

**MASTER INTERACTION TECHNOLOGY**

SIX PILLARS						OTHER COURSES	GRADUATION PROJECT
TECHNOLOGY	UNDERSTANDING HUMANS & CONTEXT	RESEARCH	DESIGN	IMPACT, INNOVATION & ENTREPRENEURSHIP	STORYTELLING		
MINIMUM FILL 20EC	MINIMUM FILL 10EC	MINIMUM FILL 10EC	MINIMUM FILL 5EC	MINIMUM FILL 5EC	MINIMUM FILL 5EC	TO BE ASSIGNED TO MAX 2 PILLARS	192199978 GRADUATION PROJECT 30EC
COURSES						PENDING PROJECT	
201800234 FOUNDATIONS OF INTERACTION TECHNOLOGY	201800234 FOUNDATIONS OF INTERACTION TECHNOLOGY	201800226 CONCEPTS, MEASURES AND METHODS	201800227 HUMAN CENTRED DESIGN	201800229 BASICS OF IMPACT, INNOVATION & ENTREPRENEURSHIP	201800231 DOCUMENTARY PRACTICE	201600071 ADVANCED MACHINE LEARNING	
201600070 BASIC MACHINE LEARNING	201600077 CONVERSATIONAL AGENTS	201600079 TRENDS IN HUMAN ROBOT INTERACTION RESEARCH	201700008 DESIGN FOR BEHAVIOUR CHANGE	201600155 GLOBAL STRATEGY AND BUSINESS DEVELOPMENT	201800336 STORYTELLING THROUGH ORAL PRESENTATION	201100254 ADVANCED COMPUTER VISION AND PATTERN RECOGNITION	
201600077 CONVERSATIONAL AGENTS	201500440 DESIGN AND EMOTION	201100126 HUMAN COMPUTER INTERACTION	201600087 DESIGNING INTERACTIVE EXPERIENCES	201700019 BRAND MANAGEMENT	201800232 STORYTELLING THROUGH SOUND	201600080 ADVANCED AFFECTIVE COMPUTING	
191210910 IMAGE PROCESSING AND COMPUTER VISION	201600074 NATURAL LANGUAGE PROCESSING	201300074 RESEARCH EXPERIMENTS IN DATABASES & INF RETR	201400180 MULTI-SENSORY DESIGN	201000087 ENTREPRENEURIAL FINANCE	201800233 ART, MATHEMATICS & TECHNOLOGY	201600081 ADVANCED NATURAL LANGUAGE PROCESSING	
201600074 NATURAL LANGUAGE PROCESSING	201600075 SPEECH PROCESSING	201500008 EMPIRICAL METHODS FOR DESIGNERS	201800228 MASTERING TINKERING	201600015 STRATEGIC TECHNOLOGY MANAGEMENT&INNOVATION	201600087 DESIGNING INTERACTIVE EXPERIENCES	201600082 ADVANCED SPEECH PROCESSING	
201600075 SPEECH PROCESSING	201400180 MULTI-SENSORY DESIGN		192850830 CREATE THE FUTURE 10EC	201800230 ADVANCED PROJECT IN IMPACT, INNOVATION & ENTREPRENEURSHIP		201600083 ADVANCED INFORMATION RETERIEVAL	
201800337 ARTIFICIAL INTELLIGENCE (SELF-TUITION)	201200063 PHILOSOPHY OF TECHNOLOGY		201500440 DESIGN AND EMOTION	191612680 COMPUTER ETHICS		201600084 ADVANCED CONVERSATIONAL AGENTS	
192320601 MULTI AGENT SYSTEMS	201600073 AFFECTIVE COMPUTING		201800235 SOCIAL ROBOT DESIGN			201600085 ADVANCED BRAIN COMPUTER INTERFACES	
201600073 AFFECTIVE COMPUTING	201600078 BRAIN COMPUTER INTERFACING					201600086 ADVANCED HUMAN ROBOT INTERACTION	
192111301 UBIQUITOUS COMPUTING						192199508 RESEARCH TOPICS 10EC	
201600078 BRAIN COMPUTER INTERFACING						201800236 I-TECH PROJECT 10EC (semester)	
201000201 VIRTUAL REALITY						ADDITIONAL COURSES FROM RELATED PROGRAMMES	
201800225 TELE-INTERACTION IN ROBOTICS						192199968 INTERNSHIP 20EC	
201800235 SOCIAL ROBOT DESIGN							
191211060 MODERN ROBOTICS							
191210431 ENGINEERING SYSTEM DYNAMICS							
191210770 DIGITAL CONTROL ENGINEERING							
201600076 FOUNDATIONS OF INFORMATION RETRIEVAL							
201400174 DATA SCIENCE							
COURSES 90EC							GRADUATION 30EC
TOTAL 90+30=120EC MASTER INTERACTION TECHNOLOGY							

All courses 5EC unless mentioned otherwise

\*THESE COURSES WILL BE ASSIGNED TO MAX TWO PILLARS BY:  
 ADVANCED COURSES AND I-TECH PROJECT: LECTURER  
 INTERNSHIP AND RESEARCH TOPICS: SUPERVISOR  
 COURSES FROM RELATED PROGRAMMES: PROGRAMME MENTOR

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

UNDER TWO PILLARS