**MSc INTERACTION TECHNOLOGY (I-TECH)**

**Specialization: Human Computer Interaction and Design (HCID) entry year**

Programme mentor: dr. M. Theune Date registration BOZ: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_***academic year*** ***2024-2025***\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Exit University :

Name: Student number: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 Credits

***Mandatory courses***

[x]  block 1a 201800234 Foundations of interaction technology 5

[x]  block 1a 201800226 Concepts, measures and methods 5

[x]  block 1b 201800227 Human centered design 5

[x]  block 2a 202100208 Introduction to human computer interaction 5

[x]  block 2b 201600087 Experience design for interaction 5

***Innovation and Entrepreneurship (I&E) courses minor (compulsory)*[[1]](#footnote-1)**

[x]  block 1a 202100178 I&E Basics: Innovation Management for EIT 5

[x]  block 1b 201700119 Business development lab for EIT I 5

[x]  block 2a 201700120 Business development lab for EIT II 5

***Innovation and Entrepreneurship (I&E) courses minor (electives, choose one)[[2]](#footnote-2)***

[ ]  block 1b 201500008 Empirical methods for designers 5

[ ]  block 1b 191612680 Computer ethics 5

[ ]  block 1b 201800098 Trust and risk 5

[ ]  block 1b 201800095 Design and service experience 5

[ ]  block 2a 201800230 Advanced project in impact, innovation & entrepreneurship 5

[ ]  block 2a 201500090 Advanced topics in digital marketing 5

[ ]  block 2a 194105070 Information systems for the financial services industry 5

[ ]  block 2a 202001492 Design thinking for service and business innovation 5

[ ]  block 2a 201000087 Entrepreneurial finance 5

[ ]  block 2a 201600015 Strategic technology management and innovation 5

[ ]  block 2a 201400190 User support 5

[ ]  block 2b 201200032 Leadership and organizational change 5

[ ]  block 2b 192403650 Reputation management 5

***Electives***

[ ]  block 1b 201600075 Speech processing 5

[ ]  block 1b 201400180 Multisensory design 5

[ ]  block 1b 202200105 Robot perception, cognition, and navigation 5

[ ]  block 1b/2a 201400174 Data science 5

[ ]  block 1b/2a 201800336 Storytelling through oral presentation 5

[ ]  block 1b/2a 201800232 Storytelling through sound 5

[ ]  block 2a+b 201800236 I-Tech project 10

[ ]  block 2a 201800228 Mastering tinkering 5

[ ]  block 2a 201600079 Trends in human robot interaction research 5

[ ]  block 2a 201600082 Advanced speech processing 5

[ ]  block 2a 201600077 Conversational agents 5

[ ]  block 2a 202200110 Tele-presence robotics 5

[ ]  block 2a 202100244 Pervasive computing 5

[ ]  block 2a 201600078 Brain computer interfacing 5

[ ]  block 2b 201800235 Social robot design 5

[ ]  block 2b 201300074 REDI: Research Experiments in Databases and IR 5

[ ]  block 2b 201000201 Virtual reality 5

[ ]  block 2b 202200112 AI for autonomous robots 5

[ ]  block 2b 201800231 Documentary practice 5

[ ]  block 2b 202200113 Human-robot collaboration 5

[ ]  block 2b 201500133 Embodied interaction 5

[ ]  block 2b 202001583 Sports interaction technology 5

[ ]  block 2b 201600073 Affective computing 5

[ ]  block 2b 201700008 Design and behavior change 5

[ ]  block 2b 202100322 Popular science writing 5

[ ]  block 2b 201800455 Advanced project in conversational agents 5

[ ]  block 2b 201600085 Advanced project in brain computer interfacing 5

[ ]  block 2b 201600086 Advanced research project in human robot interaction 5

[ ]  block 2b 201800233 Art, Mathematics and Technology 5

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 Total credits:

Remarks:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Signature dr. M. Theune: Signature student:

Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date:

1. For students who already did an I&E basics course in their bachelor, I&E basics can be replaced by 201600011 International Entrepreneurship or 201700019 Brand Management [↑](#footnote-ref-1)
2. Two I&E electives can be chosen when including Computer Ethics and/or Empirical Methods for Designers [↑](#footnote-ref-2)