

Máster online 100%

Master in Virtual Reality Architect: Virtual Reality Architect + 60 ECTS Credits

Structuralia

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Master in Virtual Reality Architect: Virtual Reality Architect + 60 ECTS Credits

Modality
Online

Languages
Español

Duration
1500 hours (60 ECTS)

No Limit
AI Assistant

Does it include practices?
NO

Educational Institutions

Structuralia Engineering eLearning

UNIVERSIDAD NEBRIJA

Summary

The Master in Virtual Reality Architect: Virtual Reality Architect is a high-level specialization designed for architecture, engineering, interior design and construction professionals. This program will allow you to update and specialize your skills in digital architectural design, advanced BIM modeling and virtual reality, optimizing the representation of spaces and elevating your professional performance. You will refine your mastery in digital architectural design and the application of immersive technologies in architecture. You will delve into the advanced BIM modeling methodology through its construction phases, from 4D planning and 5D cost management, to 6D sustainability and 7D Facility Management, including historical As Built analysis. You will master key tools such as Revit, SketchUp and AutoCAD, not only for the creation of detailed 3D models, but for the generation of high-impact infographics and photorealistic visualizations. You will learn to integrate virtual reality into your workflows, elevating the user experience and decision making at each stage of the project. This Master equips you with the skills necessary to lead innovation in architectural visualization and management, allowing you to apply advanced solutions in the representation, optimization and life cycle of spaces. You will explore collaboration under construction information standards and the application of Dynamo for the automation of complex processes, as well as the strategic role of the BIM Manager and the use of Naviswork for comprehensive project coordination. The training offers you a comprehensive perspective for advanced project management and the

efficient coordination of multidisciplinary teams, ensuring that your proposals are strategically solid, innovative and sustainable.

Agenda

MODULE 1. BIM METHODOLOGY. CONSTRUCTION PHASE. EXISTING BUILDINGS

1. DIDACTIC UNIT 1. BIM

1. Introduction
2. BIM Philosophy
3. AEC Sector
4. Market demands
5. From BIM to CIM
6. BIM software

2. DIDACTIC UNIT 2. STANDARDS AND COLLABORATION

1. International level
2. national level
3. BIM implementation protocols
4. BIM Execution Plan (BEP)
5. Formats
6. Collaborative work and multidisciplinary coordination

3. DIDACTIC UNIT 3. BIM IN PHASES. THE CONSTRUCTION PHASES

1. BIM in tender phase
2. Organization and coordination
3. Reports
4. Monitoring of the work
5. Model update
6. Reception of finished work

4. DIDACTIC UNIT 4. 4D: PLANNING AND MEASUREMENT

1. General concepts
2. Activity planning
3. Measurements
4. Presto

5. DIDACTIC UNIT 5. 5D: COST MANAGEMENT

1. General concepts
2. Definition of costs and items
3. Data exchange
4. Work certifications
5. Cost it

6. DIDACTIC UNIT 6. DYNAMO

1. Introduction
2. Components and connections
3. Nodes

4. Lists
5. Geometries

7. DIDACTIC UNIT 7. 6D: SUSTAINABILITY

1. Sustainability as a work system
2. General tools (plugins and complementary software)

8. DIDACTIC UNIT 8. BIM MANAGER AND NAVISWORK

1. Work team
2. Project review
3. Timeliner Programming
4. Bug Check Clash Detective

9. DIDACTIC UNIT 9. FACILITY MANAGER

1. Introduction to Facility Manager
2. FM and BIM
3. Model update

10. DIDACTIC UNIT 10. 7D: AS BUILT

1. "As built" model
2. Property management
3. Maintenance and personnel management
4. Environmental management
5. Regulatory management

11. DIDACTIC UNIT 11. HISTORIC AS BUILT

1. "As built" model for historical heritage
2. Rehabilitation
3. Advantages for architectural heritage
4. Point clouds
5. Documentation

MODULE 2. BASIC REVIT

1. DIDACTIC UNIT 1. INTRODUCTION

1. Building Information Modeling
2. About Revit
3. What does "parametric" mean?
4. How Revit performs updates
5. Revit Terms Description
6. Element properties

2. DIDACTIC UNIT 2. REVIT I INTERFACE

1. Ribbon
2. Application menu
3. Quick Access Toolbar
4. Revit Library

5. Tool Information
6. Hot keys
7. Project Navigator

3. DIDACTIC UNIT 3. REVIT II INTERFACE

1. Drawing area
2. Status bar
3. Options bar
4. Properties Palette
5. View Controls Bar
6. Dockable windows
7. Recent files

4. DIDACTIC UNIT 4. CREATING A PROJECT

1. Creating a project
2. Use of other sources of information
3. Image Import
4. Linked file location
5. Managing layers in linked and imported files
6. Open files
7. Save files

5. DIDACTIC UNIT 5. PREPARING THE PRELIMINARY DESIGN

1. Create modeling views
2. Levels
3. Grilles
4. Project location and orientation
5. Site design
6. Topography from CAD
7. Surveying using point or coordinate files

6. DIDACTIC UNIT 6. CONSTRUCTION OF MODEL I

1. Architectural modeling
2. Walls
3. Doors
4. Windows
5. Components
6. Architectural pillars
7. Covers

7. DIDACTIC UNIT 7. CONSTRUCTION OF MODEL II

1. Roofs
2. Floors
3. Gaps
4. Model text
5. Model lines
6. Stairs
7. Ramps

8. Railings
9. Curtain wall elements
10. Rooms

8. DIDACTIC UNIT 8. LIBRARY CREATION

1. BIM Library Utilities
2. Folder organization
3. Nomenclature and Families

9. DIDACTIC UNIT 9. INTERIOR AND EXTERIOR SPACE DESIGN

1. Furniture
2. Equipment
3. Green areas

10. DIDACTIC UNIT 10. INFORMATION ELEMENTS

1. Dimensions
2. Annotations and labels
3. Legends, details and schedules
4. Construction modeling

11. DIDACTIC UNIT 11. VIEWS AND RENDER

1. 2D views
2. 3D views
3. Rendering
4. Plans
5. Layout considerations
6. Representations
7. Export
8. Export IFC

MODULE 3. INFOARCHITECTURE. INFOGRAPHICS, DESIGN AND 3D EXTERIOR MODELING

1. DIDACTIC UNIT 1. STARTING POINT

1. Presentation
2. Project study
3. Import an AutoCAD plan into 3D Studio
4. Import a model from other formats

2. DIDACTIC UNIT 2. OUTDOORS

1. The project
2. Importing the project to 3D Studio
3. Conditioning of the environment
4. Building erection
5. Modeling of building elements

3. DIDACTIC UNIT 3. OUTDOOR FURNITURE

1. Furniture design
2. Modeling of outdoor dining area
3. Chill out area modeling
4. Pool area modeling
5. Exterior lighting modeling
6. Modeling of blinds
7. Vegetation modeling

4. DIDACTIC UNIT 4. IMPORTATION OF COMPONENTS

1. Import models
2. Download Catalogs

5. DIDACTIC UNIT 5. TEXTURING AND LIGHTING

1. Material Editor
2. Material properties
3. Art Render
4. Mental Ray Materials and Shaders
5. Lighting

6. DIDACTIC UNIT 6. RENDERING AND FINAL PRESENTATION

1. Cameras
2. Rendering
3. Conclusions from what was learned

MODULE 4. 3D SKETCHUP

1. DIDACTIC UNIT 1. INTRODUCTION

1. Introduction
2. Incorporation of new features

2. DIDACTIC UNIT 2. CONCEPTS

1. Design
2. Draw fast and easy
3. View 3D models
4. Add details
5. Presentation
6. Model

3. DIDACTIC UNIT 3. INTERFACE

1. Interface
2. "File" menu
3. "Edit" menu
4. "View" menu
5. "Camera" menu
6. "Drawing" menu
7. "Tools" menu
8. "Window" menu
9. "Help" menu

10. Toolbars
11. Context menus
12. Dialog boxes
13. Drawing axes
14. Inference

4. DIDACTIC UNIT 4. MAIN TOOLS

1. "Select" tool
2. "Delete" tool
3. "Paint" tool

5. DIDACTIC UNIT 5. DRAWING TOOLS

1. "Line" tool
2. "Arc" tool
3. "Rectangle" tool
4. "Circle" tool
5. "Polygon" tool

6. DIDACTIC UNIT 6. MODIFICATION TOOLS

1. "Move" tool
2. "Rotate" tool
3. "Scale" tool
4. Push/Pull Tool
5. "Follow me" tool
6. "Equidistance" tool
7. "Intersect with model" tool
8. "Place Texture" Tool

7. DIDACTIC UNIT 7. AUXILIARY TOOLS

1. "Measure" tool
2. Tool "Protractor"
3. "Axes" tool
4. "Dimension" tool
5. "Text" tool
6. "3D Text" Tool
7. "Section plane" tool

8. DIDACTIC UNIT 8. CAMERA TOOLS

1. Previous
2. Next
3. Standard views
4. Orbit Tool
5. "Move" tool
6. "Zoom" tool
7. Zoom Window Tool
8. "View Centered Model" tool
9. Zoom to photo

9. DIDACTIC UNIT 9. WALK TOOLS

1. "Place Camera" Tool
2. "Walk" tool
3. "Rotate" tool

10. DIDACTIC UNIT 10. SANDBOX TOOLS

1. Tool "Sandbox from contours"
2. Tool "Sandbox from scratch"
3. "Sculpt" tool
4. "Stamp" Tool
5. "Project" tool
6. "Add Detail" Tool
7. Flip Edge Tool

11. DIDACTIC UNIT 11. LOCATION

1. "Add Location" button
2. "Show terrain" button
3. "Share model" button
4. "Get Models" button
5. Model settings and managers
6. "Model Information" Dialog Box

12. DIDACTIC UNIT 12. MODEL SETTINGS AND MANAGERS

1. "Entity Information" Dialog Box
2. Materials Explorer
3. Component Explorer
4. Style Explorer
5. watermark
6. Scene manager
7. Shadow settings
8. Layer manager
9. Smooth edges
10. Scheme
11. Fog
12. Adapt photography
13. Instructor
14. "Preferences" dialog box

13. DIDACTIC UNIT 13. ENTITIES

1. Entities
2. Dimensioning entities
3. Arc entities
4. Face entities
5. Circle features
6. Component entities
7. Curve entities
8. Group entities
9. Image entities

10. Line entities
11. Guide line features
12. Section Plane Entities
13. Polygon features
14. 3D polyline features
15. Guide Point Features
16. Surface features
17. Text entities
18. Entity information

14. DIDACTIC UNIT 14. ENTRY AND EXIT

1. Import 2D graphics
2. Import of 3D models (DWG/DXF)
3. Import of 3D models (3DS)
4. Import of 3D models (KMZ/KML)
5. Import of 3D models (SHP)
6. 2D graphics export
7. 2D graphics export (DWG/DXF)
8. Export 2D graphics (PDF/EPS)
9. Export of 3D models (DWG/DXF)
10. Export of 3D models (3DS)
11. Export of 3D models (VRML)
12. Export of 3D models (OBJ)
13. Export of 3D models (FBX)
14. Export of 3D models (XSI)
15. Export of 3D models (KMZ)
16. Export of 3D models (DAE)
17. Exporting section lines
18. Animation export
19. Scenes and animations
20. Printing

MODULE 5. INTERIOR DECORATION: INTERIOR DESIGN TECHNICIAN

1. DIDACTIC UNIT 1. THE DECORATION. ORIGIN AND HISTORY

1. Decoration concept
2. Origin and history of decoration
3. The interior design

2. DIDACTIC UNIT 2. COMPOSITION

1. Main aspects to take into account in the composition
2. Focal Point
3. Harmony and unity
4. Contrast and variety
5. The visual rhythm in decoration
6. Balance. Symmetrical and asymmetrical balance

3. DIDACTIC UNIT 3. THE LIGHT

1. Light as a basic element in decoration
2. natural light

3. artificial light
4. Types of lighting according to their functionality
5. Types of lamps and main light sources
6. Main lighting systems
7. Lighting in the different rooms of a house

4. DIDACTIC UNIT 4. THE COLOR

1. color perception
2. What is color?
3. Basic properties of color
4. Color space
5. Warm and cold colors
6. Color theory. Additive synthesis and subtractive synthesis of color
7. Color harmony
8. The contrast
9. Psychology, symbology and aesthetics of color
10. Color in decoration

5. DIDACTIC UNIT 5. THE LOCATION OF ELEMENTS IN SPACE

1. Importance of space
2. Space distribution. Basics
3. Storage forms
4. Types of spaces
5. Mandatory decorative elements and accessories

6. DIDACTIC UNIT 6. MATERIALS USED IN DECORATION

1. Choosing the right decoration materials
2. Use of materials in decoration: use of wood
3. Use of materials in decoration: use of stone
4. Use of materials in decoration: use of bricks, tiles and tiles
5. Use of materials in decoration: use of concrete and plaster
6. Use of materials in decoration: use of glass
7. Use of materials in decoration: use of metal
8. Use of materials in decoration: use of synthetics, leather and linoleum
9. Use of materials in decoration: use of textiles

7. DIDACTIC UNIT 7. MAIN DECORATIVE STYLES

1. Decoration styles
2. Styles today

8. DIDACTIC UNIT 8. DECORATIVE EFFECTS AND COATINGS ON CEILINGS, WALLS AND FLOORS

1. Decoration of ceilings and walls. Effects achieved
2. Ceiling decoration
3. Wall decoration. Techniques and materials
4. Wall and ceiling coverings
5. Most used floor coverings

9. DIDACTIC UNIT 9. WINDOW DECORATION

1. Window decoration. Practical aspects
2. Blinds
3. Use of mosquito nets
4. Lattices

10. DIDACTIC UNIT 10. FURNITURE

1. Factors to take into account in the distribution of furniture
2. Furniture distribution
3. Furniture upholstery
4. Other types of furniture and accessories

11. DIDACTIC UNIT 11. COMPLEMENTARY ASPECTS OF THE DECORATION

1. Use of paintings in decoration
2. Use of plants as a decorative motif
3. Practical and fun ideas for a children's bedroom. Use of murals
4. Functional and decorative details: lighting, taps, hinges, knobs, etc.
5. Containers and supports as decorative elements

12. DIDACTIC UNIT 12. TIPS FOR PRACTICAL DECORATION

1. In full color
2. Tips for home
3. Change the decoration
4. Adaptations

13. DIDACTIC UNIT 13. ORGANIZATION AND DISTRIBUTION OF SPACE ACCORDING TO FENG SHUI

1. What is Feng Shui?
2. The main entrance and hall according to Feng Shui
3. Distribute the living room space according to Feng Shui
4. Decorate the Dining Room according to Feng Shui
5. Organize the Kitchen according to Feng Shui
6. Decorate Bedrooms According to Feng Shui
7. Bathrooms and Feng Shui
8. Hallways and stairs
9. Windows and doors according to feng shui

14. DIDACTIC UNIT 14. DESIGN OF A DECORATION PROJECT

1. Preliminary phase
2. Project start
3. Installation of mandatory elements
4. Furniture placement
5. Quality control and delivery dossier
6. ANNEX. IDEAS AND EXAMPLES FOR DECORATION

MODULE 6. AUTOCAD 2D AND 3D

MODULE 7. VIRTUAL AND AUGMENTED REALITY APPLIED TO ARCHITECTURE

1. DIDACTIC UNIT 1. TYPES OF REALITIES: VIRTUAL, AUGMENTED AND MIXED

1. Types of realities
2. Advantages and disadvantages of realities

2. DIDACTIC UNIT 2. EVOLUTION OF VIRTUAL REALITY

1. History of Virtual Reality
2. Milestones in the history of Virtual Reality
3. News of Virtual Reality
4. History of Augmented Reality
5. Augmented Reality News

3. DIDACTIC UNIT 3. VIRTUAL AND AUGMENTED REALITY DEVICES

1. Architecture of a Virtual Reality system
2. Virtual Reality Peripherals
3. Basic components for Augmented Reality
4. Mixed Reality display technology

4. DIDACTIC UNIT 4. FIELDS OF APPLICATION OF VIRTUAL REALITY

1. Virtual Reality Applications
2. Application of Augmented Reality
3. Mixed Reality Applications

5. DIDACTIC UNIT 5. DIFFERENCES BETWEEN VIRTUAL AND AUGMENTED REALITY

1. Difference between Virtual Reality and Augmented Reality

6. DIDACTIC UNIT 6. AUGMENTED REALITY FOR ARCHITECTURE

1. Applications of Augmented Reality in architecture
2. Free Augmented Reality Tools and Apps
3. Lidar and BIM

MODULE 8. LEAN CONSTRUCTION. CONSTRUCTION PROJECT MANAGEMENT

1. DIDACTIC UNIT 1. LEAN MANUFACTURING

1. Definition and concepts
2. Some tools

2. DIDACTIC UNIT 2. LEAN PHILOSOPHY

1. History of Lean philosophy. toyota
2. Traditional approach vs Lean approach

3. DIDACTIC UNIT 3. LEAN CONSTRUCTION

1. Lean Construction

2. Implement Lean Construction
3. Lean Project Delivery System (LPDS)
4. Integrated Project Delivery (IPD)
5. Building Information Modeling (BIM)
6. Last Planner System (LPS)
7. Lean Approach Process (LAP)
8. Toyota A3 Report

4. DIDACTIC UNIT 4. PHASES OF LEAN PLANNING

1. Lean Construction Principles
2. Construction waste
3. Variability and Buffer types
4. Last Planner Systems Structure
5. Master Planning
6. Phase Plan
7. Pull Session
8. Plan Look a head
9. Weekly and daily programming
10. Percentage of plan fulfilled
11. Daily Stand Up Meetings

5. DIDACTIC UNIT 5. RHYTHMIC PLANNING TAKT PLANNING AND LINE OF BALANCE (LOB)

1. Principle of Production Physics
2. Productivity ratio
3. Productivity curves and productivity control
4. Sectorization
5. Work trains
6. Tak Time and Balanced Work
7. Balance Line Programming

6. DIDACTIC UNIT 6. BALANCE LETTER

1. Rhythmic programming
2. A3 Production Plan
3. Types of jobs
4. Balance Letter

7. DIDACTIC UNIT 7. STRATEGIES FOR THE PRODUCTION PLAN

1. Faithful Circuit
2. LPDS Concepts
3. Productivity reports and lessons learned
4. Project cycle
5. Integrated Project Delivery
6. Productivity control - S curve - HH

8. DIDACTIC UNIT 8. LEAN CONSTRUCTION TOOLS

1. Project management
2. Microsoft Project

3. Other Lean Construction programs

9. DIDACTIC UNIT 9. COSTS

1. Cost control
2. Cost monitoring and optimization

10. DIDACTIC UNIT 10. QUALITY

1. Fundamentals of the quality concept
2. quality management
3. Benchmarking and quality management
4. Process reengineering
5. Quality Management System: ISO

11. DIDACTIC UNIT 11. PREVENTION OF OCCUPATIONAL RISKS IN THE CONSTRUCTION SECTOR

1. Basics
2. Regulatory framework. Occupational Risk Prevention Law
3. General risks and their prevention
4. Specific risks in the construction sector

MODULE 9. END OF PROJECT MASTER

Qualification

University Degree in Master's Degree in Lifelong Learning in Virtual Reality Architect: Virtual Reality Architect issued by the Antonio de Nebrija University with 60 ECTS University Credits. Courses not leading to an official qualification

Objectives

- • Lead the implementation of the Building Information Modeling methodology in all phases of a project's life cycle, from 4D planning to 5D cost management and 6D sustainability. • Design advanced architectural visualization strategies for the creation of detailed 3D models and the generation of high-impact infographics with tools such as Revit, SketchUp and AutoCAD. • Integrate virtual reality into architectural projects, optimizing the user experience and decision making in the visualization of spaces. • Manage the coordination of projects under construction information standards, applying tools such as Naviswork and Dynamo for automation and control. • Evaluate the impact of 7D Facility Management solutions and historical As Built analysis on optimizing the useful life of buildings. • Lead multidisciplinary teams in collaborative modeling environments, ensuring coherence and efficiency in the execution of complex projects. • Develop a strategic vision for the application of immersive technologies and BIM in the continuous improvement of design and construction processes. • Innovate in architectural representation, creating immersive experiences that facilitate the communication and validation of complex projects.

What does it prepare you for?

This program prepares you to transform your approach to the design and management of architectural projects, increasing your strategic decision-making capacity and your leadership in the sector. You will develop a maestría in BIM project management, ranging from 4D planning and 5D cost management, to 6D sustainability and 7D Facility Management. You will master key tools such as Revit, Dynamo and Naviswork to create detailed 3D models and comprehensively manage building lifecycle information, from initial design to historical As Built analysis. You will integrate immersive virtual reality experiences into your projects, allowing you to optimize the representation of spaces, improve communication with clients and offer high-impact solutions. The Master in Virtual Reality Architect: Virtual Reality Architect trains you to implement advanced virtual architecture solutions, improving efficiency, precision and added value in each phase of the project. You will acquire the global vision and management skills necessary to lead the implementation of innovative solutions in digital architecture and foster effective collaboration with multidisciplinary teams.

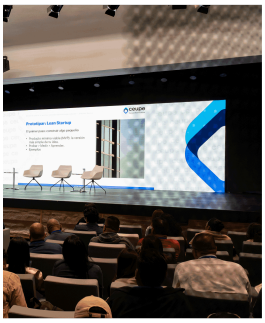
Who is it addressed to?

This program is aimed at architecture, engineering and interior design professionals seeking high-level specialization in representation, visualization and advanced project management. It is ideal for those already working in the construction sector and wish to update and deepen their skills in digital architectural design and BIM project management. If your interest focuses on optimizing the immersive architectural visualization of spaces, strategic decision making and comprehensive management of the life cycle of a building, this program offers you the tools and knowledge to lead the digital transformation in your field. It is designed for innovation-oriented profiles that seek to integrate immersive architectural technologies and BIM methodologies into their workflows to generate a significant impact.

Professional Outings

- Specialization in Advanced BIM Modeling and the integration of immersive architectural visualization positions you to assume highly responsible and leadership roles in the construction, engineering and design sector. You will be able to manage digital architecture projects, leading multidisciplinary teams in the implementation of innovative and efficient solutions for architecture studios, construction companies, real estate developers and consulting companies. You will profile yourself as a BIM Manager, managing the BIM methodology in all its phases, from 4D planning and 5D cost management, to 6D sustainability and 7D Facility Management, guaranteeing the optimization of the building's life cycle. You can also work as a Specialized Consultant in Immersive Technologies in Architecture, offering advanced solutions for the representation, validation and optimization of spaces. Other roles include Head of Innovation in Virtual Interior Design, Project Development Specialist with BIM technology for the real estate sector or Virtual Reality Project Coordinator in design environments.







Live Madrid

Live the International Week

As an additional complement to your training, you can be part of the SIM: Week International in Madrid. A unique meeting that brings together students from all over the world. For seven days you can live an academic and cultural experience in the heart of Europe, culminating with the graduation ceremony in Madrid.

- Conferences and workshops with international experts
- Visits to companies and reference organizations
- Networking with students from different countries
- Cultural activities and discovery of Madrid
- graduation ceremony

Structural

Structuralia is a leading educational institution in postgraduate and highly specialized online training, focused on the fields of engineering, architecture, construction, energy, technology and digital transformation.

Founded in 2001 with a strong industrial DNA, the result of collaboration between large companies in the sector and the Universitat Politècnica de Catalunya (UPC), for more than 25 years we have accompanied technical professionals in their academic and professional development through practical, flexible training aligned with the reality of the labor market.

Our training proposal connects advanced technical knowledge, real employability and international projection, acting as key support in the professional evolution of those seeking to specialize, grow professionally and generate impact in their sector, with a firm commitment to the democratization of access to technical excellence.



+350.000

Students have gone through our virtual classrooms



+20 years

Experience in the training sector



5 stars

QS ranking in online education

EDUCA EDTECH
Group

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When you enroll in a course or master's degree, you will get a free subscription to MyLXP while your training lasts. You will have access to more than 400 key courses (soft skills, languages, digital skills, etc.) and other surprises. Sign up and see how MyLXP improves your learning.

EDUCA LXP Methodology

The comprehensive tailored online education experience

EDUCA LXP is more than a methodology, it is a completely educational experience personalized thanks to all the possibilities offered by artificial intelligence. Now the content adapts to you, your needs and preferences, while offering you access to updated and practical content that really makes a difference in the labor market.

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100% online learning adapted to your schedule: study from any device wherever, whenever and however you want.

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Artificial intelligence

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Human empathy and academic guidance from a specialized teaching team.

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Didactic approach oriented to work by competencies, which favors practical and meaningful learning.

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Meet PHIA, your personalized learning assistant

Use all the possibilities of artificial intelligence to get the most out of it match to your training

EDUCA EDTECH Group leads the digital revolution in education, promoting the continuous learning and technological transformation. The group is made up of recognized training institutions and its mission is to democratize access to education, promote the transfer of knowledge, technological development and research.

With the experience accumulated over more than 20 years, we have perfected our learning platform EDUCA LXP (Learning Experience Platform), the basis of our educational methodology, which provides students with online training practical and meaningful.



Discover all the payment facilities

We adapt to all international payment methods.

VISA · maestro · Pay · Pay · amazon pay · bizum · PayPal · CMR Falabella · OXXO · mercado pago · Diners Club INTERNATIONAL · DISCOVER · Protección al Comprador · CONFIANZA ONLINE

Funding and scholarships

Finance your course or master's degree and enjoy the available scholarships. Contact our expert team to know which one best suits your profile.

25% Alumni Scholarship

15% Scholarship recommended

20% Functional Diversity Scholarship

20% Unemployment scholarship

15% GROUP Scholarship

20% Scholarship for Professionals, Healthcare, members

15% Entrepreneurship Scholarship

20% Large Family Scholarship