



Master of Science Human Media Interaction

25 February 2016

Mariët Theune

m.theune@utwente.nl

Human Media Interaction






Human Media Interaction

- Designing, building and evaluating *intelligent, socially aware, interactive systems* that can automatically meet *user needs*



- User experience is key for the next generation of interactive systems
- 



Essence of the master HMI

- HMI combines **Artificial Intelligence** and **HCI**
- Both technology and human-related learning goals
- Students are taught skills & know-how in engineering/tinkering, science, and design (and business, for EIT-HCID)
- Students participate in on-going research projects



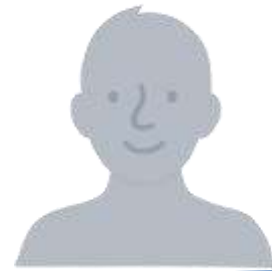


HMI master: topics

**Human computer
interaction and
design**

**Techniques to analyse
human behaviour**

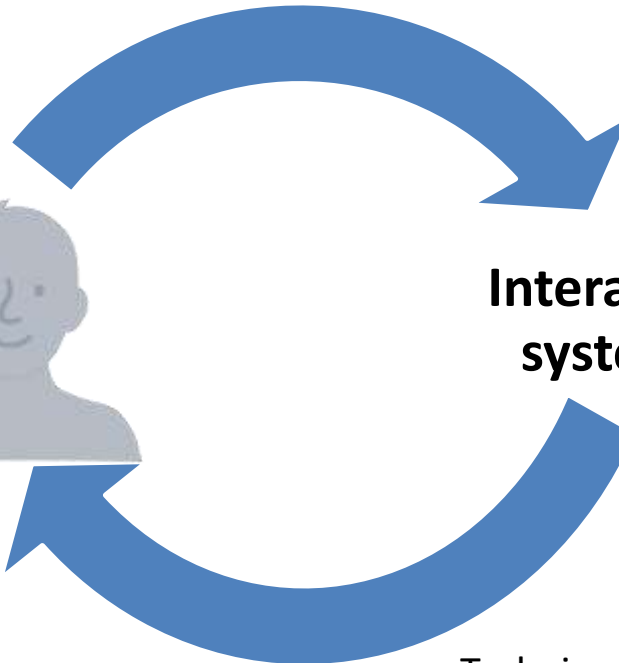
**Ethics, society,
humanities...**



**Interactive
systems**

**Innovation and
entrepreneurship**

**Techniques to generate
(human-like?) system
behaviour**



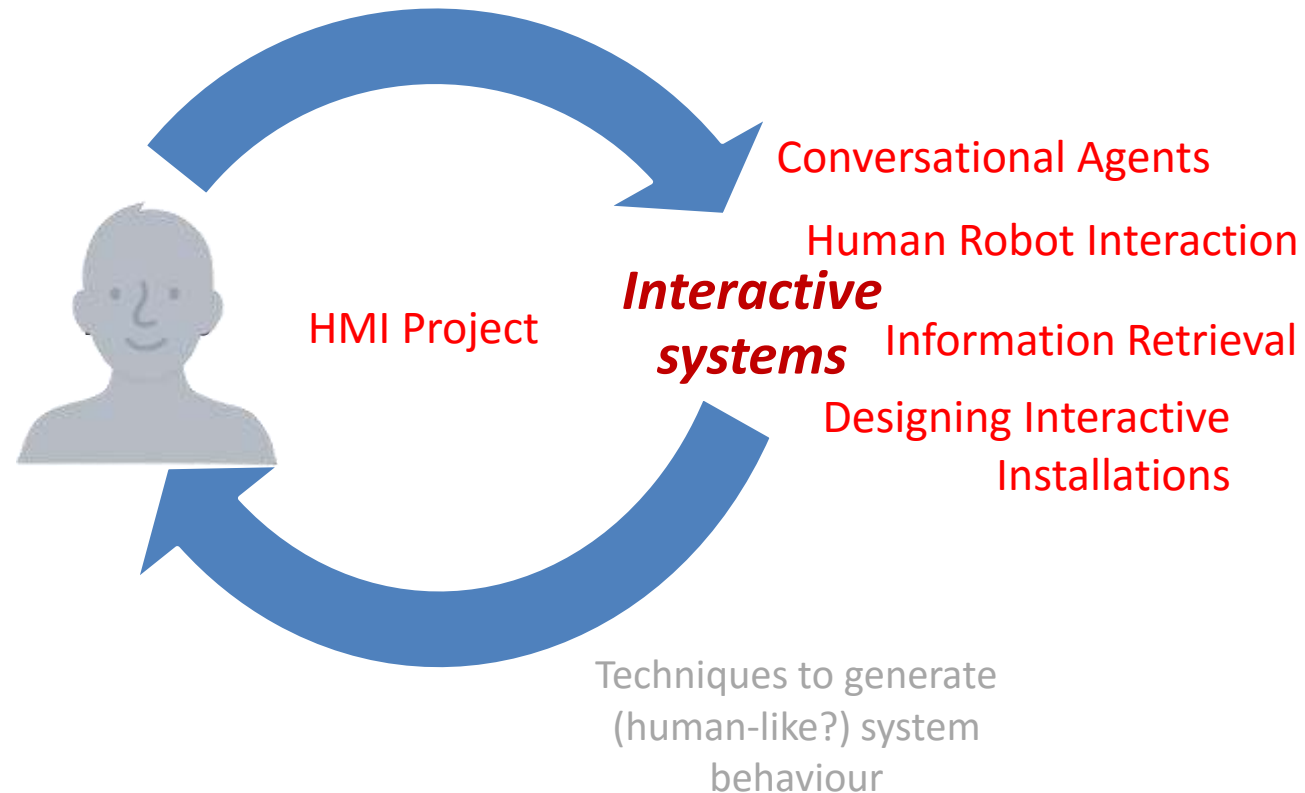
HMI courses*

Human computer
interaction and
design

Techniques to analyse
human behaviour

Ethics, society,
humanities...

Innovation and
entrepreneurship

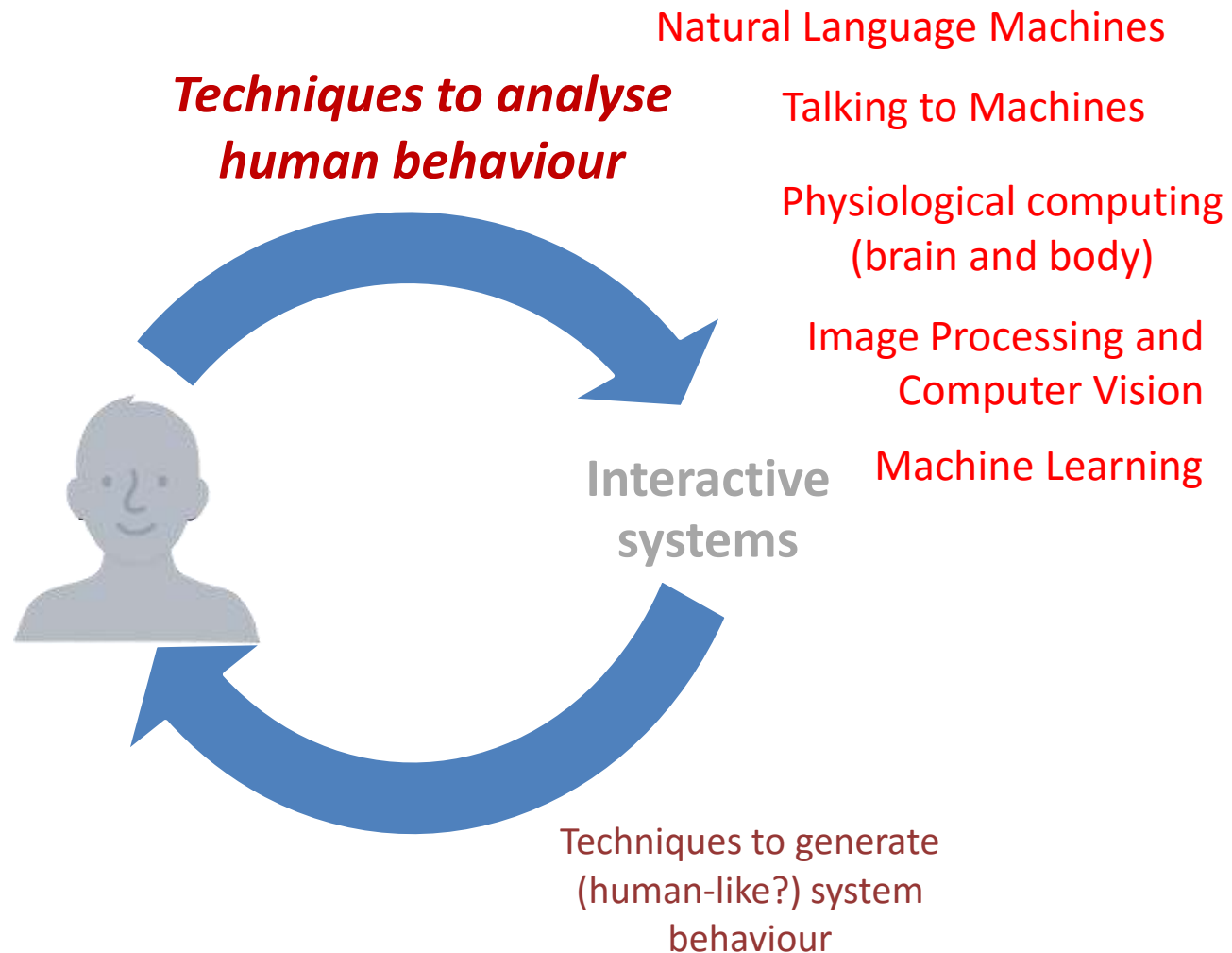


HMI courses*

Human computer
interaction and
design

Ethics, society,
humanities...

Innovation and
entrepreneurship



**Course names may change*



+ Electives from Industrial Design: Create the Future, Design and Emotion, Embodied Interaction, Multisensory Design, Virtual Reality

Human computer interaction and design



Human Computer Interaction

User Centred Design of New Media

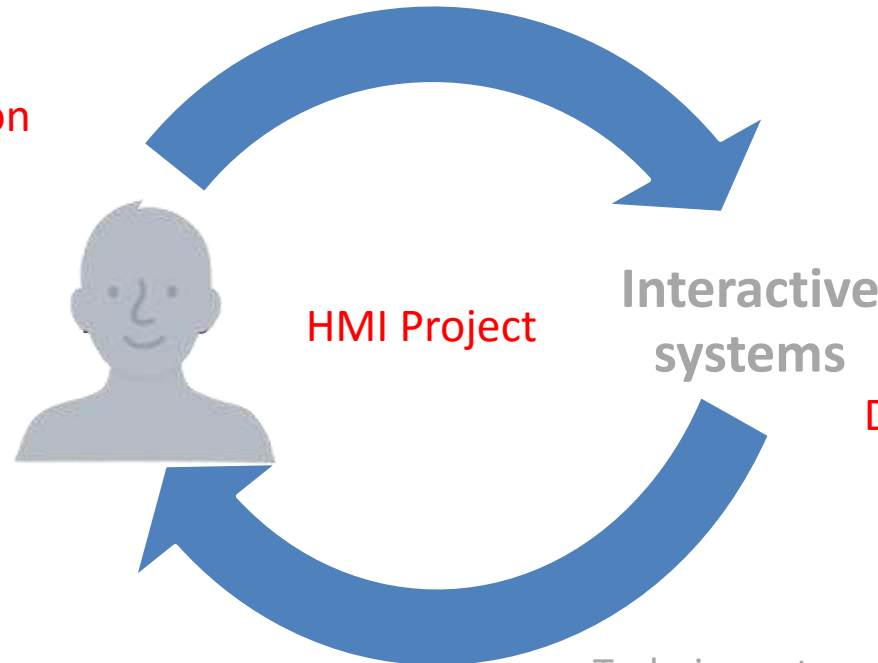
Ethics, society, humanities...



Innovation and entrepreneurship

HMI courses*

Techniques to analyse human behaviour



Interactive systems

Designing Interactive Installations

Techniques to generate (human-like?) system behaviour

HMI courses*

Human computer
interaction and
design

Techniques to analyse
human behaviour

Interactive
systems

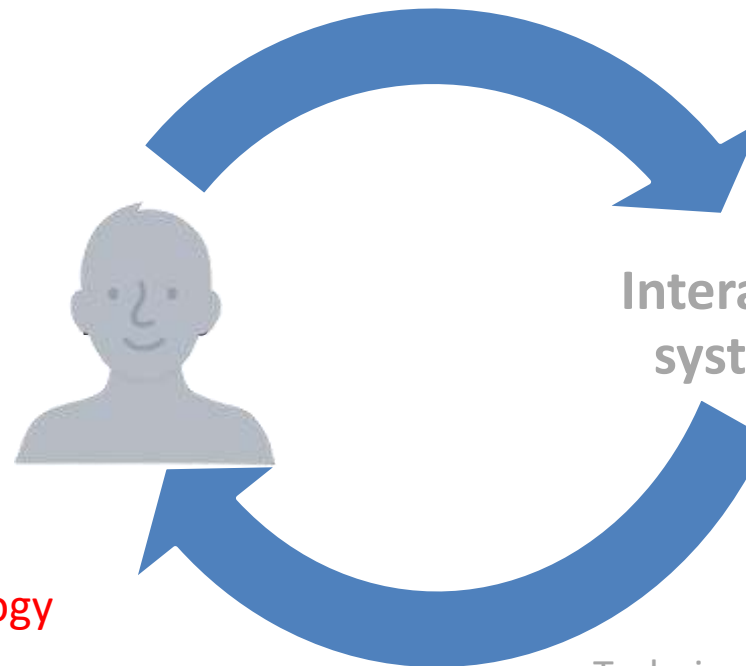
***Ethics, society,
humanities...***

Computer Ethics

Philosophy of Technology

Innovation and
entrepreneurship

Techniques to generate
(human-like?) system
behaviour



Student profiles

- Different choices in the programme can lead to different "profiles": the *HMI-engineer*, the *HMI-scientist*, the *HMI-designer*, the *HMI-entrepreneur* etc.





After HMI



Application Specialist | Consultant | Documentalist | Engineer
Research & Development | Hogeschooldocent B Serious Gaming |
Information Analyst | Interaction Designer & UX Researcher | iOS
Engineer | Java software specialist | Lead Developer | Machine
Learning Consultant | Manager Special Projects | PhD Student |
Product lead | Professor | Project Manager / Technical CRM
Consultant | Researcher, Software Architect | Senior Game
Programmer | Senior Quality Analyst, Educational Consultant &
Trainer | Senior Software Engineer | Senior Software Engineer |
Software Architect | Software Developer | Researcher | Text Mining
Specialist | User Experience Architect | Front End Designer



NEDAP | TNO | Topicus | Philips | Accenture | Netherlands Forensic
Institute | Achmea | Ranj Serious Games | Saxion | Triodos | Coolblue
| own company |

HMI courses with open topics

- Internship (optional)
- Capita Selecta HMI (optional; research)
- Research Topics + Final Project
- Usually in the context of ongoing research at the HMI research group or elsewhere





Internships and external final projects

- Philips, Museon, Thales, WizeNoze, Kitt Engineering, Pagelink, Topicus, NEDAP, re-lion, National Police, Siemens, University of Southern California (USA), Heriott Watt University (UK), University of Otago (New Zealand), National Institute of Informatics (Japan), Reykjavik University (Iceland), ...






EIT-HCID

- **Human Computer Interaction & Design**
- International Master programme
- First year in one place, second year in another (Enschede, Paris, Stockholm, Berlin, Helsinki, London, Trento)
- Double degree (MSc HMI and ...)
- Includes innovation and entrepreneurship minor





Admission

- UT bachelors Computer Science, Creative Technology, Business & IT: directly admissible
 - Computer Science, Artificial Intelligence bachelors from other universities: same (but must apply first)
 - Psychology, Industrial Design, HBO (“University of Applied Science”) bachelors: premaster required
 - Mathematics
 - Programming
 - (AI, HCI, ...)
 - Content of the premaster determined per individual
- 

Want to know more?

UT HMI Master website

- <http://www.utwente.nl/hmi/>

HMI research group website

- <http://hmi.ewi.utwente.nl/>
 - Teaching:
assignments for final
projects etc.

