# Master Programme in Cognitive Science

Masterprogram i kognitionsvetenskap
120 credits

F7MKT

Valid from: 2022 Autumn semester

**Determined by**

Board of the Faculty of Arts and Sciences

**Date determined**

2021-06-03

**Revised by**

Chairman of the Course and Programme Syllabus Board at the Faculty of Arts and Sciences

**Revision date**

2023-02-16

**Registration number**

Dnr LiU-2021-02240; LiU-2023-00923

**Offered first time**

Autumn semester 2022

**Offered for the last time**

**Replaced by**

# 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
- 6 ECTS credits passed in Programming
- 30 ECTS credits passed in Psychology with at least 6 ECTS credits in Cognitive Psychology or Cognitive Neuroscience and at least 6 ECTS credits in Research methods

or

- Bachelor's Degree in Psychology or in Cognitive Psychology equivalent to a Swedish Kandidatexamen
- 6 ECTS credits passed in Research methods
- 30 ECTS credits passed in Computer Science with at least 6 ECTS credits in Programming

and

- 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 2022)

| Course code | Course name | Credits | Level | Weeks | Timetable module | ECV |
|---|---|---|---|---|---|---|
| 769A18 | Advanced Interaction Design | 6 | A1N | v202235-202243 | 1 | C |
| 769A20 | Current Themes in Cognitive Science | 6 | A1N | v202235-202243 | 3 | C |
| 769A17 | Cognition, Emotion, and Decision Making | 6 | A1N | v202235-202302 | 2 | C |
| 769A19 | Human Factors | 6 | A1N | v202244-202302 | 1 | C |
| 769A21 | Cognitive Science - Methods | 6 | A1N | v202244-202302 | 4 | C |

## Semester 2 (Spring 2023)

| Course code | Course name | Credits | Level | Weeks | Timetable module | ECV |
|---|---|---|---|---|---|---|
| 769A27 | Evaluation and Cognitive Measurement | 6 | A1N | v202303-202312 | 4 | E |
| 769A22 | Risk and Accident Analysis | 6 | A1N | v202303-202322 | 4 | E |
| 769A23 | Thinking with Representations | 6 | A1N | v202303-202322 | 2/3 | E |
| 769A24 | Advanced Interaction Analysis | 6 | A1N | v202303-202322 | 1 | E |
| 769A25 | Service Design, Studio Course | 12 | A1N | v202303-202322 | 2/3 | E |
| 769A28 | Cognitive Science Project I | 12 | A1N | v202303-202322 | - | C |
| 769A26 | Advanced Statistical Methods | 6 | A1N | v202313-202322 | 4 | E |

## Semester 3 (Autumn 2023)

| Course code | Course name | Credits | Level | Weeks | Timetable module | ECV |
|---|---|---|---|---|---|---|
| 769A33 | Cognition and Disability | 6 | A1N | v202335-202343 | 4 | E |
| 769A35 | Evolutionary Cognition | 6 | A1N | v202335-202343 | 2 | E |
| 729G90 | Object Oriented Programming | 6 | G2F | v202335-202402 | 3 | E |
| 769A31 | Simulators and Simulator Usage | 6 | A1N | v202335-202402 | 3 | E |
| 769A32 | Intelligent Virtual Agents and Social Robots | 6 | A1N | v202335-202402 | 1/4 | E |
| 769A36 | Cognitive Science Project II | 12 | A1N | v202335-202402 | - | E |
| 732A81 | Text Mining | 6 | A1F | v202344-202402 | 2 | E |
| 769A34 | Interaction Design, studio course | 6 | A1N | v202344-202402 | 4 | E |

## Semester 4 (Spring 2024)

| Course code | Course name | Credits | Level | Weeks | Timetable module | ECV |
|---|---|---|---|---|---|---|
| 769A40 | Master Thesis in Cognitive Science | 30 | A2E | v202403-202422 | - | C |

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