

# 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	С
TNM059	Graphic Arts	6	G1X	3	С
TNM061	3-D Computer Graphics	6*	G2X	1	С
Period 2					
TNG006	Statistics	6	G2X	1	С
TNG015	Signals and Systems	6	G2X	3	С
TNM061	3-D Computer Graphics	6*	G2X	4	С
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	С
TNG028	Automatic Control	6	G2X	2	С
TNM093	Practical Data Visualization and Virtual Reality	6*	G2X	3	С
Period 2					
TNG022	Modelling and Simulation	6	G2X	1	С
TNM087	Image Processing and Analysis	6	G2X	2	С
TNM093	Practical Data Visualization and Virtual Reality	6*	G2X	3	С



## Semester 6 (Spring 2018)

Course code	Course name	Credits	Level	Timetable module	ECV
Period 1					
TNM085	Modelling Project	6	G2F	1	С
TNM094	Media Technology - Bachelor Project	18*	G2X	-	С
Period 2					
TND004	Data Structures	6	G2X	3	С
TNM094	Media Technology - Bachelor Project	18*	G2X	-	С

## 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	Е
TGTU01	Technology and Ethics	6	G1X	4	E
THEN09	Advanced English	6*	G2F	4	Е
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	Е



## 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*	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	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*	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	С
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	-	С
Period 2					_
TQXX33	Degree project - Master's Thesis	30*	A1X	-	С



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