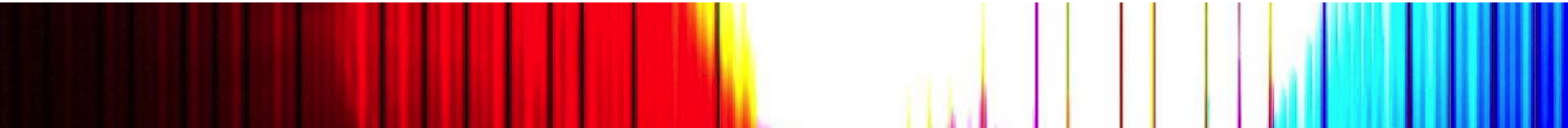
TIMTM Master's Programme in Interactive Media Technology

TIMTM19 2019 Jarmo Laaksolahti

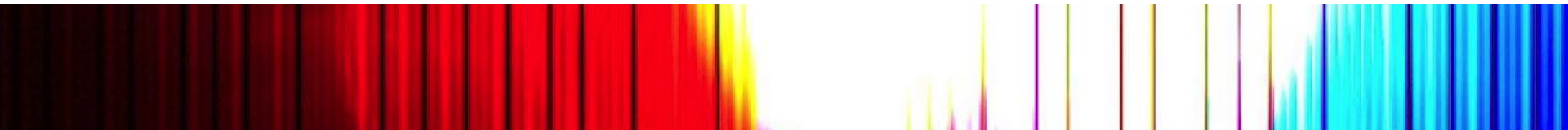
…to establish a practical and theoretical basis for the design, development and evaluation of interactive products, services and media technologies.



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



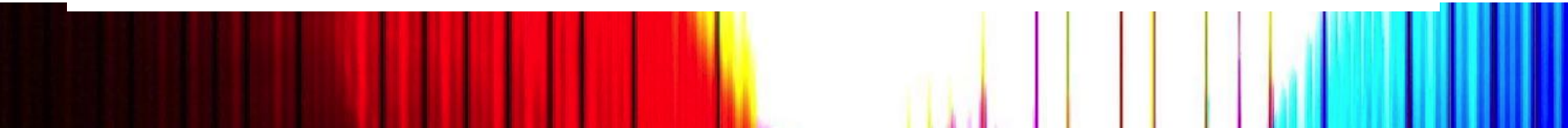
TIMTM19 Roadmap

	P1	P2	P3	P4
Year 1 - Mandatory	*DM2601 Interaction Design and Media Technology, 7.5*	*DM2712 - Research Methods in IMT, 6*		
	DM2350 - Human Perception for Information Technology, 7.5	*DT2140 - Multimodal Interaction, 7.5*		
	DM2679 - Programme Integrating Course, 1.0			
	DH2632 - HCI Research Seminars, 3.0			
Year 2 - Mandatory	*DM2799 - Advanced Project Course, 1 + 6.5*		*DA232X - Degree Project, 30.0*	
	DM2679 - Programme Integrating Course, 1.0			

Tracks and electives

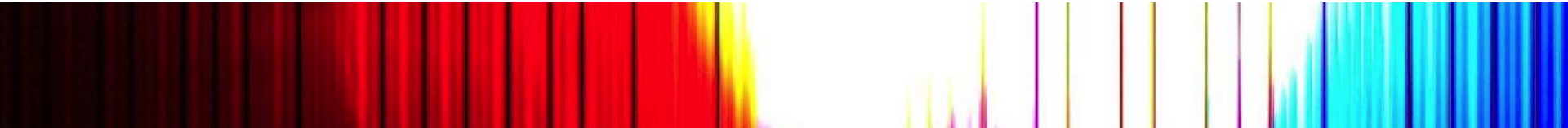
	Year 2		Year 1	
Year 1			*Track course 1*	*Track course 2 **
			Elective or conditionally elective	*Elective or conditionally elective*
Tracks and Electives Year 2	*Elective or conditionally elective*	*Elective or conditionally elective*		
	Elective or conditionally elective			

*** Not all tracks have two mandatory courses**



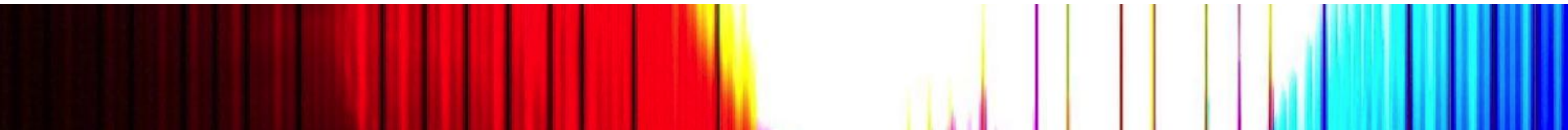
TIMTM19 Tracks

	P3 Y1	P4 Y1	Conditionally Elective P3,P4,P1,P2	
Track: Physical Interaction Design	*DH2400 Physical IxD, 7.5*	*DH2670 Haptics, Tactile, & Tangible Interaction, 7.5*	▸ 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)	At least 7.5 credits
Track: Sonic Media	*DT2300 Sound in Interaction, 7.5*	*DT2213 Musical Communication, 7.5*	▸ 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	At least 1 course
Track: Visual Media	*DD2258 Introduction to Visualization, Computer Graphics, and Image/Video Processing, 7.5*		▸ 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	At least 15 credits

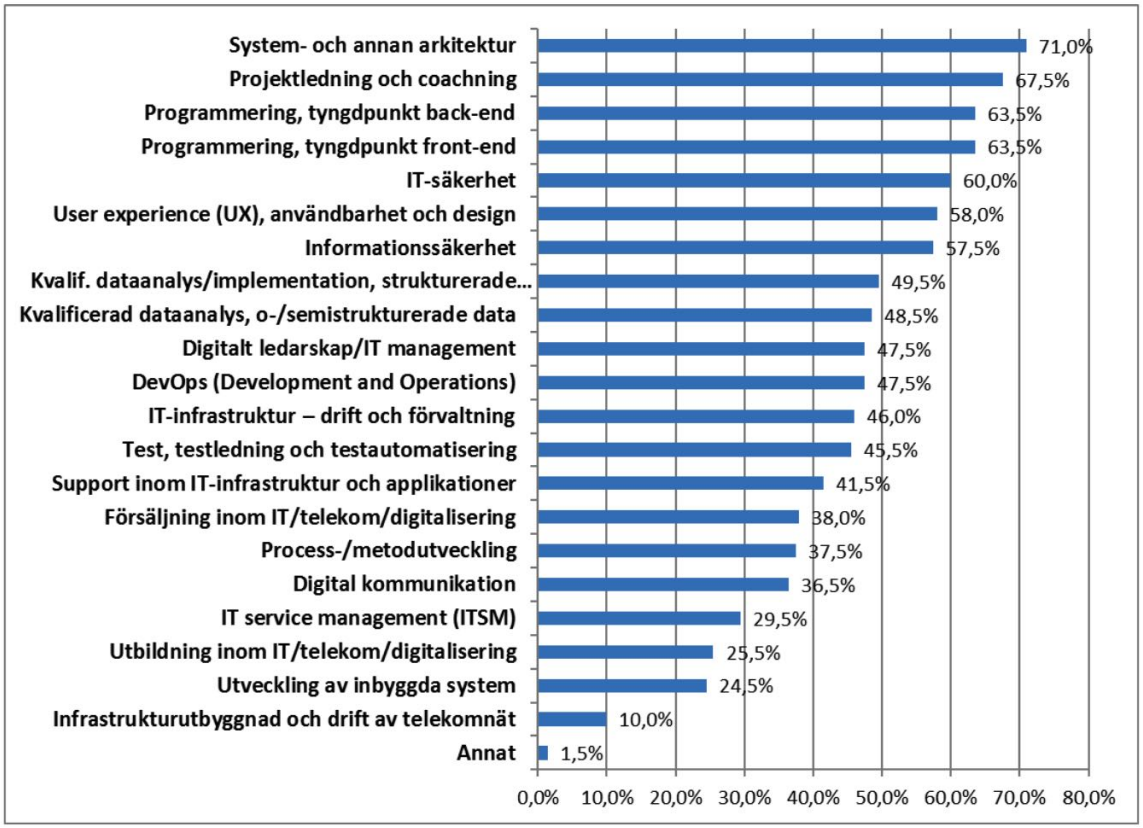


Career

- **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?



IT&Telekomföretagen
almega

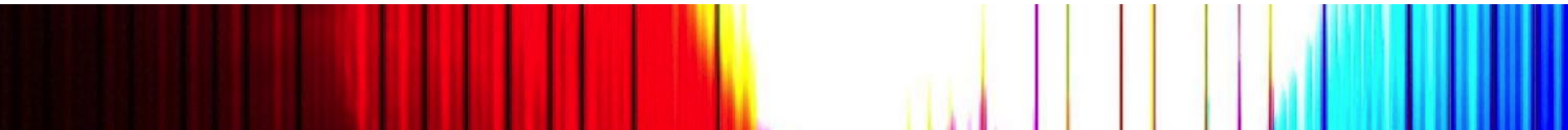
Companies

Spotify

tobii EYETRACKING

DICE

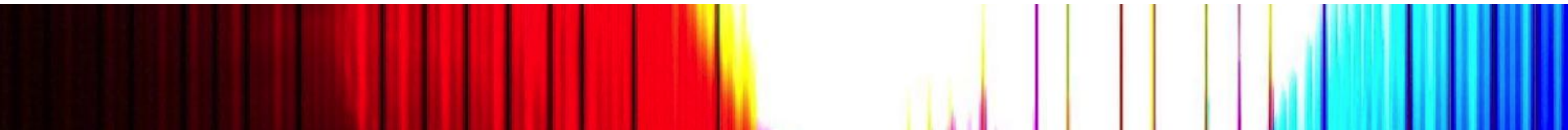
netlight



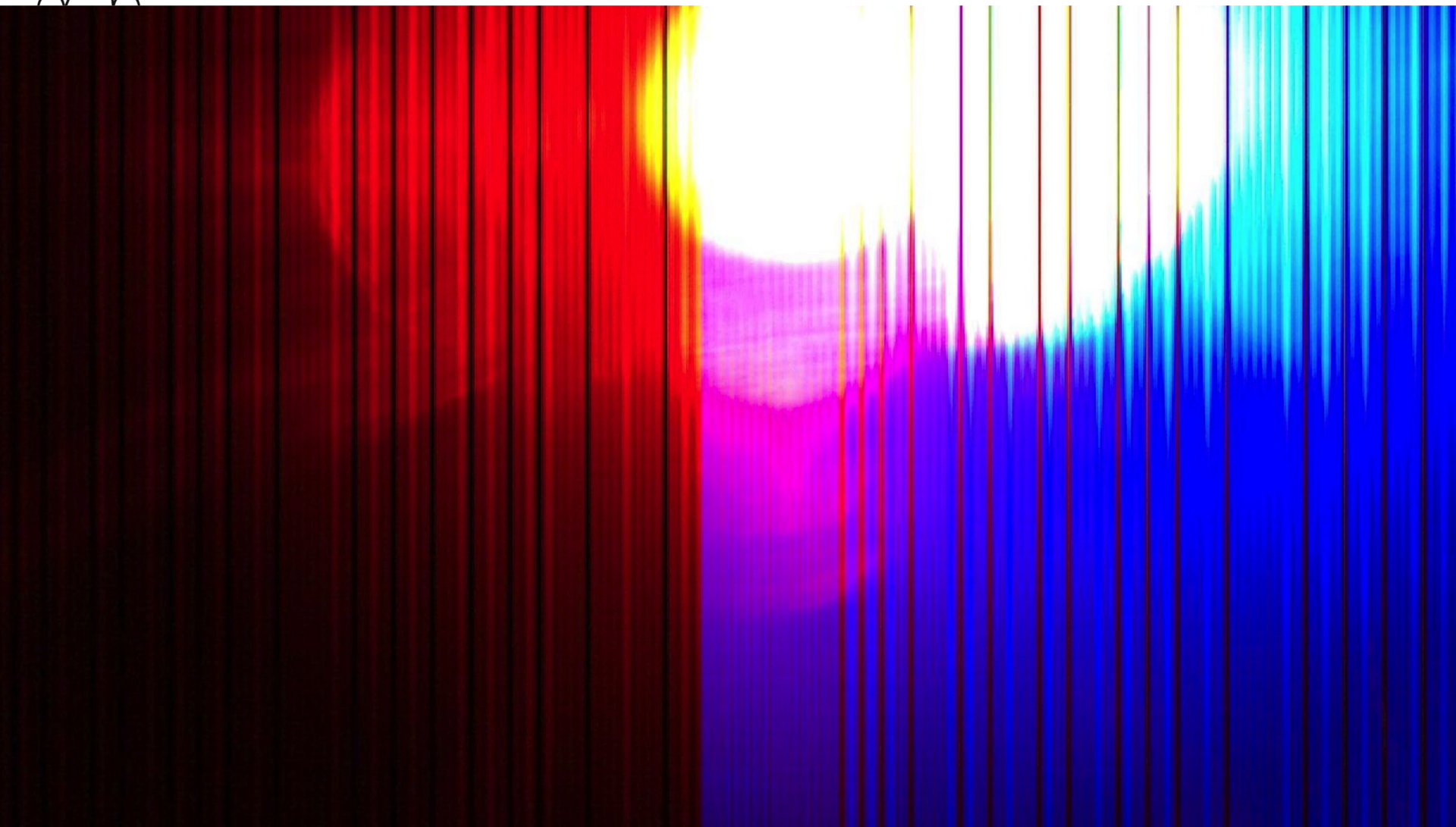
The end of the beginning: Degree Project Options

Examples of project topic providers:

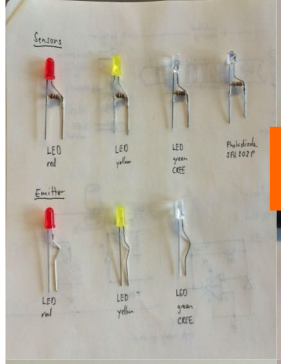
- Large or Small media/Interaction **design agencies**: Mobiento, Winston, Screen Interaction, Ocean Observations, Ziggy, HiQ, Publit...
- **Media production organisations**: SVT, TV4, Expressen…
- **Large companies**: Spotify, Scania, ABB ...
- **Public sector**: schools, museums, hospitals, public transport ...
- **Research**: SICS, MID …

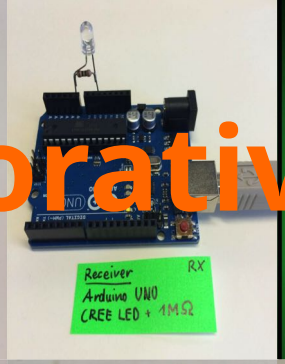


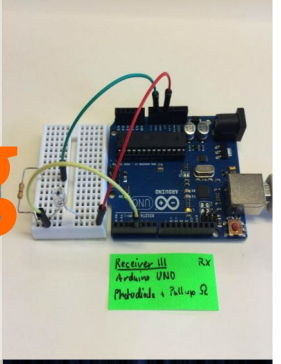
Degree Project:
VLC as a Design Material

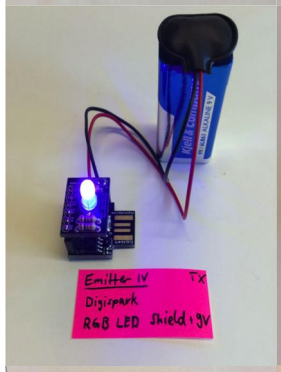


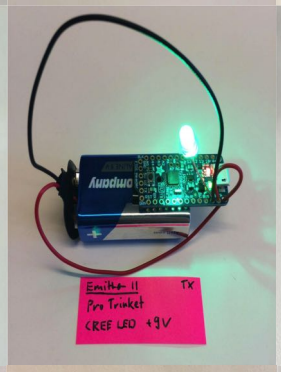
Explorative Prototyping

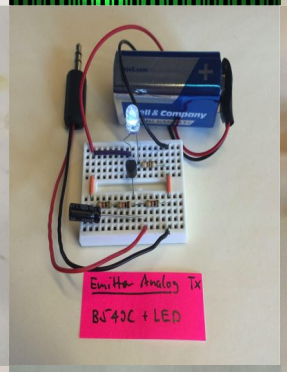


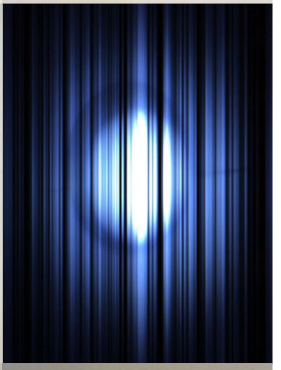


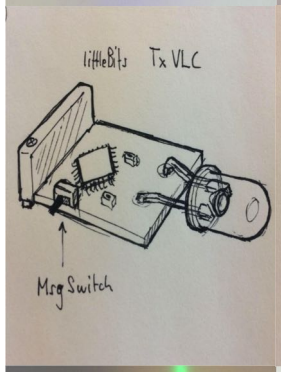


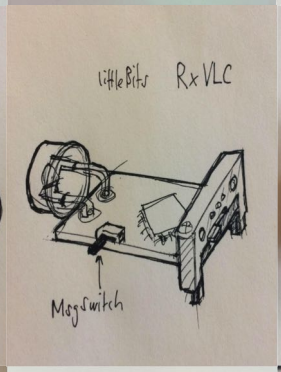


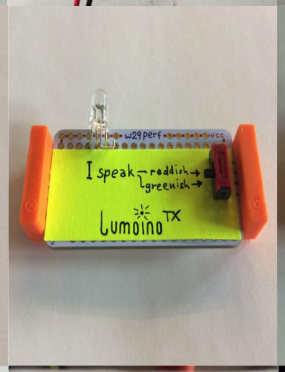


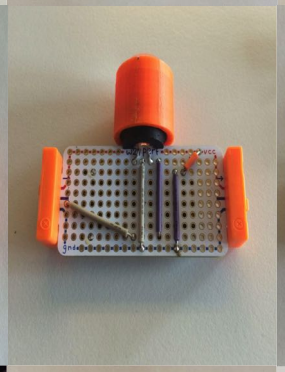


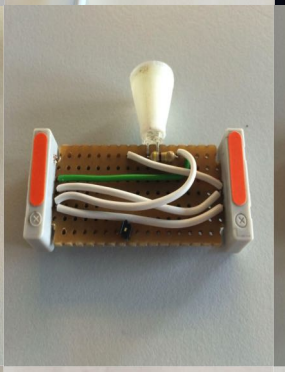


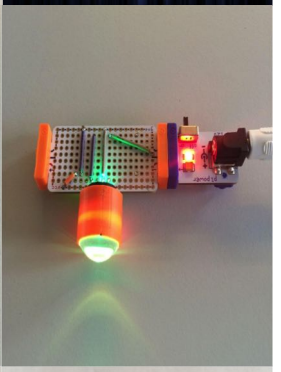


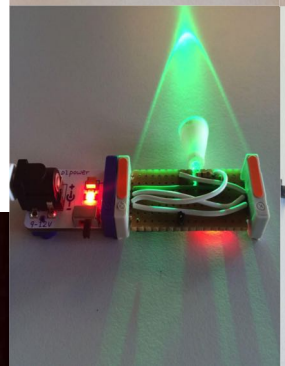


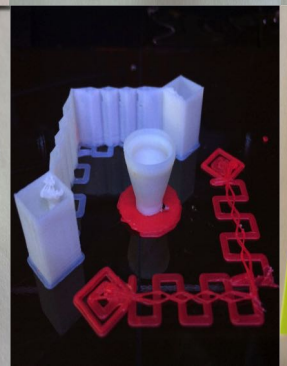


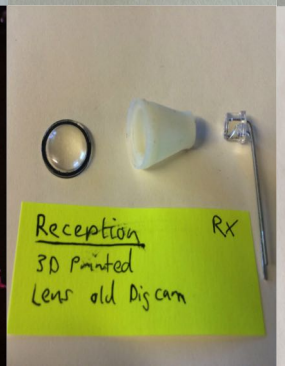




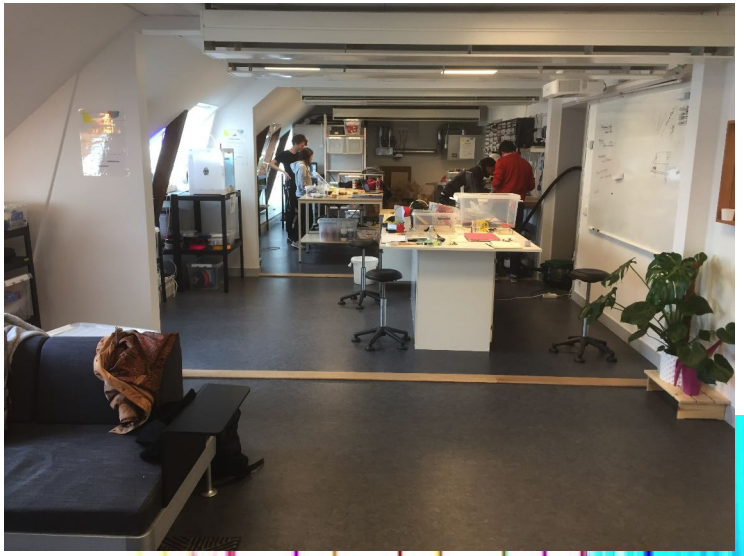








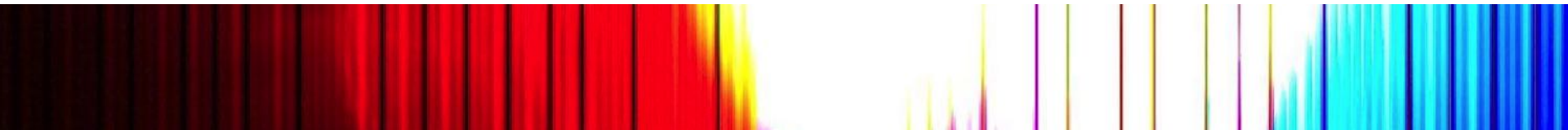
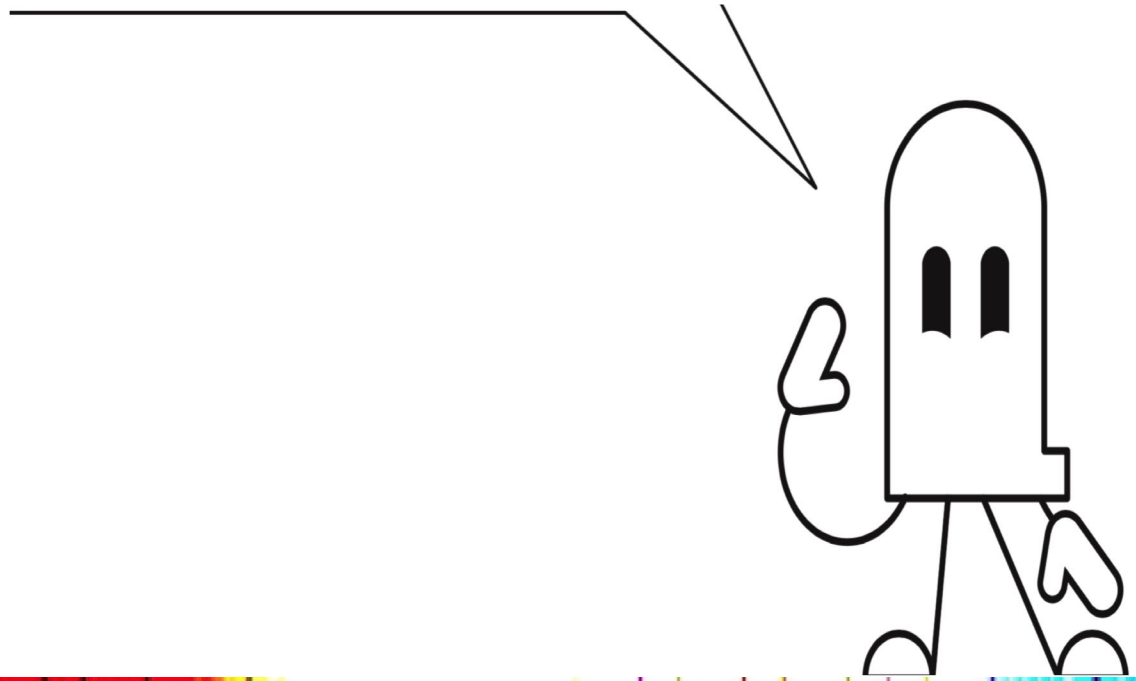
MIDDLA_ Makerspace



Advanced Project Course

Questions?

- Talk to study counsellor
  - media-master@eecs.kth.se
- Or me
  - jarmola@kth.se
  - Offices in E-bulding 6th floor



THANK YOU