

Product Visualization

Programme course

6 credits

Produktvisualisering

TMKT96

Valid from: 2017 Spring semester

Determined by

Board of Studies for Mechanical
Engineering and Design

Date determined

2017-01-25

Main field of study

Product Development, Mechanical Engineering

Course level

Second cycle

Advancement level

A1X

Course offered for

- Design and Product Development
- Mechanical Engineering, M Sc in Engineering

Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Examination

UPG1 Assignments 6 credits U, 3, 4, 5

Grades

Four-grade scale, LiU, U, 3, 4, 5

Department

Institutionen för ekonomisk och industriell utveckling

Director of Studies or equivalent

Peter Hallberg

Examiner

Torbjörn Andersson

Course website and other links

Education components

Preliminary scheduled hours: 102 h
Recommended self-study hours: 58 h

Course literature

Fastställs senare

Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://stydokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva.