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 18 (HT - Autumn term; VT - Spring term).

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 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 within interactive media technology.

Knowledge and understanding

The programme 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, about technologies within the multi-modal interface, about theories and methods for analysing and understanding specific user situations and groups of users. As part of the programme framework, students will be provided with specific knowledge of how to satisfies the various requirements of user interfaces for different types of applications and users.

Skills and abilities

The Programme will provide the students the necessary foundations to independently and creatively identify, analyze and evaluate solutions with respect to technological, organisational and design-based factors from a holistic perspective.

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 a number of specializations, of which one is to be chosen. If special reasons exists an individual track may be granted by the programme director.

**Eligibility and selection**

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

*Specific admission requirements:* A Bachelor of Science or a Bachelor of Science in Engineering/Bachelor's degree within Computer Science, Information Technology, Media Technology, Human-Computer Interaction or similar programmes containing basic courses in programming and 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 2017-09-01 and applies to students commencing the programme in the academic year of 2018/2019.

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 a number of tracks, which one must be chosen. The compulsory courses and the track is read partially in parallel for two years. The compulsory courses are common to all students.

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.

Since the grading systems differ very much between different countries, the grades are not translated from exchange studies abroad.

**Conditions for participation in the programme**

För deltagande krävs antagning till kurs inom programmet samt registrering på kurs. Kursregistrering görs via den personliga menyn på www.kth

**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.

**Conditions for further studies:**

For students starting their education from the autumn semester 2018, previous promotion requirements have been replaced with special admission requirements to each course. Admission requirements are specified in the course syllabus.

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 degree project is the final part of the educatio and comprises 30 higher education credits. The project work may begin when special admission requirements for the course are fulfilled.

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 Teknologie 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 2018

General courses

Year 1

Mandatory courses (27.5 credits)

<table>
<thead>
<tr>
<th>Course code</th>
<th>Course name</th>
<th>Credits</th>
<th>Edu. level</th>
</tr>
</thead>
<tbody>
<tr>
<td>DH2632</td>
<td>Human-Computer Interaction, Research Seminars</td>
<td>3.0</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DM2350</td>
<td>Human Perception for Information Technology</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DM2601</td>
<td>Media Technology and Interaction Design</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DM2679</td>
<td>Program Integrating Course in Interactive Media Technology</td>
<td>2.0</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DT2140</td>
<td>Multimodal Interaction and Interfaces</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
</tbody>
</table>

Conditionally elective courses

<table>
<thead>
<tr>
<th>Course code</th>
<th>Course name</th>
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<th>Edu. level</th>
</tr>
</thead>
<tbody>
<tr>
<td>DM2573</td>
<td>Sustainability and Media Technology</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
</tbody>
</table>

*Compulsory for students from the engineering programme in media technology*

Supplementary information

Subject to changes.

Year 2

Mandatory courses (45.5 credits)

<table>
<thead>
<tr>
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<th>Course name</th>
<th>Credits</th>
<th>Edu. level</th>
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<tbody>
<tr>
<td>DA232X</td>
<td>Degree Project in Computer Science and Engineering, specializing in Interactive Media Technology, Second Cycle</td>
<td>30.0</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DM2679</td>
<td>Program Integrating Course in Interactive Media Technology</td>
<td>2.0</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DM2712</td>
<td>Research Methods in Interactive Media Technology</td>
<td>6.0</td>
<td>Second cycle</td>
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</tbody>
</table>
### Supplementary information

Subject to changes.

### Year 3

#### Track, Physical Interaction (FID)

### Year 1

#### Mandatory courses (15.0 credits)

<table>
<thead>
<tr>
<th>Course code</th>
<th>Course name</th>
<th>Credits</th>
<th>Edu. level</th>
</tr>
</thead>
<tbody>
<tr>
<td>DH2400</td>
<td>Physical Interaction Design and Realization</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DH2670</td>
<td>Haptics, Tactile and Tangible Interaction</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
</tbody>
</table>

#### Conditionally elective courses

<table>
<thead>
<tr>
<th>Course code</th>
<th>Course name</th>
<th>Credits</th>
<th>Edu. level</th>
</tr>
</thead>
<tbody>
<tr>
<td>DD2258</td>
<td>Introduction to Visualization, Computer Graphics and Image/Video Processing</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DD2410</td>
<td>Introduction to Robotics</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DT2300</td>
<td>Sound in Interaction</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>IL2206</td>
<td>Embedded Systems</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>MF2092</td>
<td>Rapid Prototyping</td>
<td>3.0</td>
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</table>

#### Recommended courses

<table>
<thead>
<tr>
<th>Course code</th>
<th>Course name</th>
<th>Credits</th>
<th>Edu. level</th>
</tr>
</thead>
<tbody>
<tr>
<td>DH2408</td>
<td>Evaluation Methods in Human-Computer Interaction</td>
<td>6.0</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DH2466</td>
<td>Advanced, Individual Course in Human-Computer Interaction</td>
<td>6.0</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DH2629</td>
<td>Interaction Design as a Reflective Practice</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DH2642</td>
<td>Interaction Programming and the Dynamic Web</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DH2650</td>
<td>Computer Game Design</td>
<td>6.0</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DM2500</td>
<td>Telepresence Production</td>
<td>7.5</td>
<td>Second cycle</td>
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</table>
## Supplementary information

At least 7.5 cr. of the conditionally elective courses must be taken.

Subject to changes.

### Year 2

#### Conditionally elective courses

<table>
<thead>
<tr>
<th>Course code</th>
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<tbody>
<tr>
<td>DD2258</td>
<td>Introduction to Visualization, Computer Graphics and Image/Video Processing</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DD2410</td>
<td>Introduction to Robotics</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DT2300</td>
<td>Sound in Interaction</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>IL2206</td>
<td>Embedded Systems</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>MF2104</td>
<td>Mechatronic in Product Design</td>
<td>6.0</td>
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</table>

*Prerequisite: MF2092*

#### Recommended courses

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<td>Computer Game Design</td>
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<td>Course code</td>
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<tr>
<td>DM2500</td>
<td>Telepresence Production</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DM2518</td>
<td>Mobile Development with Web Technologies</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DM2562</td>
<td>Managing Digital Transformation</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DM2720</td>
<td>Sustainable ICT in Practice</td>
<td>7.5</td>
<td>Second cycle</td>
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<tr>
<td>DM2904</td>
<td>Individual Course in Media Technology</td>
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<tr>
<td>DM2905</td>
<td>Individual Course in Media Technology</td>
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<td>Second cycle</td>
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<tr>
<td>DT2112</td>
<td>Speech Technology</td>
<td>7.5</td>
<td>Second cycle</td>
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<tr>
<td>DT2119</td>
<td>Speech and Speaker Recognition</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DT2213</td>
<td>Musical Communication and Music Technology</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
</tbody>
</table>

**Supplementary information**

At least 7.5 cr. of the conditionally elective courses must be taken.

Subject to changes.

**Year 3**

**Track, Sonic Media (LTM)**

**Year 1**

**Mandatory courses (15.0 credits)**

<table>
<thead>
<tr>
<th>Course code</th>
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<th>Credits</th>
<th>Edu. level</th>
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<tbody>
<tr>
<td>DT2213</td>
<td>Musical Communication and Music Technology</td>
<td>7.5</td>
<td>Second cycle</td>
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<tr>
<td>DT2300</td>
<td>Sound in Interaction</td>
<td>7.5</td>
<td>Second cycle</td>
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**Conditionally elective courses**

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<th>Credits</th>
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</tr>
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<tbody>
<tr>
<td>DH2321</td>
<td>Information Visualization</td>
<td>6.0</td>
<td>Second cycle</td>
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<tr>
<td>DH2650</td>
<td>Computer Game Design</td>
<td>6.0</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DH2670</td>
<td>Haptics, Tactile and Tangible Interaction</td>
<td>7.5</td>
<td>Second cycle</td>
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<tr>
<td>DT2212</td>
<td>Music Acoustics</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DT2215</td>
<td>Advanced Individual Course in Music Communication</td>
<td>6.0</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DT2217</td>
<td>Advanced Individual Course in Music Acoustics</td>
<td>9.0</td>
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</table>
### Recommended courses

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<tr>
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<th>Credits</th>
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<tbody>
<tr>
<td>DH2400</td>
<td>Physical Interaction Design and Realization</td>
<td>7.5</td>
<td>Second cycle</td>
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<td>DH2408</td>
<td>Evaluation Methods in Human-Computer Interaction</td>
<td>6.0</td>
<td>Second cycle</td>
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<tr>
<td>DH2466</td>
<td>Advanced, Individual Course in Human-Computer Interaction</td>
<td>6.0</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DH2628</td>
<td>Interaction Design Methods</td>
<td>7.5</td>
<td>Second cycle</td>
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<td>DH2629</td>
<td>Interaction Design as a Reflective Practice</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DH2642</td>
<td>Interaction Programming and the Dynamic Web</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DM2077</td>
<td>Media Law</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DM2500</td>
<td>Telepresence Production</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DM2518</td>
<td>Mobile Development with Web Technologies</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DM2562</td>
<td>Managing Digital Transformation</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
<tr>
<td>DM2563</td>
<td>Managing Digital Transformation - project module</td>
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<td>DM2582</td>
<td>Media Lab</td>
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<tr>
<td>DM2623</td>
<td>IT design for disabled</td>
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<td>DM2720</td>
<td>Sustainable ICT in Practice</td>
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<td>Speech Technology</td>
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<tr>
<td>DT2410</td>
<td>Audio Technology</td>
<td>7.5</td>
<td>Second cycle</td>
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</table>

### Supplementary information

At least one of the conditionally elective courses must be taken.

More courses will be added to the course list below:

- DT2217 Advanced Individual Course in **Music Communication**, 9 cr.
- DT2216 Advanced Individual Course in **Music Communication**, 7.5 cr.

### Year 2

#### Conditionally elective courses

<table>
<thead>
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<tbody>
<tr>
<td>DH2321</td>
<td>Information Visualization</td>
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<td>Computer Game Design</td>
<td>6.0</td>
<td>Second cycle</td>
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<tr>
<td>DH2670</td>
<td>Haptics, Tactile and Tangible Interaction</td>
<td>7.5</td>
<td>Second cycle</td>
</tr>
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</tr>
<tr>
<td>DT2212</td>
<td>Music Acoustics</td>
<td>7.5</td>
<td>Second cycle</td>
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<tr>
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**Recommended courses**

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<td>Physical Interaction Design and Realization</td>
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<td>Second cycle</td>
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<td>Advanced, Individual Course in Human-Computer Interaction</td>
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<td>Second cycle</td>
</tr>
<tr>
<td>DH2628</td>
<td>Interaction Design Methods</td>
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<td>Second cycle</td>
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<tr>
<td>DH2629</td>
<td>Interaction Design as a Reflective Practice</td>
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<td>Second cycle</td>
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<tr>
<td>DH2642</td>
<td>Interaction Programming and the Dynamic Web</td>
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<td>Second cycle</td>
</tr>
<tr>
<td>DM2077</td>
<td>Media Law</td>
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<td>Telepresence Production</td>
<td>7.5</td>
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**Supplementary information**

At least one of the conditionally elective courses must be taken.

More courses will be added to the course list below:

DT2217 Advanced Individual Course in **Music Communication**, 9 cr.

DT2216 Advanced Individual Course in **Music Communication**, 7.5 cr.
**Year 3**

**Track, Visual Media (VLM)**

**Year 1**

**Mandatory courses (7.5 credits)**

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<tr>
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<td>Introduction to Visualization, Computer Graphics and Image/Video Processing</td>
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**Conditionally elective courses**

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<tr>
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<td>Visualization</td>
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</tr>
<tr>
<td>DD2470</td>
<td>Advanced Topics in Visualization and Computer Graphics</td>
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<td>DH2321</td>
<td>Information Visualization</td>
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**Recommended courses**

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<td>DH2642</td>
<td>Interaction Programming and the Dynamic Web</td>
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Supplementary information
At least 15 credits of the conditionally elective courses must be taken.

Subject to changes.

### Year 2

#### Conditionally elective courses

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<td>DD2470</td>
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#### Recommended courses

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<tr>
<td>DH2629</td>
<td>Interaction Design as a Reflective Practice</td>
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<td>DM2623</td>
<td>IT design for disabled</td>
<td>7.5</td>
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<td>DM2720</td>
<td>Sustainable ICT in Practice</td>
<td>7.5</td>
<td>Second cycle</td>
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</tbody>
</table>

At least 15 credits of the conditionally elective courses must be taken.

Subject to changes.

### Year 3
Appendix 2: Specialisations

Master's Programme, Interactive Media Technology, 120 credits (TIMTM), Programme syllabus for studies starting in autumn 2018

Track, Physical Interaction (FID)

Track, Sonic Media (LTM)

Track, Visual Media (VLM)