

# Specialisations at the IT-program

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# IT-program today

- The third year is now running
- Accepts 80 students annually
- Base in Software Engineering

# Specialisations

- Software development and management
- Interaction design
- Interactive simulations
- Embedded systems
- Bioinformatics
- Communication systems

# Software development and management

- Coordinated by Sibylle Schupp
- Obligatory courses:
  - Project leadership, 3p
  - Software constraints, 5p
  - System development in teams, 5p
  - Reading course (MOS), 2p
- Elective courses:
  - SE using formal methods, IPOP, leadership(?), real-time systems, computer security, databases, economics(?)

# Interactive simulations (games)

- Coordinated by Staffan Björk
- Pre: Databases, OOS, Real-time systems, data communication
- Obligatory courses:
  - Game design, 5p
  - Game engines, 5p
  - Computer Graphics, 4p
- Electives:
  - Project, advanced computer graphics, AI, compiler construction

# Interactiondesign

- Responsible: Staffan Björk
- Obligatory courses:
  - Interaction design – methodology, 3p
  - Interaction design – graphical interfaces, 3p
  - Ubiquitous computing, 3p
- Elective courses:
  - conceptual design, project, user-centered design

# Embedded Systems

- Coordinated by Lars Bengtsson
- Pre: Real-Time Systems & Parallel programming
- Obligatory courses (14 p):
  - Ubiquitous Computing, 6p,
  - Computer Architecture, 4p,
  - Digital Project Laboratory , 4p
- Elective courses (up to 12 p to be elected):
  - Industrial digital design, Dependable distributed and embedded systems, Systems programming in C, EDA400, Industrial Computer Systems, 2 p, Control theory Z2 LP4, etc.

# Others

- Bioinformatics – Graham Kemp
- Communication systems – Tony Ottosson
- D-program: all except Systemutveckling and Kognitionsteknologi och multimedia