TIMTM Master’s Programme in Interactive Media Technology
...to establish a practical and theoretical basis for the design, development and evaluation of interactive products, services and media technologies.
Always use technology to increase human flourishing: focus on magic, discourage manic, ban the toxic!
“Interaction design is about shaping digital things for people’s use”

- Jonas Löwgren
### TIMTM19 Roadmap

<table>
<thead>
<tr>
<th>Year 1 - Mandatory</th>
<th>Year 2 - Mandatory</th>
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</thead>
<tbody>
<tr>
<td>DM2601 Interaction Design and Media Technology, 7.5</td>
<td>DM2799 - Advanced Project Course, 1 + 6.5</td>
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<tr>
<td>DM2350 - Human Perception for Information Technology, 7.5</td>
<td>DA232X - Degree Project, 30.0</td>
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<tr>
<td>DT2140 - Multimodal Interaction, 7.5</td>
<td>DM2679 - Programme Integrating Course, 1.0</td>
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<tr>
<td>DH2632 - HCI Research Seminars, 3.0</td>
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### Tracks and electives

<table>
<thead>
<tr>
<th>Year 1</th>
<th>Year 2</th>
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<tbody>
<tr>
<td>Track course 1</td>
<td>Elective or conditionally elective</td>
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*Not all tracks have two mandatory courses*
TIMT19 Tracks

<table>
<thead>
<tr>
<th>Track: Physical Interaction Design</th>
<th>P3 Y1</th>
<th>P4 Y1</th>
<th>Conditionally Elective P3, P4, P1, P2</th>
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<tbody>
<tr>
<td>DH2400 Physical lxD, 7.5</td>
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<td>DH2670 Haptics, Tactile, &amp; Tangible Interaction, 7.5</td>
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<tr>
<th>Track: Sonic Media</th>
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<th>At least 7.5 credits</th>
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<tbody>
<tr>
<td>DT2300 Sound in Interaction, 7.5</td>
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<td>DT2213 Musical Communication, 7.5</td>
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<tr>
<th>Track: Visual Media</th>
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<th>At least 15 credits</th>
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<tbody>
<tr>
<td>DD2258 Introduction to Visualization, Computer Graphics, and Image/Video Processing, 7.5</td>
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- DD2410 Introduction to Robotics
- IL2206 Embedded Systems
- DD2258 Introduction to Visualization, Computer Graphics and Image/Video Processing
- DH2321 Information Visualization
- DT2300 Sound in Interaction
- MF2104 Mechatronics in Product Design
- MF2092 Rapid Prototyping (Only if you are reading MF2104)

- DT2215 Advanced Individual Course in Music Communication
- DH2650 Computer Game Design
- DH2321 Information Visualization
- DT2212 Music Acoustics
- DH2670 Haptics, Tactile and Tangible Interaction
- DT2217 Advanced Individual Course in Music Acoustics

- DD2257 Visualization
- DH2413 Advanced Graphics and Interaction
- DD2470 Advanced Topics in Visualization and Computer Graphics
- DH2650 Computer Game Design
- EQ2330 Image and Video Processing
- DH2321 Information Visualization
- DH2323 Computer Graphics and Interaction
- DM2582 Media Lab
Career

- **Interaction Designer** - designing the interactive aspects of a product
- **Usability Engineers** - evaluating products, using usability methods and principles
- **Web designers** - the visual design of websites, layouts, frontend, etc
- **Information Architects** - system's logical structure and content
- **User Experience designers (UX)** - all of the above but can carry out field studies for the design of products
- **(Interactive) media production** – work within the media industry - TV, film, news, games...
- **Researchers and teachers**
Which areas will you need competence within?
Companies

- Spotify
- Tobii Eyetracking
- DICE
- Netlight
It is not the end. It is not even the beginning of the end. But I daresay it is the end of the beginning.
The end of the beginning: Degree Project Options

Examples of project topic providers:

- **Large or Small media/Interaction design agencies**: Mobiento, Winston, Screen Interaction, Ocean Observations, Ziggy, HiQ, Publit...
- **Media production organisations**: SVT, TV4, Expressen...
- **Large companies**: Spotify, Scania, ABB ...
- **Public sector**: schools, museums, hospitals, public transport ...
- **Research**: SICS, MID ...
Degree Project: VLC as a Design Material
Explorative Prototyping
MIDDILA_ Makerspace
This is Karey, this is Jarmo. Together we've been running...
Questions?

• Talk to study counsellor
  • media-master@eecs.kth.se

• Or me
  • jarmola@kth.se
  • Offices in E-bulding 6th floor
THANK YOU