

CAREER PROSPECTS

- Project Manager for technological systems and equipment, especially in the field of biomedical technology
- Hardware Developer (robotic prostheses and computer-assisted surgical equipment)
- Network Engineer
- Medical Equipment Engineer (diagnostic, monitoring, and treatment equipment)
- Telecommunications Systems Auditor and Consultant
- Researcher at educational and medical institutions
- Expert in the assessment and transfer of technological medical equipment
- Expert in certifying technological equipment, particularly medical
- ICT Project Manager
- Software Developer (medical and telecommunications' equipment)
- Technical Manager at ICT and biomedical companies
- Research and teaching at universities
- Entrepreneur

Virtual Reality with PlayStation:

This Bachelor's Degree is eligible for supplementation with the Proprietary Degree in Virtual Reality with PlayStation. More information on page 36.

First Year

Algebra	6
Calculus	6
Programming	6
Introduction to Telecommunication Engineering	6
English	6
Chemistry	6
Algorithms and Data Structures	6
Fundamentals of Biology	6
Waves, Electrostatics and Thermodynamics	6
Advanced Mathematics	6
History and Society	6
Electric and Electronic Circuits	6

TOTAL ECTS	**72**

Second Year

Electromagnetism and Optics	6
Dynamical Systems in Biomedical Engineering	6
Biochemistry and Molecular Biology	6
Biostatistics I	6
Linear Systems	6
Fields and Waves	6
Histophysiology	6
Anatomy and Physiology	6
Analog Communications	6
Telecommunication Systems	6
Digital Electronics	6
Databases	6

TOTAL ECTS	**72**

Third Year

Digital Signal Processing	6
Digital Systems	6
Communication Networks	6
Company Networks	6
Random Signals	6
Biostatistics II	6
Pathophysiology and General Pathology	7
Radio Communications	6
Telecommunications Infrastructures	6
Radio Frequency Technology	6
Economy and Business Organization	6

TOTAL ECTS	**67**

Fourth Year

Projects, Policy and Regulation	6
Network Interconnection	6
Digital Communications	6
Photonic Technologies	6
Telecommunication Services	6
Radio Communication Systems	6
Network and Services Management	6
Numerical Methods in Biomedical Engineering	5
Imaging Techniques in Biomedicine	3
Digital Image Processing	6
Computer Architecture and Operating Systems	6
Projects in Biomedical Engineering II	3
Network Programming	6
Internship (TSE)	6

TOTAL ECTS	**77**

Fifth Year

Genomics and Proteomics	6
Biomedical Instrumentation	3
Systems Biology	3
Telemedicine	3
Projects in Biomedical Engineering III	3
Bioinformatics	6
Social Doctrine of the Catholic Church	6
Dissertation (TSE)	12
Internship (BME)	6
Biomedical Signals	3
Decision Support Systems	4,5
Data Mining in Biomedicine	4,5
Dissertation (BME)	12

TOTAL ECTS	**72**

ECTS: European Credit Transfer and Accumulation System

DOUBLE BACHELOR'S DEGREE IN TELECOMMUNICATION SYSTEMS ENGINEERING + COMPUTER ENGINEERING*

+ PROPRIETARY DEGREE IN VIRTUAL REALITY WITH PLAYSTATION

FEATURES

CAREER PROSPECTS

Language Options:

☑ Spanish ☐ English ☐ Bilingual

Objectives:

- Offering a second to none education that will prepare our students to hold high-up positions in the ICT field.

- Exploring the convergence points of these two Engineering degrees, such as in the fields of electronics and computation, so that our students can become elite professionals with a solid foundation upon which they can build a career, and be ready to face any challenge, present or future, of a highly digitalized society.

- Combining excellent technical knowledge and skills with the theoretical background and competencies of business management.

Professional Skills:

Advanced technological skills training alongside Google, Cisco, and Oracle.

Virtual Reality with PlayStation:

This Bachelor's Degree is eligible for supplementation with the Proprietary Degree in Virtual Reality with PlayStation. More information on page 36.

- In addition to the career prospects for each of these degrees (Telecommunication Systems Engineering and Computer Engineering), graduates will be highly competitive in higher level positions for technical jobs at technological companies.

- Their acquired knowledge and skills will enable them to manage large systems, make high-level decisions, and develop advanced projects in any ICT environment.

First Year

Introduction to Telecommunication Engineering	6
Computer Science for Engineering	6
Mathematical Foundations of Computer Science I	6
Algebra	6
Calculus	6
Programming I	6
Programming II	6
Models of Computation	6
Advanced Mathematics	6
Physics	6
Electric and Electronic Circuits	6
History and Society	6

TOTAL ECTS	**72**

Second Year

Random Signals	6
Linear Systems	6
Fields and Waves	6
Communication Networks	6
Computer Architecture	6
Methodology and Technology of Programming	6
Databases I	6
Operating Systems	6
Databases II	6
Electronics I	6
Analog Communications	6
Telecommunication Systems	6
Company Networks	6

TOTAL ECTS	**78**

Third Year

Electronics II	6
Digital Communications	6
Radio Communications	6
Network Interconnection	6
Fundamentals of Organization of ICT	6
Human Resources in ICT Companies	6
Artificial Intelligence and Knowledge Engineering	6
Programming in Distributed Environments	6
Information Systems Infrastructures	6
Analysis of Financial Statements	6
Multimedia Signal Processing	6
Radio Frequency Technology	6
Telecommunications Infrastructures	6

TOTAL ECTS	**78**

Fourth Year

Radio Communication Systems	6
Sistemas Multimedia	6
Photonic Technologies	6
Telecommunication Services	6
Social Doctrine of the Catholic Church	6
Modern Language	6
Information Systems Management	6
Operations Management of ICT Companies	6
Network and Services Management	6
Projects, Policy and Regulation	6
Dissertation (TSE)	12
Internship (TSE)	6

TOTAL ECTS	**78**

Fifth Year

Information Systems in Business I	6
Software Engineering	6
Financing Management	6
Web Systems I	6
Cyber Security and Data Protection	6
Information Systems in Business II	6
Information Systems for Strategic Management	6
Web Systems II	6
Strategy and Business Policy of ICT Companies	6
Dissertation (ISE)	12
Internship (ISE)	6

TOTAL ECTS	**72**

ECTS: European Credit Transfer and Accumulation System

DOUBLE BACHELOR'S DEGREE IN COMPUTER ENGINEERING* + BUSINESS ADMINISTRATION AND MANAGEMENT

+ PROPRIETARY DEGREE IN VIRTUAL REALITY WITH PLAYSTATION

FEATURES

Language Options:

☑ Spanish   ☐ English   ☐ Bilingual

Objectives:

• Providing an education that combines economic and business-related knowledge and the study of information technology.

• Broadening the students' views while deepening their understanding of how organizations work and can be influenced by their information systems' design.

Professional Skills:

Advanced technological skills training alongside Google, Cisco, and Oracle.

Realidad Virtual con PlayStation:

This Bachelor's Degree is eligible for supplementation with the Proprietary Degree in Virtual Reality with PlayStation. More information on page 36.

CAREER PROSPECTS

• In addition to the career prospects of each Degree (ISE and BAaM), alumni from this Double Bachelor's Degree will be specifically qualified for management and strategic roles in technological companies. Students will learn leadership and entrepreneurial skills.

First Year

Introduction to Computer Science	6
Mathematical Foundations of Computer Science I	6
Physical Foundations of Computer Science I	6
Programming I	6
Fundamentals of Business Management	6
Economic Theory I	6
Mathematical Foundations of Computer Science II	6
Physical Foundations of Computer Science II	6
Fundamentals of Marketing	6
Programming II	6
Introduction to Financial Accounting	6
Economic Theory II	6

TOTAL ECTS 72

Second Year

Models of Computation	6
Computer Architecture	6
Methodology and Technology of Programming	6
Statistics	6
Databases I	6
Business Organization and Management I	6
Financial Accounting	6
Macroeconomic and Monetary Theory	6
World Economy and International Markets	6
Databases II	6
Cost Accounting	6
Business Organization and Management II	6
Operating Systems	6

TOTAL ECTS 78

Third Year

Computer Networks I	6
Artificial Intelligence and Knowledge Engineering	6
Information Systems in Business I	6
Information Systems Infrastructures	6
Financial Operations	6
Information Systems Management	6
Business Operations Management	6
History and Society	6
Computer Networks II	6
Information Systems in Business II	6
Information Systems Management	6
Business Ethics and Deontology	6
Political Economy	6

TOTAL ECTS 78

Fourth Year

Web Systems I	6
Modern Language	6
Social Doctrine of the Catholic Church	6
Financial Management	6
Programming in Distributed Environments	6
Cyber Security and Data Protection	6
Business Policy	6
Web Systems II	6
Software Engineering	6
Analysis of Financial Statements	6
Dissertation (ISE)	12
Internship (ISE)	6

TOTAL ECTS 78

Fifth Year

Statistics and Econometrics for Business	9
Commercial Administration and Management	9
Corporate Finance	6
Economic History	6
Human Resources Management	6
Spanish Tax System I	6
Business Strategy	6
Financial Instruments	6
Business Law	6
Spanish Tax System II	6
Dissertation (BAaM)	6
Internship (BAaM)	12

TOTAL ECTS 84

ECTS: European Credit Transfer and Accumulation System

PROPRIETARY DEGREE IN
VIRTUAL REALITY WITH PlayStation.VR

(Only Degrees from the Institute of Technology are eligible for supplementation with this Proprietary Degree)

OBJECTIVES

- Providing our students with the latest training developments, thanks to our agreements with some of the top tech giants. This is the reason why we created the Proprietary Degree in Virtual Reality with PlayStation, a joint effort with Sony Interactive Entertainment, pioneer in making advanced virtual reality accessible to the general public. Students from any Bachelor's Degree offered by the Institute of Technology will be eligible to participate in the Virtual Reality program.

- Teaching students the necessary skills to become pioneers in immersive technologies, a field that is expected to grow exponentially over the next few years.

- Students of this Proprietary Degree will be capable of creating a complete virtual reality experience.

With a common portion for all students of any Engineering degree and Architecture, the program includes two specializations corresponding to each of the main roles in creating interactive experiences: development and art. The artistic path is geared towards students of Architecture, since it builds upon their knowledge of drawing, proportions, use of space, and 3D design .

ELIGIBILITY CRITERIA

- For the Development specialization, students must be enrolled in an Engineering Bachelor's Degree at Universidad CEU San Pablo.

- For the Art specialization, students must be enrolled in the Bachelor's Degree in Architecture at Universidad CEU San Pablo.

CAREER PROSPECTS

This Proprietary Degree is an optimal supplement for the students of Engineering Degrees and Architecture who wish to develop their professional careers in the following fields:

- Virtual Reality
- Immersive Technology
- Video game production, design, art creation, and development
- Design of interactive experiences
- Gamification

It is also ideal for those students wanting to apply immersive technologies to their knowledge areas.

CLASSES

Basics of Designing Games and Experiences	3
XR Basics and Platforms	3
Basics and 3D Design and Modeling	6
Basics of Video Game Programming	6
Design for XR	3
Narrative, Level Design, and Systems	3
Advanced Design of Games and Experiences	3
Advanced 3D Design, Modeling, and Animation*	6
3D Spaces and Environments*	6
Advanced Video Game Programming*	6
3D Engines, Performance and Optimization*	6
Project Production and Management	6
Audio Design	3
Group Project	12
TOTAL ECTS	**60**

* Electives

ECTS: European Credit Transfer and Accumulation System

PROPRIETARY DEGREE IN
APPLIED IMPROVISATION TO DESIGN

ABOUT THIS PROPRIETARY

In today's world, adapting to change, quick and effective decision-making skills, innovation, listening skills, and communication are more important than ever.

Improvising requires rigorous and continuous training in all of these skills. Improvising leads to very resolutive professionals, capable of solving virtually any problem under any circumstances. It turns a problem into a creative challenge. It also helps people acquire and enhance their leadership, concentration, creative discipline, and precision skills.

These are key to creative professionals, entrepreneurs, and those having to develop any type of innovative solution.

With our Proprietary Degree in Improvisation Applied to Projects, students will have the necessary training to succeed in various contexts, such as public speaking, negotiations, sales, creative sessions, and people and project management. This training is highly recognized outside our borders, with a giant international network in the field of Applied Improvisation (the Applied Improvisation Network, AIN) and a large presence at prestigious universities such as MIT, University of Washington, and Trinity College, as well as a major companies such as Google, Apple, Pixar, Disney, the Red Cross and even the NBA.

We offer students a supplement to their training that allows them to invest in themselves, being comfortable and successful with uncertainty and with any professional challenges and changes their future may hold.

ELIGIBILITY CRITERIA

Being an former or current student of the Bachelor's Degree in Architecture, Architectural Engineering, Industrial Engineering, or mid- or high-level Bachelor's Degrees (minors or majors) that imply the development of creative projects or any kind.

CAREER PROSPECTS

This Proprietary Degree provides the perfect background for any occupation that deals with project development. And that is a very large field. Some examples include:

- Architectural, engineering, and interior design projects.
- Product, fashion and interior design.
- Business plans and projects.
- Medical and biological projects, in particular the development of clinical trials, presentations, research and patient management.
- Environmental and natural disaster management.

The list goes on. Improvisation is a key tool in the 21st century.

SESSIONS

This is an intensive program. It is condensed into eight sessions carefully scheduled during the academic year with the goal of completion before the start of exams and major projects of the Bachelor's Degree.

All sessions are practical, with a focus on the experience over the theoretical knowledge. In fact, there are no homework assignments or theoretical classes.

Trust: I Trust in You, You Trust in Me	0,25
Listening/Concentration: Nobody Listens Anymore	0,25
Creativity: The Death of Self-Censorship	0,25
Adaptation: Philosophy of "yes and in addition"	0,25
Emotional Connection: A Mistake, an Opportunity	0,25
Presence/Status: Be Unforgettable	0,25
Personal Skills: Conflict Resolution	0,25
Practice/Knowledge Internalization: Here and Now	0,25
TOTAL ECTS	**2**

ECTS: European Credit Transfer and Accumulation System

PROPRIETARY DEGREE IN BIM* MANAGEMENT

*Building Information Modeling

OBJECTIVE

The Proprietary Degree in BIM Management has been conceived with the purpose of enhancing the professional profile of our alumni of Architecture and Engineering Degrees by giving them the tools needed to succeed in the Building Information Modeling work environment. This responds to the demand of private companies and public entities that are in the progress of migrating from obsolete CAD-based digital technologies to BIM-based project management technologies.

The classes for this Proprietary Degree have been elaborated to provide students with tools to support their Bachelor's Degree in Architecture, and are scheduled in a way that they may be able to complete a set amount of credit units per year, with classes building upon the materials that they are covering in their Bachelor's courses.

CAREER PROSPECTS

• BIM management
• Architectural projects: project management and advisory
• Management of urban planning projects
• Restoration, rehabilitation, remodeling, and maintenance of building and urban projects
• Stage design, infrastructures, and exhibitions
• Industrial and furnishing design projects
• Interior, industrial, and graphic design, and digital fabrication
• Teaching and research

ELIGIBILITY CRITERIA

No previous Degree is necessary to complete this Proprietary Degree in BIM Management.

CLASSES

Introduction to Revit	6
Advanced Revit	6
Measurements	3
BIM Manager	3
Digital Fabrication	3
Structures	9
Measurements and Budgets	3
Naviswork	3
Dissertation	3

TOTAL ECTS	**39**

ECTS: European Credit Transfer and Accumulation System

PROPRIETARY DEGREE IN ENERGY EFFICIENCY AND SUSTAINABILITY IN BUILDING

OBJECTIVE

Building design and construction has shifted its focus in recent years toward sustainability.

New building standards and the demands of clients and governments alike require a deep knowledge of Energy Efficiency and Sustainability in Building.

This Proprietary Degree deepens the students' knowledge of what makes a building sustainable, and qualifies architects, designers, and engineers alike to complete building projects which do not exceed a certain use of energy and resources, both during construction and exploitation, and even improve the cities in which they are built.

Students who complete this Proprietary Degree earn a triple diploma: an Energy Certifying Officer diploma, an Energy Efficiency and Sustainability diploma, and the accreditation as "GBCe Expert Certified Evaluator of Building Sustainability", granted by the Green Building Council of Spain (GBCe).

Thanks to this comprehensive program, students will receive quality training in a field with great growth potential currently, and in the near future.

CAREER PROSPECTS

• Bioclimatic and Sustainable Building Design Manager
• Assessment of Building Sustainability, GREEN seal
• Specialization in Energy Certifications
• Consulting and design of near-zero energy buildings (NZEB)
• Design of sustainable urban planning
• Design of high-efficiency lighting systems
• Life cycle assessment of building materials
• Assessment and improvement of building acoustics
• Waste and construction waste management
• Consulting in energy projects

MODULES

Sustainable Urban Design	3
Efficient and Bioclimatic Architecture	3
Efficiency in Lighting and Energy Systems	3
Renewable Energy in Building	3
Building Performance Evaluation and Certification. NZEB.	3
Life-Cycle Assessment of Building Materials	3
The Water Cycle in Buildings	3
Waste Management in Building	3
Sustainable Acoustic Design	3
High-Efficiency Systems and Equipment. Passivhaus	3
Building Assessment for "VERDE NE" certification*	10

TOTAL ECTS	**40**

*Certification from the Green Building Council of Spain

ELIGIBILITY CRITERIA

Being a former or current student of the Bachelor's Degree in Architecture, Building Engineering, Industrial Engineering, or any mid- or high-level (minors and majors) in a construction and energy-related field.

(Up to 18 ECTS can be transferred towards electives' credit units of the Bachelor's Degree in Architecture at CEU).

ECTS: European Credit Transfer and Accumulation System

PROPRIETARY DEGREE IN
DIGITAL FABRICATION

OBJECTIVE

The Proprietary Degree in Digital Fabrication aims to have students exploit the creative potential of computer-assisted design and the latest digital fabrication technologies, such as milling machines, laser cutters, vinyl cutters and 3D printers, when applied to architectural design.

The classes are designed to support the knowledge acquired by our students throughout their Bachelor's Degree in Architecture in order to accommodate the newer technologies being used nowadays for digital modeling and 3D prototyping.

Training future architects in the latest generation technologies is a must if they are going to succeed in the appropriate use of the industry's hardware. That is why the School has FabLab, our digital fabrication lab that will allow them to research new processes and materials and improve their communication and presentation skills by showcasing their architectonic projects.

This program is carried out at the School's Digital Fabrication Lab, which is part of the Center for Bits and Atoms of the Massachusetts Institute of Technology's network of digital fabrication laboratories.

ELIGIBILITY CRITERIA

There are no pre-requisites to complete the Proprietary Degree in Digital Fabrication for Architecture.

CAREER PROSPECTS

- Architectural projects: project management and advisory
- Management of urban planning projects
- Restoration, rehabilitation, remodeling, and maintenance of building and urban projects
- Stage design, infrastructures, and exhibitions
- Industrial and furnishing design projects
- Interior, industrial, and graphic design, and digital fabrication
- Architectural drawing, elevation drawings, infographics, and digital architecture
- Teaching and research

MODULES

Modeling	6
Digital Manufacturing	6
Design and Construction	6
Building Information Modeling	6
Graphic Design	6
Digital Arts and Crafts	6
Interactive Design	6
Structural Design	6
Architectural Restoration	6
Architectural Presentation	6

TOTAL ECTS	**60**

PROPRIETARY DEGREE IN
SOMATIC SCIENCE APPLIED TO
ARCHITECTURE AND LANDSCAPING

OBJECTIVE

Our Proprietary Degree in Somatic Science Applied to Architecture and Landscaping is the first of its kind in Spain.

This Degree has a clear academic and research approach within the framework of the converging points of several fields: Neuroscience, Philosophy, Ecology, Biology, and Architecture and Landscaping, supporting embodied cognition.

The program is taught in collaboration with the Feldenkrais Institute, in Madrid.

INSTITUTO FELDENKRAIS

ELIGIBILITY CRITERIA

There are no prerequisites for this Degree. It is geared particularly toward:

- Architecture students and/or architects
- Art students and/or professionals
- Somatic techniques students and/or professionals.

It is also open to anyone interested in learning about the relationship between body and space and/or landscaping, through perception, philosophy, ecology, neuroscience, embodied cognition, and biology, from an architectural and landscaping point of view. Multidisciplinary students and professionals are welcome.

CAREER PROSPECTS

It is invaluable for those wanting to pursue creative or PhD research studies in any of these fields. It is also paramount to new research avenues in Neuroscience and Architecture, Somatic Science and Space, Imagination, Cognition, and Learning.

CLASSES

Somatic Science Applied to Architecture and Landscaping Lab I	3
Somatic Science Applied to Architecture and Landscaping Lab II	3

TOTAL ECTS	**6**

UNIVERSITY LIFE

The Student Affairs and University Services Office manages extracurricular activities aimed at enriching the school's life.

We would love for you to turn to your hobbies in a university environment and to develop new interests and relationships to complement your education.

EXTRACURRICULAR ACTIVITIES

CULTURAL ACTIVITIES

Gastronomy, theater, music, movies, opera, traveling, debate forums, creativity contests, etc.

🐦 **@CulturalesCEU**

f **@USPCEU.Actividades.Culturales**

SPORTS ACTIVITIES

We host internal competitions and participate in local and national inter-university tournaments.

🐦 **@DeportesUSPCEU**

f **@DeportesUSPCEU**

PASTORAL ACTIVITIES

Open discussion communities, cultural visits, retreats, pilgrimage routes, seminars, debates, etc.

VOLUNTEERING OPPORTUNITIES

Non-profit and awareness campaigns, activities to help those in need, the poor, or marginalized groups.

f **@USPCEU.Voluntariado**

YOUR CAMPUS

FABLAB MADRID CEU

This is the Institute of Technology's Digital Fabrication Laboratory. It is part of the Massachusetts Institute of Technology (MIT) Center for Bits and Atoms' global lab network. It hosts an array of supplemental programs, such as the Fab Academy Program (in collaboration with MIT) and the Proprietary Degree in Digital Fabrication for Architecture.

BIOLAB (BIOENGINEERING LABORATORY)

In this laboratory, students apply the engineering tools and solve health care science problems. It has several ongoing research studies that have already produced several patents and scientific articles. In addition, content about the University, cultural and social activities is shared.

ARCHITECTURAL INNOVATION WORKSHOP

This workshop's purpose is to generate an actual innovative model and to connect the academic community with the business world. Innovative proposals will be evaluated along with their business model for potential deployment.

HABITABILITY AND DEVELOPMENT LABORATORY (HD_LAB)

This is an interdisciplinary team, comprised of students and professors, who cooperate with Makeni University (Sierra Leone).

COMPUTER NETWORK LABORATORY

It hosts equipment similar to that of large companies. Students replicate actual scenarios from such companies with the help of professors who are experts in design, deployment, management, use, and maintenance of computer networks.

SCHOLARSHIPS AND FINANCIAL AID

The Universidad CEU San Pablo Foundation is the private educational entity with the highest amounts allotted for scholarships and financial aid in all of Spain.

Every student's application is considered carefully and individually taking into account their personal situation, as well as their socioeconomic and family circumstances.

A committee is assigned to each application and the aid is distributed according to the needs and circumstances that the student presents.

Our goal is that no student is left out of the Degree they want to pursue due to financial reasons.

Specific criteria can be found in:

www.uspceu.com/becasyayudas

CEU MERIT PROGRAM AND CEU MERIT PROGRAM 100

CEU MERIT PROGRAM 100

This program awards scholarships to students with outstanding GPAs covering all costs of the Bachelor's Degree except enrollment. To be eligible, freshman students are required to have had an "A" (*sobresaliente*, in the Spanish system) average in high school. The scholarship can be renewed annually as long as the student keeps their "A" average.

CEU MERIT PROGRAM

This program awards scholarships covering 65% of the costs of the Bachelor's Degree. To be eligible, a "B" (*notable*, in the Spanish system) average is required. These scholarships also take into consideration the family income and household size (income/household members). The scholarship can be renewed annually as long as the student keeps the required average.

SCHOLARSHIPS FROM THE ASOCIACIÓN CATÓLICA DE PROPAGANDISTAS

The *Asociación Católica de Propagandistas* (Catholic Association of Propagandists, ACdP) will award one **"Padre Ángel Ayala" (Father Angel Ayala) scholarship** to the winner candidate who wishes to complete the Bachelor's Degree in Humanities, and one **"Beato Luis Belda" (Blessed Luis Belda)** to the winner candidate who wishes to complete the Bachelor's Degree in History or Art History. These two scholarships cover 90% of the total costs of the School.

TEACHING-BENEFIT AID

The Universidad CEU San Pablo Foundation, with a mission to support teaching-benefit and social causes, facilitates access to the degrees offered by the Universidad CEU San Pablo to students after taking into consideration their academic performance and their socioeconomic and family situation.

A special committee is appointed by the General Directorate of the Foundation to review all submitted applications and award financial aid according to the needs and circumstances of each applicant. Eligibility criteria remain the same after the initial approval for subsequent years.

PUBLIC AND PRIVATE SCHOLARSHIPS AND FINANCIAL AID

Students from Universidad CEU San Pablo can apply to scholarships and financial aid as regulated by the Royal Decree 1721/2007, dated December 21, and by the Ministerial Decree published yearly by the Ministry of Education, Culture and Sports.

There are similar options offered by the Autonomous Communities and other public and private entities.

SCHOLARSHIPS FOR UNIVERSITY CLASSES AND CHOIR

This scholarship is designed to have permanent choir at the University. The scholarship requires participation in all events where the choir is required by the Universidad CEU San Pablo or the bodies and works of the Asociación Católica de Propagandistas (ACdP), as well as in other artistic events related to the choir activities themselves.

The application process has two screenings: one artistic-vocal, and the other academic. Both screenings must be passed in order to receive this scholarship.

CEU TALENT BRIDGE

The Universidad CEU San Pablo has a financial aid program for students who have completed pre-university classes abroad and have enrolled for the first year at our School.

The program offers up to 50% discount in tuition. Eligibility criteria include having a good GPA. The student's profile and language proficiency will also be considered.

The financial aid can be renewed for all subsequent years, as long as the same eligibility criteria are met.

INSURANCE AND LOANS

The Universidad CEU San Pablo has an agreement with Banco Santander to support students by facilitating their access to university.

In addition, all students at Universidad CEU San Pablo, regardless of their Degree, automatically receive an Education Continuity Insurance upon enrollment, at no cost to them, which ensures that they will be able to finish their education at the University in the event of the decease of their father, mother, or person legally responsible for payment of tuition fees.

RECTOR SCHOLARSHIPS FOR ACADEMIC EXCELLENCE

This scholarship for academic excellence recognizes and awards students with the best academic records at the University. They give a 50% discount toward tuition fees for a given school year. To apply, the following eligibility criteria are observed: a minimum average score of 8.5/10 for Bachelor's Degrees pertaining to Legal, Human, and Social Sciences; and a minimum average score of 8/10 for Bachelor's Degrees pertaining to Experimental, Health and Technical Sciences. The scholarship is awarded for the following school year, although the student may reapply in subsequent years.

MASTER'S AND DOCTORATES PROGRAMS

We offer a wide range of Master's and Doctorate's Degrees which have been carefully designed to maximize the appeal of their students in the job market.

Our PhD programs are a one-of-a-kind opportunity for researchers of all fields who have access to our world-class facilities, making the doctorate programs worthy of ANECA's Quality Accreditation.

CEU's International Doctorate School (CEINDO) brings together an array of research teams made out of PhD holders with accredited research experience.

The university upholds the highest levels of education and academic excellence, with one-on-one mentoring programs in place.

GRADUATE AND POSTGRADUATE

1 We are an accredited, prestigious school with over 80 years of **experience**.

2 We have **collaboration agreements** with private and public businesses and institutions.

3 Our rich network of **CEU Alumni** and our **Scholarships and Financial Aid Policies** are one of a kind.

MASTER'S DEGREES

• Biomedical Engineering

DOCTORATE'S DEGREES

• Architectural and Urban Composition, History, and Techniques

- Path 1: Theory, Location, and Project

- Path 2: Construction, Innovation, and Technology

• Health Sciences and Technology

This specialization is designed to meet the growing demand for specialized professionals in the field.

RESEARCH AND FACULTY

Good professors attract good students, and vice versa.

For this circle to work, the professor must have a double vocation: training students, and a commitment to society with contributions such as new discoveries, inventions, or creations.

74
RESEARCH **PROJECTS**

7,541,149
IN **FUNDING**
FOR RESEARCH

RESEARCH

Research is both a means and an end for success at San Pablo CEU University. We are proud to have a team of **prestigious researchers** and we provide them with **world-class facilities** to ensure the best possible conditions for the development of their projects.

The true essence of research — that is, to discover and generate knowledge in order to improve society — is a value that Universidad CEU San Pablo strives to make its own.

FACULTY

Our team of professors are not only renowned for their extensive research experience. Many of our faculty members have been accredited by national quality assurance agencies, and go the extra mile when it comes to supporting the student community.

More than 550 professors have PhDs. In addition, many of them work in businesses outside the school, enabling them to bring a practical, hands-on approach to their students.

CEU | *Universidad San Pablo*
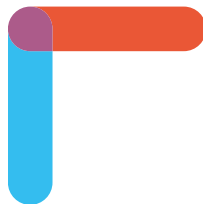
STUDENT ADMISSION'S OFFICE

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