

# Master Programme in Cognitive Science

120 credits

Masterprogram i kognitionsvetenskap

F7MKS

Valid from: 2020 Autumn semester

**Determined by**

Board of the Faculty of Arts and Sciences

**Date determined**

2006-12-07

**Revision date**

2014-05-23; 2017-09-22; 2020-03-09

## Entry requirements

- Bachelor's Degree in Cognitive Science equivalent to a Swedish Kandidatexamen  
or  
Bachelor's Degree in Computer Science equivalent to a Swedish Kandidatexamen  
and  
30 ECTS credits in one of the following subject areas
  - Psychology
  - Linguistics
  - Philosophy
  - Neuroscience
  - Anthropologyor  
Bachelor's Degree in Psychology of Neuroscience equivalent to a Swedish Kandidatexamen  
30 ECTS credits passed in Computer Science
- 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 of Science with a major in Cognitive Science

## Curriculum

### Semester 1 (Autumn 2020)

Course code	Course name	Credits	Level	Weeks	Timetable module	ECV
769A12	Intelligent Virtual Agents and Social Robots	6	A1X		-	E
729A10	Introduction to Cognitive Science	6	A1N	v202035-202044	2/4	C/E
729A23	Cognitive Science Theory	6	A1X	v202036-202044	4	C
729A88	Advanced Interaction Design	6	A1N	v202036-202044	1	E
769A07	Cognition, Emotion, and Decision Making	6	A1N	v202036-202044	2	E
729G83	Cognitive Technology and Artificial Intelligence	9	G2F	v202036-202046	2	E
729G84	Humans in Complex Systems	9	G2F	v202036-202046	4	E
729G85	Interaction Design and User Experience	9	G2F	v202036-202046	1	E
729A63	Simulators and Simulator Usage	6	A1X	v202036-202102	3	E
729A95	Ethnographic Methods	6	A1X	v202036-202102	-	E
769A08	Embodied, Situated, and Distributed Cognition	6	A1N	v202036-202102	-	E
769A13	Cognition and Disability	6	A1N	v202036-202102	-	E
769A16	Ethics of Artificial Intelligence and Interactive Autonomous Systems	6	A1N	v202036-202102	-	E
729A66	Philosophy of Mind, advanced study	6	A1X	v202045-202102	-	E
729A94	Cognitive Science - Methods	6	A1X	v202045-202102	4	C
769A04	Interaction Design, Studio course	6	A1N	v202045-202102	2	E
769A06	Design Research Methods	6	A1N	v202045-202102	-	E

Course code	Course name	Credits	Level	Weeks	Timetable module	ECV
769A09	Human Factors	6	A1N	v202045-202102	1	E
729G28	Web Programming and Databases	6	G2X	v202047-202102	4	E
729G87	Interaction Programming	6	G2F	v202047-202102	3	E
729G88	Quasi-Experimentation and Statistical Analysis	6	G1F	v202047-202102	1	E

### Semester 2 (Spring 2021)

Course code	Course name	Credits	Level	Weeks	Timetable module	ECV
729A27	Natural Language Processing	6	A1X	v202103-202112	2	E
729A99	Usability testing	6	A1X	v202103-202112	4	E
729A85	Object Oriented Programming and Java	6	A1X	v202103-202122	1/3	E
769A03	Thinking with Representations	6	A1F	v202103-202122	3	E
769A15	Service Design, studio course	12	A1F	v202103-202122	2	E
729A25	Advanced Statistical Methods	6	A1X	v202113-202122	2	E
729A98	Risk and Accident Analysis	6	A1X	v202113-202122	4	E

### Semester 3 (Autumn 2021)

Course code	Course name	Credits	Level	Weeks	Timetable module	ECV
729A23	Cognitive Science Theory	6	A1N	v202135-202143	4	E
729A88	Advanced Interaction Design	6	A1N	v202135-202143	1	E
769A07	Cognition, Emotion, and Decision Making	6	A1N	v202135-202143	2	E

Course code	Course name	Credits	Level	Weeks	Timetable module	ECV
729G83	Cognitive Technology and Artificial Intelligence	9	G2F	v202135-202145	2	E
729G84	Humans in Complex Systems	9	G2F	v202135-202145	4	E
729G85	Interaction Design and User Experience	9	G2F	v202135-202145	1	E
729A63	Simulators and Simulator Usage	6	A1N	v202135-202202	3	E
769A02	Cognitive Science Project II	12	A1N	v202135-202202	-	E
769A12	Intelligent Virtual Agents and Social Robots	6	A1N	v202135-202202	-	E
769A14	Advanced Interaction Analysis	6	A1N	v202135-202202	-	E
769A16	Ethics of Artificial Intelligence and Interactive Autonomous Systems	6	A1N	v202135-202202	-	E
729A68	Evolutionary Cognition	6	A1N	v202144-202202	-	E
729A94	Cognitive Science - Methods	6	A1N	v202144-202202	4	E
769A04	Interaction Design, studio course	6	A1N	v202144-202202	2	E
769A06	Design Research Methods	6	A1N	v202144-202202	-	E
769A09	Human Factors	6	A1N	v202144-202202	1	E
729G28	Web Programming and Databases	6	G2X	v202146-202202	4	E
729G87	Interaction Programming	6	G2F	v202146-202202	3	E
729G88	Quasi-Experimentation and Statistical Analysis	6	G2F	v202146-202202	1	E

### Semester 4 (Spring 2022)

Course code	Course name	Credits	Level	Weeks	Timetable module	ECV
729A80	Master Thesis	30	A2E	v202203-202222	-	C

ECV = Elective / Compulsory / Voluntary  
\*Kursen läses över flera terminer