



## Basic Competences

- B06 To possess and understand knowledge that provides a basis or opportunity to be original in the development and / or application of ideas, often in a research context.
- B07 That students know how to apply the acquired knowledge and have the ability to solve problems in new or unfamiliar environments within broader (or multidisciplinary) contexts related to their area of study.
- B08 That students are able to integrate knowledge and face the complexity of making judgments based on information that, being incomplete or limited, includes reflections on social and ethical responsibilities linked to the application of their knowledge and judgments.
- B09 That the students know how to communicate their conclusions -and the knowledge and ultimate reasons that sustain them- to specialized and non-specialized audiences in a clear and unambiguous way.
- B10 That students have the learning skills that allow them to continue studying in a way that will be largely self-directed or autonomous.

## General Competences

- CG1. To apply properly mathematical, analytical, scientific, instrumental, technological and management aspects.
- CG2. To technically and economically manage projects, facilities, plants, companies and technology centres.
- CG3. To investigate, develop and innovate.
- CG4. To direct, plan and supervise multidisciplinary teams

## Specific Competences

- CE1. To analyse the different raw materials, intermediate and final products in the leather manufacturing process.
- CE2. To analyse, apply and project the main unit operations and the systems that make up the leather manufacturing process.
- CE3. To apply basic knowledge and applications of environmental technologies and sustainability in the field of leather engineering.
- CE4. To apply theories and principles of leather engineering in order to analyse complex situations and make decisions through engineering resources.
- CE5. To identify the main industrial processes of leather manufacturing in its three phases: beam house phase, tanning and re-tanning phase and finishing phase.
- CE6. To widely identify the main markets of origin and supply of rawhide and of the main destinations of finished leather.
- CE7. To apply the different evaluation, innovation and communication tools based on life cycle analysis (LCA).
- CE8. To apply the main mechanisms of the organic reactions of macromolecules and polymers to their synthesis and their application in industry.
- CE9. To project, calculate and design products, processes, facilities and layouts, related to the field of leather engineering.
- CE10. To design strategic planning and apply it to production systems, quality and environmental management in the field of leather engineering.
- CE11. To apply the necessary legislation in the field of leather engineering.
- CE12. To perform individually, present and defend in front of a university court an original exercise, consisting of a project in the field of leather engineering of a professional nature, which synthesizes and integrates the skills acquired in the master.