

Master Media Processing and Interactive Services

Master of Science in Media Processing and Interactive Services

Web Development and Distributed Systems

Information exchanged over the Internet is constantly developing more and more multimedia character. 3D, audio and video presentations can now be transmitted in real time with an ever higher quality. Interactive multimedia services are the key to a sustainable and profound change in media. They include distributed systems and Web applications, which form the first thematic focus of the Masters Course. Students will be trained as technology experts in developing such systems. Moreover, students also learn skills for planning, implementation and economic assessment of appropriate IT solutions. Through the participation in research projects acquired knowledge can be deepened.

Multimedia Production, Engineering & Management

Interactive services are being increasingly equipped with high-quality media. The transmission of multimedia data now accounts for the bulk of data being transported over the Internet. The master program focuses on the teaching of technical skills and methods for transmitting multimedia data and the execution of sophisticated media production, which also play an important role in the content and design aspects for the management of multimedia projects. To cover these areas more in-depth, the projects are performed with external partners and there is also the possibility to participate in research projects.

Usability and Human Factors

Various types of end-devices and the increasing number of complex information services are placing ever greater demands on the user. To avoid overload and specifically navigate interest, we need usability, which is of great importance today. During the Master program, aspects of usability issues and human factors (for example, the perceptual and cognitive processing of information) will be covered in-depth. We will wrap things up with the implementation of new software and hardware development and the formation of screen designs for Online-Marketing campaigns. Students are offered the opportunity to work on large research projects.

Qualifications

Training for professionals/ managers in emerging areas of computer science such as the development of complex Web 2.0/ Web 3D applications.

Emphasis will be:

- Web Development and Distributed Systems
- Multimedia Production, Engineering and Management
- Usability and Human Factors

and participation in relevant research projects.

Admission prerequisites for the Master's Degree:

The Master program is approved, if you have passed a course with a 50% minimum of computer science events and completed a Bachelor of Science, Bachelor of Engineering degree or diploma at a university of applied science, comprehensive university or university in the overall scope of the Framework Act for Higher Education with a good final grade (note: 2,5).

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Akkreditierungs-
Certifizierungs- und
Qualitätssicherungs-
Institut

**Any questions? - Just ask us!
We will be pleased to assist ...**

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