

## Master Programme in Cognitive Science

Masterprogram i kognitionsvetenskap  
120 credits

F7MKK

Valid from: 2024 Autumn semester

**Determined by**

Board of the Faculty of Arts and Sciences

**Date determined**

2023-11-09

**Revised by**

**Revision date**

**Registration number**

LiU-2023-04685

**Offered first time**

Autumn semester 2024

**Offered for the last time**

**Replaced by**

## Entry requirements

- Bachelor's Degree in Cognitive Science, Computer Science, Information Systems, Informatics, Information Technology, Programming, Psychology, Cognitive Neuroscience, or corresponding, equivalent to a Swedish Kandidatexamen
- English and Swedish corresponding to the level of English and Swedish in Swedish upper secondary education (Engelska 6 and Svenska 3)

## Degree in Swedish

Filosofie masterexamen med huvudområde Kognitionsvetenskap

## Degree in English

Degree of Master (120 credits) of Science with a major in Cognitive Science

## Curriculum

### Semester 1 (Autumn 2025)

*Preliminary courses*

Course code	Course name	Credits	Level	Weeks	Timetable module	ECV
769A17	Cognition, Emotion, and Decision Making	6	A1N	2		C
769A18	Advanced Interaction Design	6	A1N	1		C
769A19	Human Factors	6	A1N	1		C
769A20	Current Themes in Cognitive Science	6	A1N	3		C
769A21	Cognitive Science - Methods	6	A1N	4		C

### Semester 2 (Spring 2026)

*Preliminary courses*

Course code	Course name	Credits	Level	Weeks	Timetable module	ECV
769A22	Risk and Accident Analysis	6	A1N	4		E
769A23	Thinking with Representations	6	A1N	2/3		E
769A24	Advanced Interaction Analysis	6	A1N	1		E
769A25	Service Design, Studio Course	12	A1N	2/3		E
769A26	Advanced Statistical Methods	6	A1N	4		E
769A27	Evaluation and Cognitive Measurement	6	A1N	4		E
769A28	Cognitive Science Project I	12	A1N	-		C

## Semester 3 (Autumn 2026)

### *Preliminary courses*

Course code	Course name	Credits	Level	Weeks	Timetable module	ECV
729G90	Object Oriented Programming	6	G1N	3	3	E
769A31	Simulators and Simulator Usage	6	A1N	3	3	E
769A32	Intelligent Virtual Agents and Social Robots	6	A1N	1/4	1/4	E
769A33	Cognition and Disability	6	A1N	4	4	E
769A34	Interaction Design, studio course	6	A1N	4	4	E
769A35	Evolutionary Cognition	6	A1N	2	2	E
769A36	Cognitive Science Project II	12	A1N	-	-	E

ECV = Elective / Compulsory / Voluntary

\*Kursen läses över flera terminer