

## **Programme-specific rules for the MSc programme in Multimedia Technology (K-MMT)**

1 October 2003

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### **Background**

This document contains the programme-specific rules for the study programme *Multimedia Technology*. The rules are part of the curriculum for the MSc programme in Information Technology at the IT University in Copenhagen in compliance with the Ministry of Science, Technology and Innovation's Transitional rules for the Master of Science programme in Information Technology and the Master's programmes in Information Technology at the IT University of Copenhagen of 12 August 2003 (henceforth referred to as the MSc in Information Technology Executive Order).

## **Chapter 1**

### *Objectives*

#### **Section 1.** The Multimedia Technology study programme

As per the general objectives of the MSc programme, cf. section 1 of the curriculum, at the end of the programme, the student is able to apply and develop the scientific theories and methods of the discipline. The student is able to develop and maintain systems for computer-

based analysis, processing and presentation of digital representations of sensory stimuli such as sound, pictures, etc. Emphasis is placed on the student's ability to apply the necessary mathematical and technical methods.

## Chapter 2

### *Admission requirements*

**Section 2.** Admission to the study programme presupposes knowledge of mathematics corresponding to Level A at a Danish upper secondary school.

*Subsection 2.* Admission to the study programme presupposes written and oral proficiency in English.

## Chapter 3

### *Subject areas*

**Section 3.** The study programme in Multimedia Technology covers the subject areas *Multimedia Systems and Applications* and *Basic Multimedia Technologies*.

*Subsection 2.* The subject area *Multimedia Systems and Applications* covers methods of analysis, encryption, synthesis and recognition of information in audio, picture, graphic, speech and video formats in fields like biomedicine, digital entertainment, distributed multimedia, geographic information systems, 'human/machine' interaction, mobile and localised systems, multimedia databases, simulators, system structures and virtual reality. The objective of the study activities covered by the subject area *Multimedia Systems and Applications* is that, at the end of the programme, the student is able to develop and maintain multimedia systems on the basis of the knowledge learned and the theories and methods acquired in the subject area *Basic Multimedia Technologies*.

*Subsection 3.* The subject area *Basic Multimedia Technologies* covers signal processing, image analysis and computer vision, graphics and animation and pattern recognition. The objective of the study activities covered by the subject area *Basic Multimedia Technologies* is that, at the end of the programme, the student is able to develop theories and methods in this subject area and of applying them to the subject area *Multimedia Systems and Applications*.

## Chapter 4

### *Titles*

**Section 4.** Successful completion of the study programme entitles students to use the title candidatus/candidata informationis technologiae (cand.it.) with the addition of the designation Multimedieteknologi or, in English, Master of Science (MSc) in IT, Multimedia Technology.

## Chapter 5

### *Composition requirements*

**Section 5.** To be entitled to add Multimedia Technology to the degree title, the student must, in addition to the general rules for the MSc programme, meet the following requirements:

1. The subject area *Multimedia Systems and Applications* must be covered by study activities (courses and projects) worth a minimum of 22.5 ECTS, not including the thesis.
2. The subject area *Basic Multimedia Technologies* must be covered by study activities (courses and projects) worth a minimum of 15 ECTS points, not including the thesis.

## Chapter 6

### *Board of Studies*

**Section 6.** The study programme belongs under the Board of Studies ITU.

Approved by Vice Chancellor Mads Tofte, 13 November 2003.