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	G1F	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	G2F	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*	G2F	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	G2F	1	E
TEAE11	Intellectual Property Rights	6	G1X	2	E
TEIO87	Project Management	6*	G2X	1	E
THEN09	Advanced English	6*	G2F	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	G1N	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*	A1N	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	A1N	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*	A1N	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	A1N	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