

**INTERACTION TECHNOLOGY  
MASTER PROGRAMME**  
note: not all courses are mentioned  
(needs approval by programme mentor)

SIX PILLARS								
TECHNOLOGY	UNDERSTANDING HUMANS & CONTEXT	RESEARCH	DESIGN	IMPACT, INNOVATION & ENTREPRENEURSHIP	STORYTELLING	OTHER COURSES	GRADUATION PROJECT	
MINIMUM FILL 20EC	MINIMUM FILL 10EC	MINIMUM FILL 10EC	MINIMUM FILL 5EC	MINIMUM FILL 5EC	MINIMUM FILL 10EC	TO MAX 2 PILLARS (PENDING PROJECT PROPOSAL)		
COURSES								
FOUNDATIONS OF I-TECH	FOUNDATIONS OF I-TECH	QUALITATIVE & QUANTITATIVE RESEARCH	HUMAN CENTRED DESIGN	BASICS OF IPACT, INN. & ENTREPRENEURSHIP	DOCUMENTARY PRACTICE	AP * AFFECTIVE COMPUTING		
BASIC MACHINE LEARNING	CONVERSATIONAL AGENTS	TRENDS HUMAN ROBOT INTERACTION RESEARCH	DESIGN FOR BEHAVIOUR CHANGE	GLOBAL STRATEGY AND BUSINESS DEVELOPMENT	STORYTELLING THROUGH WRITING (1*)	AP * NATURAL LANGUAGE PROCESSING		
IMAGE PROCESSING AND COMPUTER VISION	DESIGN AND EMOTION	BRAIN COMPUTER INTERFACES	DESIGNING INTERACTIVE EXPERIENCES	BRAND MANAGEMENT	STORYTELLING THROUGH ORAL PRESENTATION (2*)	AP* SPEECH PROCESSING		
NATURAL LANGUAGE PROCESSING	NATURAL LANGUAGE PROCESSING	RESEARCH "IN THE WILD"	MULTI-SENSORY DESIGN	ENTREPRENEURIAL FINANCE	ADVANCED STORYTELLING (3*)	AP* INFORMATION RETERIEVAL		
SPEECH PROCESSING	SPEECH PROCESSING	RESEARCH EXPERIMENTS IN DATABASES & INF RETR	MASTERING TINKERING	STRATEGIC TECHNOLOGY MANAGEMENT&INNOVATIO	ART, MATHEMATICS & TECHNOLOGY	AP* CONVERSATIONAL AGENTS		
ARTIFICIAL INTELLIGENCE	MULTI-SENSORY DESIGN	EMPIRICAL METHODS FOR DESIGNERS	CREATE THE FUTURE	ADVANCED PROJECT IN IMPACT, INN. & ENTR.	DESIGNING INTERACTIVE EXPERIENCES	AP* BRAIN COMPUTER INTERFACES		
MULTI AGENT SYSTEMS	PHILOSOPHY OF TECHNOLOGY	CONCEPTS, MEASURES AND METHODS	DESIGN AND EMOTION	COMPUTER ETHICS		AP* HUMAN ROBOT INTERACTION		
AFFECTIVE COMPUTING	AFFECTIVE COMPUTING	QUALITATIVE ANALYSIS TECHNIQUES	SOCIAL ROBOT DESIGN			RESEARCH TOPICS 10EC		
ADVANCED MACHINE LEARNING		QUANTITATIVE ANALYSIS TECHNIQUES				I-TECH PROJECT 10EC		
ADV COMPUTER VISION & PATTERN RECOGNITION		HUMAN COMPUTER INTERACTION				FREE CHOICE ** (TBD)		
UBIQUITOUS COMPUTING								
BRAIN COMPUTER INTERFACES								
VR/AR TECHNOLOGY								
HAPTICS IN ROBOTS								
SOCIAL ROBOT DESIGN								
MODERN ROBOTICS								
CONTROL ENGINEERING								
ENGINEERING SYSTEM DYNAMICS								
DIGITAL CONTROL ENGINEERING								
FOUNDATIONS OF INFORMATION RETRIEVAL								
DATA SCIENCE								
TOTAL COURSES 90EC							GRADUATION PROJECT 30EC	
TOTAL 120EC								
MASTER INTERACTION TECHNOLOGY								

AP\* = ADVANCED PROJECT (THE EC'S WILL BE ASSIGNED TO MAX 2 PILLARS)  
 FREE CHOICE\*\*= COURSE FROM I-TECH LIST (preferred), INTERNSHIP, COURSE FROM OUTSIDE  
 STORYTELLING(1\*) DESCRIBE YOUR IDEA OR STORYLINE IN A DIFFERENT WAY  
 STORYTELLING(2\*) EG. DEBATING, PITCHTRAINING, THEATRICAL PRESENTATION  
 STORYTELLING(3\*) EG SOUND, MUSIC, PHOTOGRAPHY, DANCE

WHEN COURSES ARE ASSIGNED TO TWO PILLARS, WHICH IS THE MAXIMUM, THE EC'S ARE DISTRIBUTED EQUALLY OVER THE PILLARS (2,5 EC EACH).

**THIS DIAGRAM IS UNDER DEVELOPMENT AND THEREFORE SUBJECT TO CHANGE**