Media Technology and Engineering, M Sc in Engineering

300 credits

Civilingenjör i medieteknik

6CMEN

Valid from:

Determined by

Date determined

Entry requirements

Degree in Swedish
Civilingenjör 300 hp och Teknologie master 120 hp

Curriculum

Semester 8 (Spring 2017)

Course code	Course name	Credits	Level	Timetable module	ECV
Period 1					
TEIE53	Industrial Economics	6	G1X	1	E
TEIE54	Intellectual Property Rights	6	G1X	2	E
TNKA08	Rhetoric	6	G1X	1	E
TNM048	Information Visualisation	6	A1X	3	E
TNM097	Image Reproduction and Image Quality	6	A1X	4	E
TNM099	VFX Film Production	6	G2X	2	E
TNM100	Structural Methods for User Experience (UX)	6*	A1X	1	E
TSBK35	Audio and Image Compression	6	A1X	2	E
Period 2					
TDDC78	Programming of Parallel Computers - Methods and Tools	6	A1X	3	E
TDDD27	Advanced Web Programming	6	A1X	3	E
TNM079	Modelling and Animation	6	A1X	2	E
TNM096	Artificial Intelligence - Principles and Techniques	6	G2X	1	E
TNM098	Advanced Visual Data Analysis	6	A1X	4	E
TNM100	Structural Methods for User Experience (UX)	6*	A1X	3	E

LINKÖPINGS UNIVERSITET

Semester 9 (Autumn 2017)

Course code	Course name	Credits	Level	Timetable module	ECV
Period 1					
TNM089	Imaging Technology	6	A1X	1	E
TNM091	Media Production for Immersive Environments	6*	A1X	1	E
TNM095	Artificial Intelligence for Interactive Media	6	A1X	2	E
TSBK03	Advanced Game Programming	6*	A1X	1	E
Period 2					
TDDD56	Multicore and GPU Programming	6	A1X	2	E
TNCG13	SFX - Tricks of the Trade	6	A1X	3	E
TNM091	Media Production for Immersive Environments	6*	A1X	1	E
TSBK03	Advanced Game Programming	6*	A1X	-	E

Semester 10 (Spring 2018)

Course code	Course name	Credits	Level	Timetable module	ECV
Period 1					
TQXX33	Degree project - Master's Thesis	30*	A1X	-	C
Period 2					
TQXX33	Degree project - Master's Thesis	30*	A1X	-	C

ECV = Elective / Compulsory /Voluntary
*The course is divided into several semesters and/or periods