



Programme syllabus

Master's Programme, Interactive Media Technology, 120 credits

Masterprogram, interaktiv medieteknik

120.0 credits

Valid for students admitted to the education from autumn 17 (HT - Autumn term; VT - Spring term).

This is a translation of the Swedish, legally binding, programme syllabus.

Programme objectives

The aim of the programme is to establish a practical and theoretical basis for work with the design, development and evaluation of interactive and media technology products and services. The complex media landscape of our time is increasingly dependent upon expert knowledge within areas such as signal processing with video streaming, social media, sound and music processing, designing different types of physical interaction platforms, advanced data visualization as well as media technology from a sustainable perspective.

The programme provides students with a broad range of industry-oriented competence and the possibility for research-based specialisation in the aforementioned areas.

Knowledge and understanding

The Master's Programme in Interactive Media Technology provides an academic deepening within interactive solutions and technologies, with focus on the design, development of technology and studies of media technology solutions in day-to-day use.

Furthermore, the programme provides the basic knowledge and ability needed to solve technical, organisational, methodological, design-based and user-related problems and challenges faced within media technology.

The programme curriculum contributes knowledge about the technological and multi-disciplinary basis of the media and their technology.

Throughout the programme, students will receive in-depth knowledge about human cognition and perceptions of design processes and about technology and research within the multi-modal interface as well as on theories and methods for analysing and understanding specific situations and specific user groups. As part of the programme framework, students will be provided with specific knowledge of how to meet the various requirements of user interfaces for different types of applications and users.

Skills and abilities

The Master's Programme in Interactive Media Technology will provide the students the necessary foundations to adopt a holistic approach to independently and creatively identify, formulate and manage complex issues, and analysing and critically evaluating different technological, organisational and design-based solutions.

The programme will provide the basis for further study at third-cycle level as well as the ability to participate in research and development work, hence contributing to the development of knowledge within the field. As part of the programme, students will develop insight and ability in working in groups that have been brought together in different ways. They will also develop an ability to identify their need for further knowledge and to continually develop their skills and abilities.

Ability to make judgements and adopt a standpoint

The aim of the programme is for the student to be able to evaluate the quality of academic studies and display a reflective and critical attitude to academic and non-academic texts; through personal development maintain their professional ability throughout their career, follow discussions about technology in society and make personal contributions to them.

In addition to this, the similar aims defined in the Higher Education Ordinance apply.

Extent and content of the programme

The programme is at second cycle level and comprises 120 credits. 120 credits is the equivalent of two years' full-time study. The programme is taught in English.

The programme consist of a basic block of courses and have four specializations, of which one is to be chosen:

- Physical Interaction
- Human-Computer interaction
- Sonic media
- Visual Media

Eligibility and selection

General admission requirements: See the KTH general admission requirements for Master's programmes

Specific admission requirements: Knowledge corresponding to the courses DD1310 Programming Techniques, DD1320 Applied Computer Science.

Selection: If the number of applicants exceeds the number of available places, the programme committee will perform a selection process based on the following criteria:

1. evaluation of the university

2. grades from previous studies

3. motivation to study

The evaluation scale is 1-75.

Implementation of the education

Structure of the education

This study plan was established by the Dean of School on 2016-09-15 and applies to students commencing the programme in the academic year of 2017/2018.

The academic year consists of 40 weeks, divided into four periods.

The division of the academic year is stipulated on the KTH website for students (<http://www.kth.se/>).

The program consists of compulsory courses and four tracks, which one must be chosen. The compulsory courses and the tracks are read partially in parallel for two years. The compulsory courses are common to all students and are together 34 credits. The tracks are selected during semester one and are together 22.5 points.

The programme concludes with a 30 credit degree project.

Other courses are optional.

Courses

The programme is course-based. Lists of courses are included in [appendix 1](#).

The various aims, pre-requisites, content and course requirements can be found in the study plans in the Course and Programme Directory on the KTH website for students. Each year group has a list of the included courses.

The following limitations apply to the elective courses:

- There can be a limit imposed on the number of credits that may be taken per semester.
- Elective courses may not significantly overlap with the existing programme courses.
- A subject course on a level that is lower than the existing programme course may not be included as an elective course.

Examinations are conducted in various ways, for example: exercises completed at home and then presented orally or in writing; laboratory work; project work or written examinations.

After each course, student feedback is collected and analysed by the course coordinator. Feedback is presented as a course analysis that is usually published online. See the KTH regulations for course analyses <http://www.kth.se/en>

Grading system

Courses in the first and the second cycle are graded on a scale from A to F. A-E are passing grades, A is the highest grade. The grades pass (P) and fail (F) are used for courses under certain circumstances.

Conditions for participation in the programme

Semester registration:

At the start of each semester, the student is required to register via the Personal Menu. Semester registration is required to participate in new courses, for study results to be registered and for CSN to issue student funding.

Choice of specialisation:

Choice of specialisation is made as per instruction from the School of Computer Science and Communication.

Choice of courses

Application for admittance to course:

The student is obligated to apply for admission to all the courses the student wishes to study in the following semester.

It is the student's responsibility to ensure they fulfil the recommended knowledge pre-requisites. Application for admission to the course must be done in accordance with instructions from the School of Computer Science and Communication, no later than

- 15 May for the autumn semester,
- 15 November for the spring semester

Applications submitted after the deadline are considered subject to availability of space. Before applying for admission to a language course, a test concerning level placement should be conducted.

A small number of courses have limited places. For such courses, selection is merit-based, from grades and points for those students who have applied in time. The selection is conducted by the school offering the course.

Students may only take part in the courses included in the student's study plan.

Course registration:

The student is to register for each course at the start of the course. Course registration on both compulsory and elective courses must be done individually. Those who have registered on a course and then decide to not complete the course must remove the course registration via the Personal Menu. If the student does not do this, they must complete the course.

Course registration presupposes that the student has been admitted to the course.

Requirements for advancement:

To advance to the second year of the programme, the student must have completed a minimum of 45 credits from the first year.

Students who have fallen behind in their studies and do not meet the above requirements must, in consultation with the programme's Study Guidance, establish an individual study plan for the continuing studies.

See KTH's regulations: <http://www.kth.se/en>

Recognition of previous academic studies

Students have the opportunity to be given credit for results from a course or courses at another higher education institution/university within or outside Sweden.

The form can be found on the KTH website for students. Application for a credit transfer shall be submitted to education administration office at CSC.

The KTH policy for credit transfers can be found in its entirety in the KTH regulations:

<http://www.kth.se/en/>

Studies abroad

Students on the programme have the opportunity to study abroad for one semester via the agreements KTH has with universities within and outside the EU. It is also possible to write the degree project abroad.

For more information, contact the International Co-ordinator at CSC.

Degree project

The programme includes a thesis for the Degree of Master of Science in Engineering/Degree of Master of Science which corresponds to 30 credits.

The student is responsible for finding a suitable task for their own degree project. KTH's comprehensive rules and guidelines for a thesis, 30 credits, for a Degree of Master of Science, 300 credits, as well as how the thesis is graded, can be found in the KTH regulations: <http://www.kth.se/en>

In addition to the requirements set for beginning the degree project, for the students following a Master of Engineering programme, the requirements for the Master of Engineering programme apply.

Degree

Once the student has completed the entire programme, they can apply for a Teknologic Masterexamen (Degree of Master of Science).

Instructions for how to apply for the degree can be found on the KTH student website.

Conditions for the Degree of Master of Science

A Degree of Master of Science is awarded after completion of the programme. The programme is designed so that the student, having earned their degree, meets the national examination requirements and those set by KTH for the Degree of Master of Science.

See KTH's regulations <http://www.kth.se/en>

[Appendix 1 - Course list](#)

[Appendix 2 - Programme syllabus descriptions](#)



Appendix 1: Course list

Master's Programme, Interactive Media Technology, 120 credits (TIMTM), Programme syllabus for studies starting in autumn 2017

General courses

Year 1

Mandatory courses (22.0 Credits)

Course code	Course name	Credits	Edu. level
DH2632	Human-Computer Interaction, Research Seminars	3.0 hp	Second cycle
DM2350	Human Perception for Information Technology	7.5 hp	Second cycle
DM2601	Media Technology and Interaction Design	7.5 hp	Second cycle
DM2678	Program Integrating Course in Interactive Media Technology	4.0 hp	Second cycle

Conditionally elective courses

Course code	Course name	Credits	Edu. level
DH1621	A quick introduction to Human-Computer Interaction Compulsory for students without prior knowledge in HCI	3.0 hp	First cycle
DM2573	Sustainability and Media Technology Compulsory for students in the "civilingenjörsprogram i Medieteknik"	7.5 hp	Second cycle

Supplementary information

Compulsory courses, year 1:

DM2573 Sustainability and Media technology is compulsory for students admitted to CMETE.

Year 2

Mandatory courses (47.5 Credits)

Course code	Course name	Credits	Edu. level
DA232X	Degree Project in Computer Science and Engineering, specializing in Interactive Media Technology, Second Cycle	30.0 hp	Second cycle
DM2678	Program Integrating Course in Interactive Media Technology	4.0 hp	Second cycle
DM2712	Research Methods in Interactive Media Technology	6.0 hp	Second cycle
DM2799	Advanced Projectcourse in Interactive Media Technology	7.5 hp	Second cycle

Track, Physical Interaction (FID)

Year 1

Mandatory courses (15.0 Credits)

Course code	Course name	Credits	Edu. level
DH2400	Physical Interaction Design and Realization	7.5 hp	Second cycle
DT2140	Multimodal Interaction and Interfaces	7.5 hp	Second cycle

Conditionally elective courses

Course code	Course name	Credits	Edu. level
DH2670	Haptics, Tactile and Tangible Interaction	7.5 hp	Second cycle
MF2023	Industrial Design	6.0 hp	Second cycle
MF2031	Advanced Prototyping	6.0 hp	Second cycle

Recommended courses

Course code	Course name	Credits	Edu. level
DD2425	Robotics and Autonomous Systems	9.0 hp	Second cycle
DH2408	Evaluation Methods in Human-Computer Interaction	6.0 hp	Second cycle
DH2466	Advanced, Individual Course in Human-Computer Interaction	6.0 hp	Second cycle
DH2629	Interaction Design as a Reflective Practice	7.5 hp	Second cycle
DH2642	Interaction Programming and the Dynamic Web	7.5 hp	Second cycle
DH2650	Computer Game Design	6.0 hp	Second cycle
DH2655	Cooperative IT-design	9.0 hp	Second cycle
DM2500	Telepresence Production	7.5 hp	Second cycle
DM2518	Mobile Development with Web Technologies	7.5 hp	Second cycle
DM2623	IT design for disabled	7.5 hp	Second cycle
DM2720	Sustainable ICT in Practice	7.5 hp	Second cycle
DM2904	Individual Course in Media Technology	6.0 hp	Second cycle

DM2905	Individual Course in Media Technology	7.5 hp	Second cycle
DT2112	Speech Technology	7.5 hp	Second cycle
DT2119	Speech and Speaker Recognition	7.5 hp	Second cycle
DT2213	Musical Communication and Music Technology	7.5 hp	Second cycle

Supplementary information

The student must follow one of the following courses:

DH2670, Haptic, Tangible and Embodied Interaction 7.5 hp

MF2023 Industrial Design, 6 hp

MF2031 Advanced Prototyping 6.0 hp

MF2092 Rapid Prototyping 3.0 credits

Year 2

Conditionally elective courses

Course code	Course name	Credits	Edu. level
DH2670	Haptics, Tactile and Tangible Interaction	7.5 hp	Second cycle
MF2023	Industrial Design	6.0 hp	Second cycle
MF2031	Advanced Prototyping	6.0 hp	Second cycle

Recommended courses

Course code	Course name	Credits	Edu. level
DD2425	Robotics and Autonomous Systems	9.0 hp	Second cycle
DH2408	Evaluation Methods in Human-Computer Interaction	6.0 hp	Second cycle
DH2466	Advanced, Individual Course in Human-Computer Interaction	6.0 hp	Second cycle
DH2629	Interaction Design as a Reflective Practice	7.5 hp	Second cycle
DH2642	Interaction Programming and the Dynamic Web	7.5 hp	Second cycle
DH2650	Computer Game Design	6.0 hp	Second cycle
DH2655	Cooperative IT-design	9.0 hp	Second cycle
DM2500	Telepresence Production	7.5 hp	Second cycle
DM2518	Mobile Development with Web Technologies	7.5 hp	Second cycle
DM2562	Managing Digital Transformation	7.5 hp	Second cycle
DM2563	Managing Digital Transformation - project module	7.5 hp	Second cycle
DM2623	IT design for disabled	7.5 hp	Second cycle
DM2630	User Experience Design and Evaluation	9.0 hp	Second cycle

DM2720	Sustainable ICT in Practice	7.5 hp	Second cycle
DM2904	Individual Course in Media Technology	6.0 hp	Second cycle
DM2905	Individual Course in Media Technology	7.5 hp	Second cycle
DT2112	Speech Technology	7.5 hp	Second cycle
DT2119	Speech and Speaker Recognition	7.5 hp	Second cycle
DT2213	Musical Communication and Music Technology	7.5 hp	Second cycle

Supplementary information

The student must follow one of the following courses:

DH2670, Haptic, Tangible and Embodied Interaction 7.5 hp

MF2023 Industrial Design, 6 hp

MF2031 Advanced Prototyping 6.0 hp (not given autumn term 2018)

MF2092 Rapid Prototyping 3.0 credits

Track, Human-Computer Interaction (IMHI)

Year 1

Mandatory courses (15.0 Credits)

Course code	Course name	Credits	Edu. level
DH2417	Interaction Design for Collaboration	7.5 hp	Second cycle
DM2578	Social Media Technologies	7.5 hp	Second cycle

Conditionally elective courses

Course code	Course name	Credits	Edu. level
DH2408	Evaluation Methods in Human-Computer Interaction	6.0 hp	Second cycle
DM2500	Telepresence Production	7.5 hp	Second cycle

Recommended courses

Course code	Course name	Credits	Edu. level
DH2321	Information Visualization	6.0 hp	Second cycle
DH2323	Computer Graphics and Interaction	6.0 hp	Second cycle
DH2466	Advanced, Individual Course in Human-Computer Interaction	6.0 hp	Second cycle
DH2629	Interaction Design as a Reflective Practice	7.5 hp	Second cycle

DH2642	Interaction Programming and the Dynamic Web	7.5 hp	Second cycle
DM2077	Media Law	7.5 hp	Second cycle
DM2518	Mobile Development with Web Technologies	7.5 hp	Second cycle
DM2583	Big Data in Media Technology	7.5 hp	Second cycle
DM2623	IT design for disabled	7.5 hp	Second cycle
DM2720	Sustainable ICT in Practice	7.5 hp	Second cycle
DM2904	Individual Course in Media Technology	6.0 hp	Second cycle
DM2905	Individual Course in Media Technology	7.5 hp	Second cycle
DT2140	Multimodal Interaction and Interfaces	7.5 hp	Second cycle
DT2300	Sound in Interaction	7.5 hp	Second cycle

Supplementary information

Conditionally elective courses (at least one of the courses must be taken):

DH2408 Evaluation Methods in Human-Computer Interaction 6.0 hp
DM2500 Telepresence Production 7.5 hp

Year 2

Conditionally elective courses

Course code	Course name	Credits	Edu. level
DH2408	Evaluation Methods in Human-Computer Interaction	6.0 hp	Second cycle
DM2500	Telepresence Production	7.5 hp	Second cycle

Recommended courses

Course code	Course name	Credits	Edu. level
DH2321	Information Visualization	6.0 hp	Second cycle
DH2323	Computer Graphics and Interaction	6.0 hp	Second cycle
DH2466	Advanced, Individual Course in Human-Computer Interaction	6.0 hp	Second cycle
DH2629	Interaction Design as a Reflective Practice	7.5 hp	Second cycle
DH2642	Interaction Programming and the Dynamic Web	7.5 hp	Second cycle
DM2077	Media Law	7.5 hp	Second cycle
DM2518	Mobile Development with Web Technologies	7.5 hp	Second cycle
DM2562	Managing Digital Transformation	7.5 hp	Second cycle
DM2563	Managing Digital Transformation - project module	7.5 hp	Second cycle
DM2583	Big Data in Media Technology	7.5 hp	Second cycle
DM2623	IT design for disabled	7.5 hp	Second cycle
DM2720	Sustainable ICT in Practice	7.5 hp	Second cycle

DM2904	Individual Course in Media Technology	6.0 hp	Second cycle
DM2905	Individual Course in Media Technology	7.5 hp	Second cycle
DT2140	Multimodal Interaction and Interfaces	7.5 hp	Second cycle
DT2300	Sound in Interaction	7.5 hp	Second cycle

Supplementary information

Conditionally elective courses (at least one of the courses must be taken):

DH2408 Evaluation Methods in Human-Computer Interaction 6.0 hp
 DM2500 Telepresence Production 7.5 hp

Track, Sonic Media (LTM)

Year 1

Mandatory courses (7.5 Credits)

Course code	Course name	Credits	Edu. level
DT2300	Sound in Interaction	7.5 hp	Second cycle

Conditionally elective courses

Course code	Course name	Credits	Edu. level
DT2119	Speech and Speaker Recognition	7.5 hp	Second cycle
DT2140	Multimodal Interaction and Interfaces	7.5 hp	Second cycle
DT2212	Music Acoustics	7.5 hp	Second cycle
DT2213	Musical Communication and Music Technology	7.5 hp	Second cycle
DT2215	Advanced Individual Course in Music Communication	6.0 hp	Second cycle

Recommended courses

Course code	Course name	Credits	Edu. level
DH2400	Physical Interaction Design and Realization	7.5 hp	Second cycle
DH2408	Evaluation Methods in Human-Computer Interaction	6.0 hp	Second cycle
DH2466	Advanced, Individual Course in Human-Computer Interaction	6.0 hp	Second cycle
DH2628	Interaction Design Methods	7.5 hp	Second cycle
DH2629	Interaction Design as a Reflective Practice	7.5 hp	Second cycle
DH2642	Interaction Programming and the Dynamic Web	7.5 hp	Second cycle
DH2655	Cooperative IT-design	9.0 hp	Second cycle
DH2670	Haptics, Tactile and Tangible Interaction	7.5 hp	Second cycle

DM2077	Media Law	7.5 hp	Second cycle
DM2500	Telepresence Production	7.5 hp	Second cycle
DM2518	Mobile Development with Web Technologies	7.5 hp	Second cycle
DM2582	Media Lab	7.5 hp	Second cycle
DM2623	IT design for disabled	7.5 hp	Second cycle
DM2720	Sustainable ICT in Practice	7.5 hp	Second cycle
DM2904	Individual Course in Media Technology	6.0 hp	Second cycle
DM2905	Individual Course in Media Technology	7.5 hp	Second cycle
DT2112	Speech Technology	7.5 hp	Second cycle
DT2410	Audio Technology	7.5 hp	Second cycle

Supplementary information

Conditionally elective courses (at least 15 credits must be taken)

DT2119	Speech and Speaker Recognition	7.5 hp
DT2140	Multimodal Interaction and Interfaces	7.5 hp
DT2212	Music Acoustics	7.5 hp
DT2213	Musical Communication and Music Technology	7.5 hp
DT2215	Advanced Individual Course in Music Communication	6.0 hp
DT2nnn	Advanced Individual Course in Music Communication	7,5 hp
DT2xxx	Advanced Individual Course in Music Communication	6.0 hp

Year 2

Conditionally elective courses

Course code	Course name	Credits	Edu. level
DT2119	Speech and Speaker Recognition	7.5 hp	Second cycle
DT2140	Multimodal Interaction and Interfaces	7.5 hp	Second cycle
DT2212	Music Acoustics	7.5 hp	Second cycle
DT2213	Musical Communication and Music Technology	7.5 hp	Second cycle
DT2215	Advanced Individual Course in Music Communication	6.0 hp	Second cycle

Recommended courses

Course code	Course name	Credits	Edu. level
DH2400	Physical Interaction Design and Realization	7.5 hp	Second cycle
DH2408	Evaluation Methods in Human-Computer Interaction	6.0 hp	Second cycle
DH2466	Advanced, Individual Course in Human-Computer Interaction	6.0 hp	Second cycle
DH2628	Interaction Design Methods	7.5 hp	Second cycle
DH2629	Interaction Design as a Reflective Practice	7.5 hp	Second cycle

DH2642	Interaction Programming and the Dynamic Web	7.5 hp	Second cycle
DH2655	Cooperative IT-design	9.0 hp	Second cycle
DH2670	Haptics, Tactile and Tangible Interaction	7.5 hp	Second cycle
DM2077	Media Law	7.5 hp	Second cycle
DM2500	Telepresence Production	7.5 hp	Second cycle
DM2562	Managing Digital Transformation	7.5 hp	Second cycle
DM2563	Managing Digital Transformation - project module	7.5 hp	Second cycle
DM2582	Media Lab	7.5 hp	Second cycle
DM2720	Sustainable ICT in Practice	7.5 hp	Second cycle
DM2904	Individual Course in Media Technology	6.0 hp	Second cycle
DM2905	Individual Course in Media Technology	7.5 hp	Second cycle
DT2112	Speech Technology	7.5 hp	Second cycle
DT2410	Audio Technology	7.5 hp	Second cycle

Supplementary information

Conditionally elective courses (at least 15 credits must be taken)

- DT2119 Speech and Speaker Recognition 7.5 cr.
 DT2140 Multimodal Interaction and Interfaces 7.5 cr.
 DT2212 Music Acoustics 7.5 cr.
 DT2213 Musical Communication and Music Technology 7.5 cr.
 DT2215 Advanced Individual Course in Music Communication 6 cr.
 DT2216 Advanced Individual Course in Music Communication 7,5 cr.
 DT2217 Advanced Individual Course in Music Communication 9 cr.

Track, Visual Media (VLM)

Year 1

Mandatory courses (7.5 Credits)

Course code	Course name	Credits	Edu. level
DD2258	Introduction to Visualization, Computer Graphics and Image /Video Processing	7.5 hp	Second cycle

Conditionally elective courses

Course code	Course name	Credits	Edu. level
DD2257	Visualization	7.5 hp	Second cycle
DD2470	Advanced Topics in Visualization and Computer Graphics	6.0 hp	Second cycle
DH2321	Information Visualization	6.0 hp	Second cycle

DH2323	Computer Graphics and Interaction	6.0 hp	Second cycle
DH2413	Advanced Graphics and Interaction	9.0 hp	Second cycle
DH2650	Computer Game Design	6.0 hp	Second cycle
DM2582	Media Lab	7.5 hp	Second cycle
EQ2330	Image and Video Processing	7.5 hp	Second cycle

Recommended courses

Course code	Course name	Credits	Edu. level
DH2408	Evaluation Methods in Human-Computer Interaction	6.0 hp	Second cycle
DH2629	Interaction Design as a Reflective Practice	7.5 hp	Second cycle
DH2642	Interaction Programming and the Dynamic Web	7.5 hp	Second cycle
DH2655	Cooperative IT-design	9.0 hp	Second cycle
DM2077	Media Law	7.5 hp	Second cycle
DM2500	Telepresence Production	7.5 hp	Second cycle
DM2518	Mobile Development with Web Technologies	7.5 hp	Second cycle
DM2623	IT design for disabled	7.5 hp	Second cycle
DM2720	Sustainable ICT in Practice	7.5 hp	Second cycle
DT2140	Multimodal Interaction and Interfaces	7.5 hp	Second cycle
SK2376	Optics, Supplementary Course	7.5 hp	Second cycle

Supplementary information

Conditionally elective courses (at least 15 hp must be taken)

DD2257 Visualization 7.5 hp
 DD2470 Advanced topics in visualization and computer graphics, 6 hp
 DH2321 Information Visualization 6,0 hp
 DH2323 Computer Graphics and Interaction 6,0 hp
 DH2413 Advanced Graphics and Interaction 9.0 hp
 DH2650 Computer Game Design 6 hp
 DM2582 Media Lab, 7,5 hp
 EQ2330 Image and Video Processing, 7,5 hp

Recommended courses:

DM2500 Telepresence production, 7,5 hp
 DT2140 Multimodal Interaction and Interfaces 7.5 hp
 DH2408 Evaluation Methods in Human-Computer Interaction 6.0 hp

Year 2

Conditionally elective courses

Course

code	Course name	Credits	Edu. level
DD2257	Visualization	7.5 hp	Second cycle
DD2470	Advanced Topics in Visualization and Computer Graphics	6.0 hp	Second cycle
DH2321	Information Visualization	6.0 hp	Second cycle
DH2323	Computer Graphics and Interaction	6.0 hp	Second cycle
DH2413	Advanced Graphics and Interaction	9.0 hp	Second cycle
DH2650	Computer Game Design	6.0 hp	Second cycle
DM2582	Media Lab	7.5 hp	Second cycle
EQ2330	Image and Video Processing	7.5 hp	Second cycle

Recommended courses

Course code	Course name	Credits	Edu. level
DH2629	Interaction Design as a Reflective Practice	7.5 hp	Second cycle
DH2642	Interaction Programming and the Dynamic Web	7.5 hp	Second cycle
DH2655	Cooperative IT-design	9.0 hp	Second cycle
DM2077	Media Law	7.5 hp	Second cycle
DM2500	Telepresence Production	7.5 hp	Second cycle
DM2518	Mobile Development with Web Technologies	7.5 hp	Second cycle
DM2562	Managing Digital Transformation	7.5 hp	Second cycle
DM2563	Managing Digital Transformation - project module	7.5 hp	Second cycle
DM2623	IT design for disabled	7.5 hp	Second cycle
DM2720	Sustainable ICT in Practice	7.5 hp	Second cycle

Supplementary information

All conditionally elective courses and recommended courses are shown in both year 1 and year 2 regardless which period the courses are given in and if it is possible to follow the course. We do this so it is easier to see which courses that are given in the programme/track.

Conditionally elective courses (at least 15 hp must be taken)

DD2257 Visualization 7.5 hp
 DD2470 Advanced topics in visualization and computer graphics, 6 hp
 DH2321 Information Visualization 6,0 hp
 DH2323 Computer Graphics and Interaction 6,0 hp
 DH2413 Advanced Graphics and Interaction 9.0 hp
 DH2650 Computer Game Design 6 hp
 DM2582 Media Lab, 7,5 hp
 EQ2330 Image and Video Processing, 7,5 hp

Recommended courses:

DM2500 Telepresence production, 7,5 hp

DT2140 Multimodal Interaction and Interfaces 7.5 hp
DH2408 Evaluation Methods in Human-Computer Interaction 6.0 hp



Appendix 2: Specialisations

Master's Programme, Interactive Media Technology, 120 credits (TIMTM), Programme syllabus for studies starting in autumn 2017

Track, Physical Interaction (FID)

Track, Human-Computer Interaction (IMHI)

The track provides a specialisation in the technology related to social media, such as the handling and analysis of large information flows (big data), designed for dynamic web and mobile devices, as well as knowledge about the human and social aspects of modern information technology.

Track, Sonic Media (LTM)

Track, Visual Media (VLM)