

Master's degree program **Media Engineering** Anhalt University of Applied Sciences

1st semester		Media Applications	Multimedia Networks	First Semester Project	Media Project	Project Data Literacy	Elective Module C
2nd semester	Interactive Media Systems	Designing Interactive Media	Media Web Technologies	Information Visualization	MME Project 1		Elective Module A/B
3rd semester	Interactive Audio Systems	Sensor Programming and Data Transfer	Agile Methods and Agile Project Management	Digital Ethics	MME Project 2		Elective Module A/B
4th semester	Master's thesis & Master's colloquium						

Practice projects and internships are key elements of the degree program.

Designing and programming interactive systems

Subject-specific specialization and training depending on the chosen focus

Management and ethics: key competences and methodological expertise as the basis for a successful career start

The admission requirement for the 4-semester version of the Master's degree program is a qualified Bachelor's degree in Computer Science, Media Informatics, Digital Media, Media Technology or in comparable degree programs with a standard period of study of at least 6 semesters and 180 credit points.

The admission requirement for the 3-semester version of the Master's degree program is a qualified Bachelor's degree in Computer Science, Media Informatics, Digital Media, Media Technology or in comparable degree programs with a standard period of study of at least 7 semesters and 210 credit points.

Elective modules	A				B (for International Students only)		C	
	Multimedia Retrieval	Game Engine Architecture	AR and VR Technologies	AI in Media Production	German for Professional Practice 1	German for Professional Practice 2	Virtual, Mixed and Augmented Reality	Interaction & Experience Design