



EVENT DESCRIPTION

Within the Industrial Engineering program of the ICESI University, students must complete the University Meeting of Industrial Engineers (EUDII for its acronym in spanish) every semester. For 33 editions, the event has been aimed at the public offering a wide variety of speakers and topics of interest for both industrial engineers (students or graduates) and the population related to other areas of knowledge. Equally, it supposes a challenge and later pride for the students organizers of the event, the faculty of engineering and the university; as they are the ones who obtain everything necessary for the realization of the event, from national and international speakers to advertising, sponsorships, logistics and everything that involves an event of such magnitude.





WHAT DOES THE EUDII 34 BRINGS?

El EUDII en su trigésima cuarta edición, incursionará en la industria de la música abarcando importantes campos relacionados con la ingeniería, como lo son la logística, la producción e innovación frente a la manufactura de instrumentos musicales; organización y planeación de eventos, plataformas digitales, y el impacto de la industria 4.0 en el desarrollo y evolución de la música. Lo anterior resulta ser un desafío, debido a que se busca ahondar sobre el rol desempeñado por un ingeniero en esta industria. Por otra parte, se aprovechará el lanzamiento del nuevo programa de Música en la universidad Icesi, para cooperar y lograr la ejecución de un evento que refleje calidad, dedicación, trabajo y esfuerzo. A su vez, se contará con la participación de ponentes nacionales e internacionales con gran experiencia en estos temas, con el fin de elaborar actividades que involucren a todo tipo de público y de esta forma, estar a la altura de versiones anteriores de EUDII.





OBJECTIVE

The main objective is to broaden the classic vision of the Industrial Engineer, whose field of action is generally business and manufacturing. Therefore, EUDII 34th aims to explore one of the most influential industries in the world, in order to generate a new perspective in each of the attendees of the event; achieving thus a great impact on the image and academic quality of the university and the faculty of engineering. At the same time, it seeks to meet and reach higher figures than the previous versions regarding the assistance, quality and satisfaction of visitors and sponsors.









Without a doubt, the term production is a fundamental part to achieve success in an organization; However, when it comes to industries that offer audiovisual material, it becomes a little complex to imagine what is behind it. For this reason, the following questions can be proposed: What stages and activities occur in the making of songs? What is taken into account for the manufacture of the instruments? How is the recording of a disc made?

LOGISTICS BEHIND MUSICAL EVENTS

How is the performance of a musical event? What is behind its success? The great musical events such as concerts, festivals, fairs, among other formats; they possess for their development a considerable exigency in the planning, control and assignment of roles. These are measured based on quality and professionalism standards, which allow the objectives and expectations for a given event to be met.





EJES TEMÁTICOS

INDUSTRY 4.0 - MUSIC

Refers to the new way of organizing the means of production and the digitization of value chains, through the integration of data processing technologies, softwares and the Internet. From 2003 to the present, the music industry makes benefits of this technological trend. This year, EUDII will seek to answer: How does producers connect with people? How is the personal information of the users used to generate musical experiences according to their tastes? How has the music industry evolved with the internet? What innovations has technological evolution implied in music?





Thursday, April 26, 2018 Auditorium ICESI University - Cali





CONTACT US:

- (+57) 317 687 9653
- eudii@correo.icesi.edu.co

- f eudi
- eudi_icesi

www.eudi.com

