Universitätsstudium Interdisciplinary Computing (MSc)

INHALT

Kurzinfo . . . 1
Ausbildungsbeschreibung . . . 1
Ausbildungsinstitute . . . 2
Berufe nach Abschluss . . . 2
Zusatzinfo . . . 3
Impressum . . . 3

KURZINFO

The LEARN Lab modules in the first two semesters will give the students the opportunity to get to know the six different labs – Virtual Reality, Motion Capture, Maker Lab, Robotic, Interaction and Data Lab – that form the basis of the project-based, personalised learning approach. The Pre-specialisation module in the second semester will equip the studends with the basic skills of their chosen specialisation. The third semester consists of a Research Proficiency module where they will be trained in scientific writing and academic methodology. In the Specialisation module, the students will focus on real-world challenges and projects related to their specialisation. (Quelle: IT:U)

Ausbildungsart	Masterstudium (UNI)
Dauer	4 Semester
NQR Level	7
Form	Vollzeit
Voraussetzungen	• Bachelor degree (180 ECTS) or equivalent in the fields of technology, natural sciences, social sciences, medicine, humanities, arts or economics. • minimum C1 level English as defined by the Common European Framework of Reference for Languages (CEFR). A certificate is recommended, but not required.
Kosten	keine Studiengebühren
Abschluss	Master of Science (MSc)
Berechtigung	Zugangsberechtigung zu facheinschlägigen PhD-Studien
Gruppe	Technik und Ingenieurwissenschaften (FH)
URL	https://it-u.at/en/study-program/master-programs/

AUSBILDUNGSBESCHREIBUNG

Spezialisierungen: (Quelle: IT:U)

- **Designing Interactions:** Students learn how to understand, conceptualise and design interactions between humans and computing systems within diverse social contexts. These socio-technical systems include emerging technologies such as AI, XR or robotics and give rise to questions about human experience, meaning-making, behaviour change and broader societal impacts. A wide range of qualitative and quantitative methods will be covered including computational methods to analyse and model human behaviour on individual and group levels. In a design studio, students will then learn how to translate contextual understanding and create and evaluate computational artefacts.
- **Digital Earth, Society and Networks:** Digital geospatial technologies and communication tools are radically changing our societies. Students will learn how to use and develop computing methods to address pressing societal and global challenges. This involves working with a diverse range of quantitative and qualitative data including environmental measurements, socio-demographic statistics, user-generated data, diverse network data and various sensor data. These are contextualized through spatial and temporal references to understand the real-world dynamics of societal processes.
- **Digital Humanities, Health & Life Sciences:** Students will learn how to bring computational methods to a wide range of areas such as health, psychology or neuroscience. The goal is to equip students with skills that allow them to understand human behaviour and capacities such as creativity or intelligence and work responsibly with medical data to bring value to people's lives.
- **Future Industries:** Students will learn how to apply cutting edge computing to a wide range of future industry contexts. In collaborations with our company network, students will engage in real-world problem solving and gain practical and methodological competences within the realm of industrial production and innovation. Focus is put on competences relevant for sustainable computational manufacturing, such as robotics (ROS), IoT (sensors, actuators, edge devices), predictive maintenance, supply chain management, digital twins and business processes.

Spezialisierungen

- Designing Interactions
- Digital Earth, Society and Networks
- Digital Humanities, Health & Life Sciences
- Future Industries

AUSBILDUNGSINSTITUTE

Oberösterreich

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BERUFE NACH ABSCHLUSS

- App-DeveloperIn
- Cloud Architect (m/w)
- Data Scientist (m/w)
- DatenbankentwicklerIn
- KI-DeveloperIn
- KI-ForscherIn
- MedizininformatikerIn
- Software-ArchitektIn
- SoftwareentwicklerIn

ZUSATZINFO

Sprache: English

IMPRESSUM

Für den Inhalt verantwortlich:
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