

BACHELOR'S DEGREE IN FASHION DESIGN



LCI
Barcelona



**SCHOOL OF DESIGN
AND VISUAL ARTS**

CREATE YOURSELF

What motivates you? What inspires you?
What causes time to fly by for you?

What do you want to shine in?
Take what you are passionate about and make it big.
Reach out to other profiles that enrich you.

Learn from other talents, boost your own
and combine them. Why learn about only one thing
when you can grow in many directions?

With LCI, you can take your vocation even further.
Graphic Arts, Photography, Fashion, Animation and Video
Games, Interior Design, Product Design; say yes to them all.

A School of Design and Visual Arts, but of a different kind.
Because when you perceive the world, education and your
professional future differently, it's only logical that you'll
aspire to something out of the ordinary, right?



LCI
Barcelona

LCI EDUCATION

LCI Education is a diverse learning community of 12 select higher education institutions with 23 campuses on 5 continents, and 2,000 colleagues involved in educating over 20,000 learners worldwide each year. LCI Education also provides solutions to workforce challenges with adaptive digital learning options and much more. LCI Education harmonizes its programs from one country to the next, promoting greater flexibility and life-ready learning experiences, better control over the quality of its services, and deeper respect for the various cultures with which it works. LCI Education has been named one of Canada's Best Managed Companies.



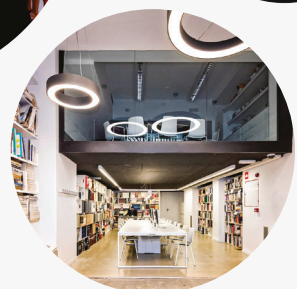
Discover our network



23 CAMPUSES
5 CONTINENTS
+20,000 STUDENTS
+100 NATIONALITIES

LCI BARCELONA

We are Barcelona's most international School of Design and Visual Arts. Our story begins with the incorporation of the Felicidad Duce Fashion School, founded in 1928, into the LCI Education network. We form a creative multiverse that includes the areas of Fashion Design, Graphic Design, Interior Design, Product Design, Animation and Video Games and Photography. We offer bachelor's degrees, CFGS (Higher Technical Education), master's degrees and continuous education.



OUR DNA

We are 100% connected and aligned with the world of business. We are committed to the *Learning by Doing* methodology and we promote synergies between the different subjects we teach. And our teachers are working professionals who will show you everything that is happening in their respective areas each and every day.

Studying at LCI Barcelona will provide you with unique, exceptional opportunities for international mobility through the Erasmus+ program and exchange programs within the network and with our *partner universities*.

Our aim is to give you the tools to earn a living from your talent, from what you are truly passionate about. Open the door to a world of opportunities.



WE OFFER INSTRUCTION WITH AN INTERNATIONAL OUTLOOK, CLOSELY LINKED TO THE BUSINESS WORLD AND PROMOTING SYNERGIES AMONG THE DIFFERENT AREAS

WHERE ARE WE NOW?



Until early 2024, we will be in the central district of Sarrià-Sant Gervasi, at 209 and 207 Calle Balmes. Our facilities have all the equipment and technology you need for your talent to flourish as you take part in all kinds of projects.

The campus provides the ideal environment for study, reflection, experimentation and innovation. This dynamic environment was specially designed to inspire you to make the most of your creative potential. Every year we train more than 1000 students.

-  METRO
-  BUS
-  TRAIN (FGC)
-  BICING
-  PARKING

The new LCI Barcelona

→ 2024

The future flagship of the LCI network



A spectacular 11,000m² campus for Barcelona's most International Design and Visual Arts school.

A sustainable building equipped with the latest technology and surrounded by a public park.



Located in the 22@, the innovation district, next to the Disseny Hub and more than 1500 businesses, clusters and institutions.



THE FUTURE
BEGINS HERE

11,000 m²
TOTAL AREA

1,800 m²
COMMON AREAS

3,000
STUDENTS PER YEAR

TECHNICAL INFORMATION



DEGREE: Higher Arts Education in Design,
Fashion Specialty



CREDITS: 240 ECTS



DURATION: 4 academic years



START DATE: September



LANGUAGES: → English option
→ Spanish option



MODALITY: On campus

BACHELOR'S DEGREE IN FASHION DESIGN

The general objective of this program is the qualified training of designers capable of understanding, conceptualising and optimising fashion design products and services in their different fields, mastering scientific, technological and artistic knowledge and the methods and procedures associated with it, as well as generating values of social, artistic and cultural significance in response to the social and technological changes occurring in the world and society.

Fashion designers are professionals who are able to materially and formally create textile and clothing designer products in different areas, in consideration of market needs and trends, creativity, innovation and their technical-productive, economic, environmental and socio-cultural feasibility.

Backed by the more than 90 years of teaching experience of Felicidad Duce, the LCI Barcelona Fashion School, this degree program offers students the training, techniques and tools necessary to access the best jobs in the creative industries of the sector.



ESTEL VILASECA
FASHION AREA DIRECTOR

With a degree in Audiovisual Communication from Pompeu Fabra University (2000), in 1999 she founded itfashion.com, one of the first online fashion magazines. Since then, she has specialised in the creation of online and offline content and editorial plans for both publications (such as VEIN, El País, Telva and SModa) and for brands (Absolut, Bershka, Stradivarius, TOUS Baby and Naf Naf), as well as in the construction of intangible assets for fashion brands. She currently combines her work as a consultant and editor with the management of the Fashion Design Area at LCI Barcelona.

STRUCTURE

CORE COURSES

Introductory subjects that will provide students with the basic knowledge that is required to take the subsequent subjects in the degree program.

COMPULSORY COURSES

In this group of subjects, taught during the first two years of the program, students will learn more specific material and will be asked to study concepts, techniques and working methodologies in greater depth.

COMPULSORY SUBJECTS FOR SPECIALISATION

These subjects are studied during the last two years of the degree and are the corpus for specialisation of studies. Students will be asked to demonstrate additional personal initiative for experimentation and the ability to innovate.

IN-COMPANY INTERNSHIPS

These are essential for the student to acquire knowledge of the labour world, cultivate cross-curricular competences and make contact with the most advanced methodologies and vocational training. We have signed partnership agreements with multinational companies, medium-sized national and international companies and studios dedicated to design, communication, photography, corporate image, websites, publication and commercial premises.

ERASMUS+

Studying at LCI Barcelona offers exceptionally unique opportunities for international mobility through the Erasmus+ exchange program with other European universities. Erasmus+ exchanges take place during the third year of the degree program.

INTERDISCIPLINARY PROJECTS

The wide variety of specialisations that we teach means we are able to organise cooperative activities and projects to foster synergies among students from different areas and programs. Thanks to these initiatives, students will have a comprehensive, panoramic vision of the creative world and will develop an extensive network of contacts.

FINAL DEGREE PROJECT

An autonomous individual project that each student must carry out under the supervision of a tutor and which is presented before an examining board. This is a complete, complex study in which students can integrate and demonstrate the content and competences that they have acquired in association with the degree.



STUDY PROGRAM

1ST
YEAR

1ST SEMESTER

- 6 ECTS **B** Fundamentals of Design
- 4 ECTS **B** Expression and Representation I
- 4 ECTS **B** Representation Techniques I
- 6 ECTS **B** Digital Language and Techniques I
- 4 ECTS **B** Applied Science and Technology
- 6 ECTS **CO** Introduction to Fashion Projects

2ND
YEAR

1ST SEMESTER

- 4 ECTS **B** Representation Techniques II
- 6 ECTS **B** Communication and Audiovisual Media
- 4 ECTS **CO** History of Clothing
- 6 ECTS **CO** Fashion Design Projects I
- 6 ECTS **CO** Fashion Design Projects II
- 4 ECTS **CO** Introduction to Fashion Communication

3RD
YEAR

1ST SEMESTER

- 4 ECTS **COS** Styling and Creativity Projects
- 6 ECTS **COS** Advanced Fashion Design Projects
- 4 ECTS **COS** Sketchbook and Portfolio
- 4 ECTS **COS** Digital Design and Prototyping
- 4 ECTS **COS** Knitwear Design Projects I
- 6 ECTS **COS** Pattern Making and Cutting and Assembly I
- 3 ECTS **COS** IN-COMPANY INTERNSHIPS

4TH
YEAR

1ST SEMESTER

- 4 ECTS **COS** Creation and Draping of Garments
- 4 ECTS **COS** 3D Printing
- 12 ECTS **COS** FINAL DEGREE PROJECT
- FASHION DESIGN SPECIALISATION**
- 4 ECTS **COS** Creativity in Garments
- 4 ECTS **COS** Sportswear Collections
- 4 ECTS **COS** Swimwear, Lingerie and Homewear Collections
- FASHION PATTERN DESIGN SPECIALISATION**
- 4 ECTS **COS** Hat Design and Modelling
- 4 ECTS **COS** Research of Complex Patterns
- 4 ECTS **COS** Swimwear, Lingerie and Homewear Pattern Making

2ND SEMESTER

- 4 ECTS **B** Colour Theory
- 6 ECTS **B** Expression and Representation II
- 6 ECTS **B** History of Arts and Design
- 6 ECTS **B** Culture and Society
- 8 ECTS **CO** Pattern Making and Tailoring

2ND SEMESTER

- 4 ECTS **B** Management of Creative Industries
- 4 ECTS **CO** Digital Technology I
- 6 ECTS **CO** Textile Processes and Products
- 4 ECTS **CO** Fashion Design Projects III
- 6 ECTS **CO** Fashion Design Projects IV
- 6 ECTS **CO** Introduction to Styling

2ND SEMESTER

- 4 ECTS **COS** Fashion Illustration
- 4 ECTS **COS** Print Design Manual and Digital
- 4 ECTS **COS** Ecodesign Projects
- 4 ECTS **COS** Knitwear Design Projects II
- 6 ECTS **COS** Pattern Making and Cutting and Assembly II
- 4 ECTS **COS** Knitwear Specific Pattern Making
- 3 ECTS **COS** IN-COMPANY INTERNSHIPS

2ND SEMESTER

- 6 ECTS **COS** Communication with Suppliers, Product Management and Purchasing
- 6 ECTS **COS** Application of Digital Pattern Making Techniques
- 12 ECTS **COS** FINAL DEGREE PROJECT
- FASHION DESIGN SPECIALISATION**
- 4 ECTS **COS** Hat Design and Modelling
- FASHION PATTERN MAKING SPECIALISATION**
- 4 ECTS **COS** Tailoring

1ST YEAR

FUNDAMENTALS OF DESIGN

Understand the role of design and fashion design, as well as their processes and design thinking. Fundamentals and experimentation with visual composition and its expressive possibilities. Practical exercises will be performed to apply concepts such as form, composition and an introduction to colour theory. Introduction to the psychology of colour by creating relationships of meaning, colour and materials.

COLOUR THEORY

To study and expand knowledge about colour theory and the psychology of colour, as well as the relationship and value of colour in fashion design and communication through theory and practice. Creation of colour ranges and moodboards, as well as exercises focusing on the concept of trends.

EXPRESSION AND REPRESENTATION I

Introduction to the concept, representation, expression and communication of form. Research and experimentation with formal elements and graphic, material and plastic resources. Mastery of the specific vocabulary of the fashion field. Learning and mastery of flat and descriptive drawing focused on fashion, looking in depth at the different canons of proportion and stylisation.

EXPRESSION AND REPRESENTATION II

Language, representation and creativity. The creative process as a key tool for representative design processes. Introduction to Design Thinking applied to fashion. Research into design concepts and generative techniques through collections that seek to develop a language with which to personalise creative processes, expressing a personal and identifying style.

REPRESENTATION TECHNIQUES I

Introduction to academic illustration through an intensive study of the human figure with a realistic approach, paying attention to proportions through drawings, photographs and life models. The representation of new canons, diversity and inclusion will be discussed and reflected upon.



DIGITAL LANGUAGE AND TECHNIQUES I

Introduction, structure and functioning of the Adobe Photoshop program, one of the most widely used professional image processing tools today, so that students can incorporate it with their own style as yet another expressive and communication resource within their creative processes. Introduction to graphic design and initial mastery of digital layout programs, such as Adobe InDesign and similar.

HISTORY OF THE ARTS AND DESIGN

A journey through different concepts, scenarios and perspectives on the world of art, design and, more specifically, fashion design, with the aim of acquiring a critical view and developing creative tools for analysis. It will cover the history of art and aesthetics, from Antiquity to Post-modernism, including the artistic avant-garde, as well as the main trends in art and design, connecting art, fashion, culture and society. It will also take an in-depth look at fashion designers and creators of the 21st century.

APPLIED SCIENCE AND TECHNOLOGY

Introduction to the theory of fabrics and their production process, examining the textile processes for obtaining yarns, spinning, twisting of yarns, dyeing of fibres and yarns and their classification. Study of natural fibres of plant and animal origin, as well as man-made chemical fibres. Introduction to new sustainable fabrics and regulations with the aim of enabling students to distinguish between types of yarns and fabrics, as well as to associate textile materials with their main applications.

CULTURE AND SOCIETY

Introduction to and analysis of the key theories and concepts of sociology, anthropology and semiotics as applied to the field of design and fashion. Interpretation of social phenomena and ethical concepts in relation to design, in particular fashion design and communication. Development of critical and analytical skills for application to the student's personal journey as a designer. Students should understand the role of design and fashion as agents of change and become aware of their social, political and environmental responsibility.

PATTERN MAKING AND TAILORING

Knowledge of pattern-making terminology and effective use of Felicidad Duce's method. Discovery of the machinery used in the production process, the types of flatbed machines and overlocks. Acquisition of technical knowledge for tailoring, basic sewing. Hand-finishing, zips, hems and pockets. Tailoring of garments.

INTRODUCTION TO FASHION PROJECTS

Learning about the phases of a fashion design project, from concept to prototyping. Introduction to the Feli Method and the basic tools for the development and tailoring of garments based on a design and its respective technical specifications. Introduction to the machinery used in tailoring, types of flatbed machines and overlocks. Technical knowledge of tailoring, basic sewing.

2ND YEAR

REPRESENTATION TECHNIQUES II

Stylised approach to the representation of the human figure, promoting the drawing of figures from memory and the development of personal and creative interpretations. Introduction to fashion illustration and learning the most common expressive techniques of fashion illustration applied to fashion and editorial design.

COMMUNICATION AND AUDIOVISUAL MEDIA

Students will further their knowledge of applied methodologies to understand processes and methods and the formal, conceptual and creative tools used in the practice and development of graphic and audiovisual design. Composition, generation of visual messages, creativity, storyboards and audiovisual narratives, produced with a critical and interpretative eye through drawing, photography and/or video with applied exercises.

MANAGEMENT OF CREATIVE INDUSTRIES

Contemporary overview of the fashion sector on the national and international level. In groups, a business plan is produced for an innovative start-up offering products or services in the fashion world. Personal branding will also be considered in the preparation of a professional CV according to the requirements of the sector.

DIGITAL TECHNOLOGY I

Introduction, structure and use of the Adobe Illustrator program, one of the most widely used professional tools nowadays for the vector drawing of flat garments during the development of collections. In-depth study of the technical data sheet: composition and development of the data sheet and specific nomenclature by product and country.

TEXTILE PROCESSES AND PRODUCTS

Dyeing, spinning and machinery techniques. Weaving and weaving techniques. Textile finishing processes. Sustainability, regulations, quality control and the environment. Environmentally-friendly materials, processes and systems. The scientific method and analysis methodologies. Introduction to materiality: workshop on bioplastics, recycling and upcycling of materials.

HISTORY OF CLOTHING

The culture of fashion and intangible goods. The history of fashion from Prehistoric Times and Antiquity to the present day, paying special attention to the fashion of the 20th and 21st centuries. Practical application of theoretical knowledge that will enable students to learn to look at and interpret the world of fashion design from a historical perspective, and with a critical eye.

FASHION DESIGN PROJECTS I

Proposals will be developed for different markets: children's fashion, lingerie, uniforms, teenagers, etc. From the idea to development, including communication. Searching for and developing models. Types of collections.

FASHION DESIGN PROJECTS II

Knowledge of the terminology of tailoring, to provide students with higher level tools for the subsequent development of garments that include alterations and details and involve a better understanding of volumes. The patterns made will be used to complete the process of creating a garment.

FASHION DESIGN PROJECTS III

Collection planning. The depth and breadth of a fashion collection. Women's and men's collections: from the concept to the technical specifications.

FASHION DESIGN PROJECTS IV

The most important objectives of this subject are the effective use of the Felicidad Duce Method and garment assembly, and theoretical and practical knowledge of different pattern alterations, as well as types of pockets and seams.

INTRODUCTION TO STYLING

Styling and its functions. Models, fashion and photography. The briefing, the moodbook and the production plan. Editorial and commercial styling (online and offline). Introduction to art direction.

INTRODUCTION TO FASHION COMMUNICATION

Introduction to branding, marketing and fashion communication. Students will learn how important it is for brands to stand out by looking for unique, current narratives.



3RD YEAR

STYLING AND CREATIVITY PROJECTS

A workshop in which students will explore creative, sustainable and upcycling techniques with the aim of boosting their creativity and rethinking traditional processes: seamless garments, positional pleating, experimentation with emptiness, decoration with textile embroidery, the magic of ruffles, visual illusions, optical effects, etc.

ADVANCED FASHION DESIGN PROJECTS

Quick weekly collections, projects with historical backgrounds, specific proposals for a single type of garment, children's collections and conceptual work. Outer garment projects using woven, circular knit and machine-knit fabrics.

SKETCHBOOK AND PORTFOLIO

Sketchbooks: types and styles; bindings. Elements of research and brainstorming. Primary and secondary sources. Research interpretation. How to define a creative identity through portfolios. Portfolio types and formats.

FASHION ILLUSTRATION

The personal representation of the model and the application of graphic-plastic techniques for its illustration. Digitisation and final finishing.

DIGITAL DESIGN AND PROTOTYPING

Paradigm shift and the metaverse. New roles and procedures in design and development departments. CLO3D, from 2D to 3D.

DESIGN OF MANUAL AND DIGITAL PRINTS

Historical introduction to stamping. Colour palettes and research for printing. Print design and procedures. Main printing systems and machinery. Design of manual, digital and hybrid prints.

ECO-FRIENDLY DESIGN PROJECTS

A closer look at the eco-friendly design strategies introduced from the first year, with a comprehensive project in cooperation with a company. By understanding the challenges and new regulations in the sector, the student will learn to take a holistic approach to sustainability.

KNITTING DESIGN PROJECTS I

Knitting as a technology. The knitting machine. Creation of collections and the construction of knitting structures. Analysis and representation of knitted fabrics. Parameters and calculations. Introduction to knitwear design. Knitwear data sheets. Field research work. Experimentation with and renovation of the elements of a garment. Collection concepts.

KNITWEAR DESIGN PROJECTS II

Students will learn how to make their own machine-knit design manual through research, experimentation, calculation of the material and its textures and techniques.

PATTERN MAKING, CUTTING AND ASSEMBLY I

Clothing technology and production control. Introduction to the basics of knitwear, corsetry and swimwear. Garment production in each of these categories.

PATTERN MAKING, CUTTING AND ASSEMBLY II

Creating transformations and garments for women, men and children, as well as capsule collections.

SPECIFIC PATTERN MAKING FOR KNITWEAR

Students will acquire the necessary tools for the development of knitted garments from a design and a technical file. The entire garment creation process will be completed through to the production of the finished piece.

IN-COMPANY INTERNSHIPS

Professional internships in companies or institutions where the students will perform the typical duties of a fashion designer, while at the same time gaining experience in the work environment.



4TH YEAR

CREATION AND DRAPING OF GARMENTS

Based on the fundamentals and methods of traditional haute couture, creations will be produced directly on the body or mannequin. These will enable the development, application and mastery of certain techniques, such as the construction of impossible volumes, draping, ruffles and the cutting and manipulation of different types of fabrics and fabric directions.

3D PRINTING

Introduction to additive printing methodologies with the aim of making students aware of the major potential of 3D printing. Development of critical thinking in order to make wise decisions when using technology. Printing of rigid and flexible materials.

COMMUNICATION WITH SUPPLIERS, PRODUCT MANAGEMENT AND PURCHASING

Differentiation among suppliers. Production abroad. Features of a production datasheet. Students will also learn about the role of the product manager (responsible for the strategy, planning, execution and launch of a product), as well as the profile of the buyer, with the creation of new product lines, purchase planning and stock management.

HAT DESIGN AND MODELLING

In this course, students will study the basic forms of hats and will learn to develop their own projects from basic patterns. A cork mould will be made to produce a wide-brimmed felt or straw hat.

APPLICATION OF DIGITAL PATTERN-MAKING TECHNIQUES

Manual industrial scaling of base patterns and transformed models. Scaling and computer marking using Gerber software and advanced digital prototyping with CLO3D.

FINAL DEGREE PROJECT

Students will create their own collections, consisting of eight complete outfits. The project must be accompanied by a written report (value proposition, concept and justification), a sketchbook, a collection planning document, technical specifications, a lookbook, campaign photos and a fashion film.

FASHION DESIGN ROUTE

CREATIVITY IN GARMENTS

Various garments and accessories will be designed and created using different craft techniques through research, manipulation and the combination of fabrics on mannequins. From the moulding of a body with a single seam to a Japanese kimono, from accordion pleats to in-set pleats, to the study of concave and convex pleats used to achieve volumes.

SPORTSWEAR COLLECTIONS

Analysis of sports categories and technical characteristics of fabrics and finishes. Conceptualisation and development of a sports collection with a technical profile, for running, street sports, yoga, etc. 3D-prototyping of the best garments.

SWIMWEAR, LINGERIE AND HOMEWEAR COLLECTIONS

Study of the swimwear and lingerie categories and the technical characteristics of fabrics and finishes. Printing project. Conceptualisation and development of lingerie and swimwear collections. 3D-prototyping of the best garments.

PATTERN MAKING ROUTE

RESEARCH OF COMPLEX PATTERN MAKING

Analysis and development of garments with complex forms and volumes. Bases will be used to create transformations, patterns and fabric prototypes of the pieces to be created.

SWIMWEAR, LINGERIE AND HOMEWEAR PATTERN MAKING

Depending on the student's interests, pattern making and tailoring of swimwear, lingerie, homewear and corsetry pieces to create a capsule collection.

SEWING FOR TAILORING

Introduction to tailoring and its specific aspects. Techniques and finishes. Tailoring of a handmade jacket.





CAREER OPPORTUNITIES

- Fashion and clothing design
- Coolhunter (trend researcher)
- Styling
- Creative direction
- Art direction
- Brand management
- Clothing for theatre and film
- Accessory design
- Textile design
- Corporate image design and management
- Corporate management of creative activities
- Custom or corporate designs
- Design of fashion and clothing for specific activities
- Fashion illustration
- Tailoring and custom-made clothes
- Design, research and development of new concepts, materials, applications and products
- Research and teaching



FAQ

Are bachelor's degrees equivalent to university degrees?

Yes. They are framed in the same level within the Spanish Higher Education Qualifications Framework (MECES) and, therefore, they are equivalent. The bachelor's degree gives access to official master's studies and, subsequently, to the possibility of continuing with PhD studies.

Does the bachelor's degree at LCI Barcelona have the same didactic structure as a degree at a university?

Yes, there are 4 academic years (240 ECTS). The study program includes core curriculum, compulsory specialty subjects, electives, internships and final project.

Can I apply for public scholarships?

Yes. Students can apply for the Spanish Ministry of Education scholarships that are announced every year, as well as other national and international grants depending on their origin.

Is it possible to participate in the Erasmus+ program?

Yes. Since 2007, LCI Barcelona is part of the Erasmus+ system and has agreements with numerous universities and schools throughout Europe. Our students can go on Erasmus+ in their third year of studies, and we also receive international students from these European universities.

When are the internships carried out?

In the third year of the degree there is a compulsory internship subject, but there is also the possibility of extracurricular internships from the second year onwards. Our Company Service manages the internship agreements and contributes to the student's insertion in the labor market.

Is language proficiency required to obtain a bachelor's degree?

Yes, to obtain the bachelor's degree, the student must prove knowledge of a foreign language (English, German, French, Italian, etc.) through the officially valid certificate of level B2 of the MECR.

Is it possible to access undergraduate studies at LCI Barcelona without having completed a baccalaureate in art or similar?

Yes. Access to undergraduate studies does not require previous specific training in design or fine arts. We value students with interest and dedication who want to develop their talent in the world of design and creativity.

Do I need to pass the university entrance exam to access LCI Barcelona?

No. The access routes to the bachelor's degrees do not require university entrance exam (selectividad). You must pass a specific official entrance exam regulated by the Education Department. This test is taken at our school and incoming students can attend to free training sessions.

What procedures are required for a student who has completed the baccalaureate in a non-Spanish educational system?

Students must have their baccalaureate studies or equivalent recognized and take the specific official entrance exam. This is a simple procedure that must be completed before beginning studies at LCI Barcelona. Our Admissions team advises students so that they can do the corresponding homologation.

What is the labor market insertion of LCI Barcelona graduates? Are careers related to design and visual arts in high demand?

LCI Barcelona students enter the job market quickly. In fact, 80% get jobs within the first six months after graduating. Catalonia is a leading region in the generation of quality jobs in design and visual arts both nationally and in Europe.

CONNECTED TO THE BUSINESS WORLD



At LCI Barcelona, we care about your employability and we work to support your transition to the professional world. In its latest evaluation, the Catalan University Quality Assurance Agency (AQU) rated the school's Occupational Quality Index as outstanding in view of our high employability rates.

We have a Business Service that offers personalised attention with all the processes of career advice and the search for jobs and internships. Our aim is to advise you, support you and provide you with resources and tools to successfully manage your professional development.

JOB VACANCIES AND INTERNSHIPS

We want you to work in what you are really passionate about, and to achieve this, we offer you our job and internship service. Through this service, we manage a wide variety of vacancies, and you can choose the one that best suits your interests.

PORTFOLIO

This exclusive platform for students and alumni from across the LCI Education network can be used to share your best projects, giving them international exposure. You can also access job vacancies and contact recruiters from around the world.

www.lcieducation.com/en/portfolios



Discover Portfolios

We partner with more than 250 companies and institutions in the design and visual arts sector:



PARTNER INSTITUTIONS



WE ARE MEMBERS OF



TECHNOLOGY PARTNERS



EMPLOYABILITY DAYS

Renowned companies such as Michael Page, a leading recruitment consultancy, attend these conferences to provide you with effective job search strategies and help you to optimise your CV.

LCI JOB FAIR

The LCI Barcelona job fair is designed so that you can spend a whole day meeting professionals from different companies. In addition to networking, you have the opportunity to gain first-hand knowledge of the most in-demand profiles at any given time.

RECRUITMENT DAYS

Head-hunting companies frequently visit us to present everything they do and provide details of their recruitment processes: the most sought-after professional profiles, required skills, salary conditions, etc. All this to get you even closer to the job market.

RESOURCES FOR OUR STUDENTS



LIBRARY

Study and research support area, where you can consult all the materials in our collection. You can also borrow from other libraries that are part of the Collective Catalogue of the Universities of Catalonia (CCUC).

TECNOFAB

Multi-purpose workshop including: a digital production lab (with 3D printers, a laser cutter and a CNC milling machine), an area for hand tools and electric machines, a desk area and a prototype storage space.

FOTOLABS

Fully equipped photo studios with the best Profoto materials. You will find lighting kits, portable flashes, light modifiers, backgrounds, filters and Mac computers with Capture One software.

AULALAB

Open space to work in groups or individually. You can use 3D printers, computers and a reprographic machine to print, photocopy and scan whatever you need.

PSYCHOPEDAGOGY SERVICE

Your personal and academic well-being is our priority, and with that aim in mind, we offer you this service designed to help you live your experience at LCI Barcelona to the fullest.

STUDENT LOUNGE

An area designed so that you can disconnect, eat, have a drink, take a break between classes or simply chat with your classmates.

OMNIVOX

The Virtual Campus is available in web and app versions so you can stay in touch with the school outside the classroom. You can use it to find information on every subject, exchange materials, hand in assignments, check grades, etc.

ADVICE ON GRANTS AND COMPETITIONS

Guidance service for processing scholarships and grants awarded by the Ministry of Education. We also offer advice if you want to apply for national or international competitions during your training.

LCI BARCELONA CARD

Official accreditation from the school that in addition to associating you to the LCI community, can be used to enjoy numerous benefits at our partner establishments and access the wide range of cultural activities on offer in Barcelona at reduced prices.

LOCKER ROOM

Spaces provided for safe and secure storage of belongings (work material, projects, personal items, etc.). There are two types of lockers: monthly and daily.

INTERNATIONAL MOBILITY



Would you like to expand your horizons, discover new countries and immerse yourself in other cultures? At LCI Barcelona, we want to open the door to the world for you, so you can gain a global perspective and access numerous opportunities beyond our borders.

Find out more

ERASMUS+ PROGRAM

These exchanges take place in the third year of the degree program. For one semester, you will be able to study at one of the more than 25 European universities with which we have an agreement. Likewise, every year we receive Erasmus students from different countries.



UNIVERSITY EXCHANGE PROGRAM PARTNERS

We also offer the possibility to study at one of our partner universities. The goal is the same: to help you to broaden your horizons to grow both personally and professionally.



LCI EDUCATION INTERNATIONAL MOBILITY PROGRAM

As a student of LCI Barcelona, you get the opportunity of a unique experience at one of the network's campuses in all five continents.

YOU CAN STUDY IN:

Canada
United States
Australia



#WEARELCI

We are a lively, innovative and constantly evolving school, and to make sure that you enjoy your experience with us, we offer a wide range of activities outside of the classroom:



PROSPECT DESIGN

The official LCI Barcelona festival includes workshops, masterclasses and other events, both on and off campus. Each edition has its own theme and features guest professionals from outside. Prospect ends with a big closing party that is open to the whole LCI community.



DI55ECCIONS

Since its creation in 2016, such high-profile professionals as Martí Guixé, Chris Grant, Domestic Data Streamers and Carmelo Zappulla have attended our season of conferences. At these events we "dissect" different themes (design, visual arts, innovation, creativity, etc.) in a relaxed, friendly and educational atmosphere.



CHRISTMAS MARKET

Every December we hold our Christmas market, where you can sell your creations or buy products from other students, alumni and teachers. The event is held on campus and is open to the public.

LCI BARCELONA FASHION FILM FESTIVAL

We sponsor the only fashion film festival in the city of Barcelona, and the first in the world to showcase up-and-coming talents in the world of fashion, audiovisual arts and advertising. The school hosts activities prior to the competition, culminating in a final awards ceremony.

SPEED DATINGS

Thanks to these meetings, you can get in touch with colleagues from other areas and programs to discuss your projects and explore possible cooperative efforts. The event is designed to generate synergies and to promote networking among the participants.

STUDY TRIPS

Some of our programs include the possibility travel and field trips. These experiences are designed to add value to your training and give you the chance to get to know other countries and cultures first hand.









AND MANY MORE ACTIVITIES:

We are sponsors of Blanc! and we participate in Llum BCN, collaborating in animation festivals such as b'Ars VFX, Mecal Pro and Mi Primer Festival de Cine; we also form part of Foto Colectania's "El Proyector", etc.



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