

Media Technology and Engineering, M Sc in Engineering

300 credits

Civilingenjör i medieteknik

6CMEN

Valid from: 2015 Spring semester

Determined by

Board of Studies for Computer Science
and Media Technology

Date determined

Entry requirements

Degree in Swedish

Civilingenjör 300 hp och Teknologie master 120 hp

Curriculum

Semester 4 (Spring 2017)

| Course code | Course name | Credits | Level | Timetable module | ECV |
|-----------------|--------------------------|---------|-------|------------------|-----|
| Period 1 | | | | | |
| TNG032 | Applied Transform Theory | 6 | G2X | 4 | C |
| TNM059 | Graphic Arts | 6 | G1X | 3 | C |
| TNM061 | 3-D Computer Graphics | 6* | G2X | 1 | C |
| Period 2 | | | | | |
| TNG006 | Statistics | 6 | G2X | 1 | C |
| TNG015 | Signals and Systems | 6 | G2X | 3 | C |
| TNM061 | 3-D Computer Graphics | 6* | G2X | 4 | C |
| TPTE06 | Industrial Placement | 6 | G1X | - | E |

Semester 5 (Autumn 2017)

| Course code | Course name | Credits | Level | Timetable module | ECV |
|-----------------|--|---------|-------|------------------|-----|
| Period 1 | | | | | |
| TFYA65 | Physics of Sound | 6 | G2X | 1 | C |
| TNG028 | Automatic Control | 6 | G2X | 2 | C |
| TNM093 | Practical Data Visualization and Virtual Reality | 6* | G2X | 3 | C |
| Period 2 | | | | | |
| TNG022 | Modelling and Simulation | 6 | G2X | 1 | C |
| TNM087 | Image Processing and Analysis | 6 | G2X | 2 | C |
| TNM093 | Practical Data Visualization and Virtual Reality | 6* | G2X | 3 | C |

Semester 6 (Spring 2018)

| Course code | Course name | Credits | Level | Timetable module | ECV |
|-----------------|-------------------------------------|---------|-------|------------------|-----|
| Period 1 | | | | | |
| TNM085 | Modelling Project | 6 | G2X | 1 | C |
| TNM094 | Media Technology - Bachelor Project | 18* | G2X | - | C |
| Period 2 | | | | | |
| TND004 | Data Structures | 6 | G2X | 3 | C |
| TNM094 | Media Technology - Bachelor Project | 18* | G2X | - | C |

Semester 7 (Autumn 2018)

| Course code | Course name | Credits | Level | Timetable module | ECV |
|-----------------|---|---------|-------|------------------|-----|
| Period 1 | | | | | |
| Tddb84 | Design Patterns | 6 | A1X | 4 | E |
| TEIO87 | Project Management | 6* | G2X | 1 | E |
| TGTU01 | Technology and Ethics | 6 | G1X | 4 | E |
| THEN09 | Advanced English | 6* | G2X | 4 | E |
| TNCG15 | Advanced Global Illumination and Rendering | 6 | A1X | 4 | E |
| TNM031 | Network Programming and Security | 6 | A1X | 3 | E |
| TNM067 | Scientific Visualization | 6 | A1X | 3 | E |
| TNM103 | Sound Technology | 6 | A1X | 2 | E |
| Period 2 | | | | | |
| TDDC73 | Interaction Programming | 6 | G2X | 1 | E |
| TEAE11 | Intellectual Property Rights | 6 | G1X | 2 | E |
| TEIO87 | Project Management | 6* | G2X | 1 | E |
| THEN09 | Advanced English | 6* | G2X | 4 | E |
| TNA009 | Computational Methods for Science and Engineering | 6 | G2X | 2 | E |
| TNM034 | Advanced Image Processing | 6 | A1X | 3 | E |
| TNM069 | Graphics Design and Communication | 6 | A1X | 1 | E |
| TNM084 | Procedural Methods for Images | 6 | A1X | 4 | E |
| TNM086 | Virtual Reality Techniques | 6 | A1X | 2 | E |
| TSBB09 | Image Sensors | 6 | A1X | 4 | E |

Semester 8 (Spring 2019)

| Course code | Course name | Credits | Level | Timetable module | ECV |
|-----------------|---|---------|-------|------------------|-----|
| Period 1 | | | | | |
| TEIE53 | Industrial Economics | 6 | G1X | 1 | E |
| TNKA10 | Rethoric in Speech, Texts and Images | 6* | G1X | 1 | E |
| TNM048 | Information Visualisation | 6 | A1X | 3 | E |
| TNM097 | Image Reproduction and Image Quality | 6 | A1X | 4 | E |
| TNM100 | Structural Methods for User Experience (UX) | 6* | A1X | 1 | E |
| TSBK35 | Audio and Image Compression | 6 | A1X | 4 | E |
| Period 2 | | | | | |
| TDDC78 | Programming of Parallel Computers - Methods and Tools | 6 | A1X | 3 | E |
| TDDD27 | Advanced Web Programming | 6 | A1X | 3 | E |
| TNKA10 | Rethoric in Speech, Texts and Images | 6* | G1X | 1 | 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 |

Semester 9 (Autumn 2019)

| 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 | | | | | |
| TNM107 | Scientific Method | 6 | A1X | 3 | C |
| TDDD56 | Multicore and GPU Programming | 6 | A1X | 2 | E |
| TNCG13 | SFX - Tricks of the Trade | 6 | A1X | 4 | E |
| TNM091 | Media Production for Immersive Environments | 6* | A1X | 1 | E |
| TSBK03 | Advanced Game Programming | 6* | A1X | - | E |

Semester 10 (Spring 2020)

| 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