

## **master computer science – multimedia**

Multimedia is a rapidly developing application- and research area. Because of the arrival of broadband Internet we speak of digital convergence, the combination of formerly disjoint media, as in interactive television. Connected with the efficient use of multimedia is the rich palette of research questions in the field of authoring, information retrieval, human computer interaction, software architecture and 3D-graphics. In the specialization Multimedia there is special attention for the use of 3D virtual environments and game technology for the disclosure of multimedia information. Depending on interest and expertise, authoring and design problems can have the focus, or more technical aspects in the field of software architecture, communication and 3D graphics.

### **first year**

- Computer Graphics (6 ects)
- Distributed Systems (6 ects)
- Multimedia Authoring (6 ects)
- Visual Design (6 ects)
- Programming in Prolog (3 ects)
- Project Multimedia / Game Development (6 ects)

Compulsory courses, 4 cp Mathematics and 20 cp other optional courses

### **second year**

- Software Architecture (6 ects)
- ICT in a social context
- Logical Verification: Applied Logic (6 ects)
- Intelligent Multimedia Technology (6 ects)
- master thesis (36 ects)

### **more information**

See multimedia @ VU