



**KTH Computer Science  
and Communication**

## Master's programme in Interactive Media Technology

### Admission requirements

A Bachelor's degree (or equivalent) of at least 180 ECTS. Specific requirements as specified by each Master's programme on [www.kth.se/int](http://www.kth.se/int).

### Degree awarded

Master of Science (120 credits). The degree gives access to third cycle qualifications (doctorate).

### Duration

120 credits/120 ECTS credits (two years).  
The system is compatible with ECTS credits.

### Location

KTH Campus, Stockholm

### PROGRAMME START

Late August

### Application

The complete range of Master's programmes offered by KTH will be published on [www.universityadmissions.se](http://www.universityadmissions.se) by 1 December at the latest. However, a number of programmes may be available for application earlier. The application deadline is 15 January 2016.

### Language of instruction

English

### The grading scale is

A-Excellent, B-Very Good, C-Good, D-Satisfactory, E-Sufficient. No overall grade is given for a degree and students are not ranked.

### Email

[csc-master@kth.se](mailto:csc-master@kth.se)

### Fees and funding

[www.kth.se/en/studies/master/kth/fees-funding-1.65872](http://www.kth.se/en/studies/master/kth/fees-funding-1.65872)

*The information in this brochure is valid for programme start in the autumn term 2016. Please note that the programme and the application process are continuously updated. Detailed and current information is available on <https://www.kth.se/en/studies/master/kth>*

**The Master's programme in Interactive Media Technology is designed to establish a practical and theoretical basis for work with the design, development and evaluation of interactive and media technology products and services.**

**The complex media landscape of our time is increasingly dependent upon expert knowledge within areas such as signal processing with video streaming, social media, sound and music processing, designing different types of physical interaction platforms, advanced data visualization as well as media technology from a sustainable perspective.**

**The programme provides a broad range of industry-oriented competence and the possibility for research-based specialisation in the aforementioned areas**

### Programme outline

The Master's Programme in Interactive Media Technology provides an academic deepening within interactive solutions and technologies, with focus on the design, development of technology and studies of media technology solutions in day-to-day use. Furthermore, the programme provides the basic knowledge and ability needed to solve technical, organisational, methodological, design-based and user-related problems and challenges faced within media technology. The programme includes knowledge about the technological and multi-disciplinary basis of the media and their technology.

Currently, the programme has seven optional blocks, of which one is to be chosen:

- Computer graphics and visualization
- Human-Computer interaction
- Sound and music
- Interaction technology
- Interaction design
- Social media technologies
- Image and Video technology

### Degree project

The last semester is dedicated to the Master's degree project, leading to a corresponding thesis. The project is preferably on a topic connected to the track chosen. The student is responsible for finding a suitable task for their own degree project

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### Career prospects

The aims of the programme is to provide training in design, development and evaluation of interactive media technology products, both nationally and internationally as well as providing the students the ability to have a career in the media industry. There is a great demand for expertise and multidisciplinary insights into technology, processes, project management, service development and the general market.

### Specific admission requirements

There are general as well as specific admission requirements. The general requirements are the same for all applicants while the specific requirements may differ between programmes. A Bachelor's degree in Science or Engineering is required for most programmes at KTH. Please also see the relevant programme description(s) on <https://www.kth.se/en/studies/master/kth>  
They will be updated by 1 December at the latest.

### Contact

Christian Todoran

KTH, CSC-school of Computer Science and Communication  
Lindstedsvägen 3

SE-100 44 Stockholm ([csc-master@kth.se](mailto:csc-master@kth.se))