Media Technology and Engineering, M Sc in Engineering

300 credits

Civilingenjör i medieteknik

6CMEN

Valid from: 2014 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 6 (Spring 2017)

Course code	Course name	Credits	Level	Timetable module	ECV
Period 1					
TNM085	Modelling Project	6	G2X	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 2017)

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*	G2X	4	E
TNCG15	Advanced Global Illumination and Rendering	6	A1X	4	E
TNM031	Network Programming and Security	6	A1X	3	E
TNM054	Sound Technology I	6	G2X	2	E
TNM067	Scientific Visualization	6	A1X	3	E
Period 2					
TDDC73	Interaction Programming	6	G2X	1	E
TEIO87	Project Management	6*	G2X	1	E
THEN09	Advanced English	6*	G2X	4	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 2018)

Course code	Course name	Credits	Level	Timetable module	ECV
Period 1					
TEIE53	Industrial Economics	6	G1X	1	E
TNKA08	Rhetoric	6	G1X	1	E
TNM048	Information Visualisation	6	A1X	3	E
TNM097	Image Reproduction and Image Quality	6	A1X	4	E
TNM099	VFX Film Production	6	G2X	2	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	A1X	3	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 2018)

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					
TDDD56	Multicore and GPU Programming	6	A1X	2	E
TNCG13	SFX - Tricks of the Trade	6	A1X	3	E
TNM091	Media Production for Immersive Environments	6*	A1X	1	E
TSBK03	Advanced Game Programming	6*	A1X	-	E

Semester 10 (Spring 2019)

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