Master's program

Media Technology

Short profile

Degree Master of Science	Start date April 1 or October 1
Standard period of study 3 semesters	Credit points 90
Teaching language German/English	Admission restriction None | individual approval

Students research and develop new methods and algorithms for the production, processing, transmission, storage and playback of media content. This includes, among other things, professional video and audio technology, three-dimensional virtual worlds or the development of internet applications.

The degree program is consecutive. It builds on a bachelor's degree in media technology, electrical engineering, information engineering or other engineering-related courses of study.
The core modules on audio and video technology are supplemented by a variety of other elective modules, allowing for individualization of the degree program. In an extensive media project and the final master's thesis, students develop new methods, algorithms or devices in the field of media technology. The master's degree is research-oriented and qualifies students for challenging jobs in industry or research institutes as well as for taking up a doctorate.

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Study contents

Elective modules from the subject areas: Media Technology, Signal Processing and Transmission, practical computer science, graphic image processing and virtual techniques, lighting technology and optics	50 %
Media project	11 %
Key competences	6 %
Master's thesis	33 %

Fields of activity

* Planning of production systems for streaming providers and TV
* Development of infotainment systems for the automotive industry
* Project planning and evaluation of VR/AR systems
* Development and evaluation of installations for spatial audio
* System development for event technology

Contact

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