# ACADEMIC REGULATIONS
## Master's degree programme
## in
## CINEMA AND DIGITAL MEDIA ENGINEERING

**Department of Control and Computer Engineering**
**Collegio di Ingegneria Informatica, del Cinema e Meccatronica**

Academic Year **2025/2026**

# SUMMARY

https://www.polito.it/en/education/master-s-degree-programmes/cinema-and-digital-media-engineering

# Art. 1 – Specific learning objectives and career prospects

## 1.1 Specific learning objectives

The Master's Degree Programme in Cinema and Digital Media Engineering primarily aims to train engineers capable of meeting the demands of the new production contexts in the media sector. Graduates acquire advanced skills in cinema and media technologies and languages, alongside the competencies necessary to manage the various stages of the digital production chain, from concept development to market placement of multimedia products.

The graduate in Cinema and Digital Media Engineering combines in-depth technological expertise in ICT (Information and Communication Technologies) with methodological and systemic knowledge related to cinema, media, and technologies for creating, processing, and transferring information. The objective is to prepare a professional able to manage all aspects of complex media systems synergistically and to interact with all actors involved: from highly specialized technological figures to creative professionals and marketing analysts.

The programme specifically aims to enable the graduate to perform the following activities:
- Create audiovisual, cinematic, and interactive products for online and offline consumption, including documentaries, commercials, music videos, television productions (including web television), and more.
- Manage all stages of the production chain of a digital creative product.
- Analyse and understand user needs, develop concepts, and design strategies that integrate marketing and communication knowledge and experiences to achieve specific goals, with particular attention to social media.
- Design web applications and develop complex Internet-based projects.
- Apply appropriate skills in various stages of audio signal processing, including acquisition, recording, encoding, compression, transmission, and sound processing in multimedia and music productions (TV, cinema, advertising, as well as interactive communication).
- Design and implement 2D and 3D computer graphics applications, computer animation, and virtual reality (including immersive experiences).
- Design and develop applications related to online and offline gaming.

## 1.2 Career prospects

The Master's degree programme aims to train a variety of professional profiles. The career prospects and the main functions and competencies associated to each profile are illustrated below.

| Professional profile | Main functions and competencies |
|---|---|
| Digital Media Project Manager | Functions:<br><br>The digital media project manager manages and coordinates the production processes related to the audiovisual sector, including documentaries, commercials, music videos, television productions, and visual effects for cinema and advertising. This professional works with advertising agencies, television broadcasters, digital channels and WebTV, production companies, and communication departments of large corporations.<br>A project manager working in an advertising agency collaborates with creative teams, clients, directors, and production houses; supervises the development of advertising messages; plans and implements, both in terms of content and technology, strategies and distribution channels for the message (ranging from mass media such as radio, television, and cinema, to web and social media).<br>The television project manager is responsible for the creation of TV and WebTV formats. Together with the network director, they define the production plan, set audience goals, and schedule programming; together with other authors, they prepare and produce the show. They are able to manage all phases of production and to create cross-media strategies that allow the content to be positioned interactively across different media.<br>The project manager participates in all phases of production, from defining the business plan, preparing the project, shooting, to editing. They are capable of handling every stage of the process: from filming to directing, from production to editing, performing acoustics and lighting analyses, creating sound and visual effects, and all post-production operations that make the audiovisual product ready for distribution. Furthermore, they oversee the distribution and value chain of the product, both technically and strategically (marketing plans, usage licenses, distribution issues and channels). |

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|---|---|
| | Competencies:<br><br>Technical skills to independently produce audiovisual and cinematic content.<br>Knowledge of multimedia communication languages and information management techniques.<br>Proficiency in technologies specific to sound and image production and processing within the Cinema and Television sectors.<br>Application of multimedia product design techniques for the web and social media, including research (data/information/news), screenwriting, storyboarding, development of creative thinking, and ability to use advanced audiovisual authoring software.<br>Ability to manage and interact with the most technologically advanced aspects of the audiovisual sector: from new digital distribution platforms to the creation of special effects, 3D contents, and spatialized sound techniques.<br><br>Potential employers:<br>Broadcasting companies and film and television production companies; multimedia and transmedia production companies; the entertainment sector, including video games and visual effects production; companies producing goods or services; public and private organizations. The skills acquired are of interest to large communication companies (advertising and production), small enterprises (some with a stronger technological focus, others with a more graphical emphasis) using these new media as tools for innovation and dynamism, as well as to territorial public institutions. |
| **Digital Interaction Designer** | Functions:<br>The digital interaction designer is a professional equipped with the knowledge necessary to apply information technologies in the development of websites, graphical interfaces, and mobile applications.<br><br>Competencies:<br>• The digital interaction designer designs and implements websites with a high level of interactivity, usability, and accessibility.<br>• The digital interaction designer understands issues and principles of interface design according to usability and ergonomic requirements.<br>• The digital interaction designer creates professional illustrations and presentations.<br>• The digital interaction designer manages technologies and languages (from audiovisual to podcasting and social media engineering systems) to adequately support the online image of an institution, product, or service.<br>• The digital interaction designer defines the best Internet solutions to adopt, both from a communicative and technological perspective.<br>• The digital interaction designer knows how to use IT tools for developing and prototyping mobile applications.<br>• The digital interaction designer is proficient with major software packages for web page development, layout, and vector graphics.<br><br>Potential employers:<br>The digital interaction designer can work in web production, mobile application development, advertising and marketing, within companies producing software, multimedia products, or editorial content. |
| **Application and Environment Designer for Animation and Gaming** | Functions:<br>The application and environment designer for animation and gaming is a professional specialized in designing and developing interactive 2D and 3D graphics applications for the entertainment market (with particular attention to animation) and gaming. This professional manages client interactions to define implementation specifications and coordinates the design and programming of 2D and 3D graphic environments.<br><br>Competencies:<br>The application and environment designer for animation and gaming designs and implements 3D virtual environments and 2D/3D graphic applications, including interactive applications (e.g., virtual reality applications and gaming).<br>The application and environment designer for animation and gaming designs and produces films using computer animation techniques.<br><br>Potential employers:<br>The application and environment designer for animation and gaming can work in multimedia |

| | production companies, post-production and visual effects studios for cinema, television, web, and gaming industries, entertainment and video game companies, manufacturing companies, and public or private organizations. |
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## 1.3 Professional profiles (ISTAT codes)

With reference to the list of professional profiles classified by ISTAT (Italian National Institute of Statistics, https://www.istat.it/en/), graduates from this Master's degree programme can work as:

| ISTAT code | Description |
|---|---|
| 2.1.1.4.1 | Analisti e progettisti di software |
| 2.1.1.4.2 | Analisti di sistema |
| 2.1.1.4.3 | Analisti e progettisti di applicazioni web |
| 2.5.1.5.3 | Specialisti nella commercializzazione nel settore delle tecnologie dell'informazione e della comunicazione |
| 2.5.5.1.4 | Creatori artistici a fini commerciali (esclusa la moda) |

## Art. 2 – Admission requirements

Italian regulations on enrolment in Master's degree programmes require Italian universities to check that applicants meet the following requirements:

- have a **three-year Bachelor's degree or university diploma**, or **other educational qualification obtained outside Italy** and recognized as suitable for admission;
- meet specific curricular requirements;
- have an **academic performance considered suitable** for admission.

**CURRICULAR REQUIREMENTS**

As far as curricular requirements are concerned, applicants must have a Bachelor's degree or a three-year university diploma, or an educational qualification obtained outside Italy and recognized as suitable for admission. In addition, they must have gained specific knowledge and competencies during their previous academic path (credits in specific Scientific Disciplinary Fields).

Students with a Bachelor's degree in class L-8 or L-31 are automatically admitted to the programme.

In all other cases, the admission applications are evaluated by the Academic Advisor, or their delegate, who verifies that the applicants has acquired a minimum of 40 ECTS credits in the relevant Scientific Disciplinary Fields: FIS/01, FIS/03, INF/01, ING-INF/05, MAT/02, MAT/03, MAT/05, MAT/08 and 60 credits in the following Scientific Disciplinary Fields: INF/01, ING-IND/16, ING-IND/31, ING-INF/01, ING-INF/03, ING-INF/05, IUS/01, ICAR/13, ICAR/17, L-ART/05, L-ART/06, M-FIL/04, M- FIL/05, M-PSI/05, SECS-P/08, SPS/08.

For admission applications subject to evaluation, the Academic Advisor, or their delegate, may identify, providing justification, any equivalences of credits from scientific-disciplinary fields different from those required by these Regulations.

Applicants who lack less than 10 credits can be admitted to the programme by the Academic Advisor of the degree programme. For applicants who lack more than 10 credits, the evaluation will be subject to the final approval of the Coordinator or the Vice coordinator of the degree programme.

Applicants who do not meet the curricular requirements are required to make up for their unfulfilled curricular requirements (missing credits) before enrolment, by means of:

- **enrolment in single courses in order to make up for unfulfilled curricular requirements**: this is possible for students who need to earn up to a maximum of 60 credits. Students who enrol in single courses for this reason are allowed to include in their Personal Study Plan exclusively the courses assigned by the evaluator.
  or else,
- **credit transfer at Bachelor's level**: this is possible for students who need to earn more than 60 credits. In this case, students need to enrol in the Bachelor's degree programme that offers the credits in the specific Scientific Disciplinary Fields (core subjects and commentary subjects) required for admission to this Master's degree programme.

**SUITABLE ACADEMIC PERFORMANCE**

Applicants must have a suitable academic performance and an English language certificate (B2 level or above, as defined by the Common European Framework of Reference for Languages: Learning, Teaching, Assessment - CEFR).

The academic performance will be assessed as follows.

1) **Applicants from Politecnico di Torino**

Applicants can be admitted to the programme if they earned their Bachelor's degree in:
- 4 years or less (1) - no exam average grade required
- between 4 and 5 years (1) –exam weighted average grade required (2): ≥21/30
- more than 5 years– exam weighted average grade required (2): ≥ 24/30

The weighted average grade is calculated on all accrued course credits (graded on a scale of 30) counting towards the achievement of the Bachelor's degree, after having subtracted the worst 28 credits.

The duration of the Bachelor's path is calculated on the basis of the number of academic years in which the applicant has been enrolled at the university, starting from the first enrolment in the Italian university system:

- for full-time students: the duration of the Bachelor's path is equivalent to the number of academic years of enrolment.
- for part-time students: each year of enrolment is counted as half-year.
- for full-time students taking part in the "Dual Career" programme: each year of enrolment is counted as half-year, as for part-time students.

In the event of credit transfer, the duration of the Bachelor's path must be increased proportionally to the number of credits that have been recognized by Politecnico (10-60 CFU =1 year, etc.). The worst 28 credits must be subtracted proportionally to the number of validated credits.

*(1) Applicants must have graduated by the end of the December Graduation Period*
*(2) The weighted average is calculated as follows: ∑(grade\*credits) / ∑credits*

### 2) Applicants from other Italian universities

Applicants who have a Bachelor's degree awarded by another Italian university must have a weighted average grade of all the exams ≥ **24/30**, regardless of the number of years it took them to graduate. The weighted average grade (∑(grade\*credits) / ∑credits) is calculated on all accrued course credits (graded on a scale of 30) counting towards the achievement of the Bachelor's degree, after having subtracted the worst 28 credits.

### 3) Applicants with a non-Italian educational qualification

To be admitted to Politecnico Master's degree programmes, applicants must have an academic qualification awarded by an accredited/recognized foreign university, earned after completing at least 15 years of total education (including primary school, secondary school and university).

Applicants who have attended a university programme lasting five or six academic years (different from the 3+2 system) without completing it must still meet the minimum requirement of 15 years of total education (of which at least 3 years at university level) and they must have earned at least 180 ECTS credits or equivalent. Pre-university courses or foundation years cannot be counted towards the minimum number of credits or the minimum numbers of years of total education mentioned above.

In addition to having an adequate academic background and certified knowledge of English (minimum B2 level), applicants who wish to enrol in an Italian-taught degree programme also have an Italian language certificate (minimum B2 level), as defined by the Common European Framework of Reference for Languages (CEFR), as an admission requirement.

The applicant's academic performance and the consistency between the degree programmes offered by Politecnico and the applicant's previous academic background are assessed by the professors designated by Coordinator of the Collegio. The evaluation is carried out on the Apply@polito platform under the section called "Applicants with a non-Italian qualification."

A positive evaluation (offer of admission) allows applicants to enrol in the programme only in the academic year in which the application has been submitted. Admitted applicants who do not complete the enrolment process within the deadlines are required to apply again to the programme in the next academic years.

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More information is available at https://www.polito.it/en/education/applying-studying-graduating/admissions-and-enrolment/master-s-degree-programmes

# Art. 3 – Programme curriculum

## 3.1 Programme overview

Over the course of the two years, the curriculum encompasses all disciplines related to the professions and trades of cinema and digital communication systems.

The content of the study program includes methodologies and techniques linked to media, as well as tools for the strategic analysis of technological, social, and economic processes necessary for the design and positioning of media products. The curriculum balances specific and essential competencies in the computer science area (such as multimedia environments and technologies, and virtual reality) with those in the cinema, media, and new media area (design, production, post-production, communication, and evaluation of multimedia, audiovisual, and cross-media projects, digital entertainment, and online communication), along with necessary integrations from various technological fields (special effects, sound engineering, immersive cinema).

There are also laboratories, internships, and the preparation of the final thesis, which can be carried out either at a research laboratory of the Politecnico or within an external company interested in the project.

## 3.2 Organization of educational activities

The list of courses (compulsory and optional), curricula, possible organization of courses into modules, any pre-requisites and exclusions and the list of the faculty members responsible for the courses are available at: https://didattica.polito.it/pls/portal30/sviluppo.offerta_formativa_2019.vis?p_a_acc=2026&p_sdu=37&p_cds=488

The list of the Scientific Disciplinary Fields (Settori Scientifico Disciplinari) for each activity (specific subjects and complementary subjects) is available at: https://didattica.polito.it/pls/portal30/sviluppo.vis_aiq_2023.visualizza?sducds=37488&tab=0&p_a_acc=2026

# Art. 4 - Student career

The Student Guide is published on the Teaching Portal every year before the beginning of the academic year. There is a specific Student Guide for each Master's degree programme. The Student Guide is available on the [web site](#) of the degree programme.

It contains information and deadlines on:
- academic calendar;
- Personal Study Plan and Annual Personal Study Plan;
- free choice credits;
- internships;
- tuition fees;
- dual career;
- classes and exams;
- class delivery;
- foreign language learning;
- studying abroad/mobility programmes;
- exam rules;
- transfers in/out and internal transfers;
- interruption, suspension, withdrawal, forfeiture;
- credit transfer.

# Art. 5 - Final Examination

The final examination consists of an analysis, a project, or an innovative application related to topics consistent with the learning objectives of the degree program, in which the candidate's individual contribution is clearly identifiable, and the development of a written final report (Master's Thesis). Second-year courses are structured to allow sufficient time for the preparation of the final examination.

The Master's Thesis represents a comprehensive assessment of the candidate's mastery of technical content, as well as organizational, communication, and independent work skills, in the context of developing analyses or complex projects. Activities required for the final examination normally involve applying knowledge acquired in multiple courses, integrating additional elements, and demonstrating the ability to propose innovative solutions.

The Master's Thesis is worth 26 credits, corresponding to a period of approximately one quarter to one semester of full-time work. The topic and related activities for the final examination are agreed upon with a Politecnico faculty member (Thesis Supervisor). Activities may also be conducted in collaboration with other institutions or companies (either as a company-based thesis or as an internship combined with a thesis), in Italy or abroad, under the supervision of the Politecnico Thesis Supervisor and a mentor from the external organization.
If students choose to carry out a curricular internship connected to the thesis, it is necessary to request the division of the 26 thesis credits into 12 internship credits and 14 thesis credits.

Students must request their thesis topic online through a specific procedure available on their personal page on the teaching portal in the section titled "Thesis," respecting the deadlines for the relevant session as published in the Student Guide – Thematic Calendar Section.

Activities related to the preparation of the Master's Thesis and their outcomes must be presented and publicly discussed before a commission of faculty members, who will evaluate both the work carried out and its presentation. The Master's Thesis and the presentation may be written and delivered in English.

The Graduation Committees express their evaluations taking into account the student's entire academic career, assessing cultural maturity, individual intellectual development, and the quality of the work.
The determination of the final grade is the responsibility of the graduation committee, which considers the overall average of exam results on a 110-point scale. To this average, the committee may normally add up to a maximum of 8 points, taking into account:
- the assessment of the work carried out for the thesis (commitment, autonomy, methodological rigor, relevance of the results achieved, etc.);
- the presentation of the thesis (clarity of exposition, etc.);
- the excellence of the study path (the number of honours obtained and the time taken to complete the degree).

Honors ("cum laude") may be awarded upon reaching a total score of 112.51, at the discretion of the committee.

If the thesis meets the required standards, the Committee may grant the *dignità di stampa* (printing honour) only if the final grade is 110 cum laude and the Committee's decision is unanimous.

More Information and Deadlines:
- Student Regulations
- Student Guide

Diploma Supplement:
In compliance with article 11, paragraph 8, of Ministerial Decrees No. 509/1999 and 270/2004. Politecnico di Torino issues the Diploma Supplement, a document that can attached to a higher education qualification. It is designed to improve the transparency of international qualifications, as it provides the description of the curriculum successfully completed by the student. This certificate follows the European model developed by the European Commission, the Council of Europe and UNESCO – CEPES: it is issued in two languages (Italian-English) and it is composed of approximately 10 pages.

More information at https://www.polito.it/en/education/applying-studying-graduating/academic-experience/certificates-and-other-documents

# Art. 6 - References

## 6.1 Student Regulations

The Student Regulations define the rights and responsibilities of students and set out the administrative and disciplinary rules that all students enrolled in a degree programme or in a single learning activity at Politecnico must abide by.

## 6.2 Other Regulations

Particular aspects of students' academic progress are governed by specific Regulations or Calls for Applications published on its website.
In particular:

- The Tuition Fee Regulations specify the annual tuition fees that students must pay. The procedure for requesting a tuition fee reduction is explained in a dedicated guide.
- The University Regulations on Funds for Student Mobility Abroad outline the principles and rules for awarding and disbursing mobility grants. Standard procedures apply to all types of mobility programmes with unified Calls for Applications published twice a year at  https://www.polito.it/en/education/applying-studying-graduating/studying-abroad
- The Code of Ethical Conduct also applies to students.