

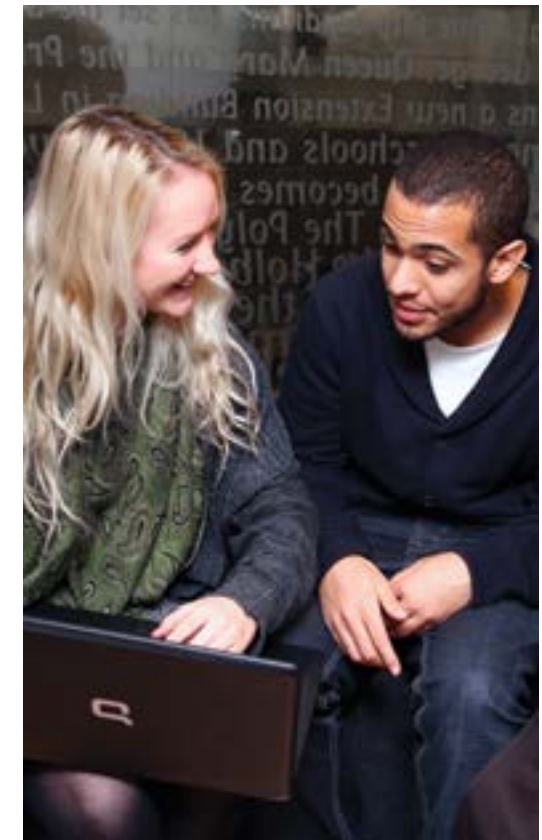
MULTIMEDIA AND GAMES COMPUTING

The Interaction Design and Computing MSc course equips students with the technical skills for the next generation of interactive technology. Our graduates can be found in multimedia production houses, corporate environments (marketing, communications, IT and training), the media, entertainment and film industries.

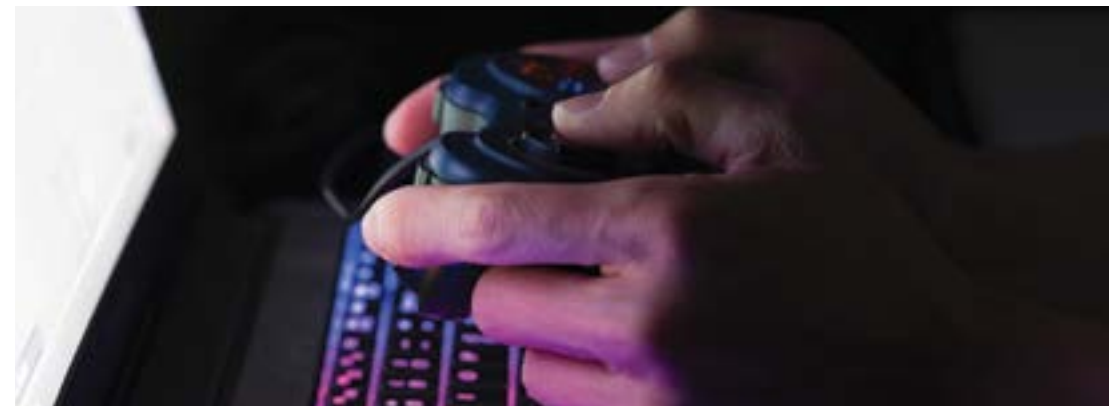
All of our Masters teaching is informed by links to industry and supported by up-to-the-minute research conducted by in-house research teams active in the areas like Data and Knowledge Management, Health and Social Care Modelling, Computational Intelligence, Parallel Computing, Distributed and Intelligent Systems, Semantic Computing, and Computer Vision and Imaging.

Our programmes are accredited* by BCS – The Chartered Institute for IT as meeting the requirements for Chartered IT Professional (CITP) Further Learning and partially meeting the requirements for Chartered Engineer (CEng). They also has Euro-Inf Master Quality Label accreditation* from the European Quality Assurance Network for Informatics Education (EQANIE).

*pending final confirmation following recent (re-)accreditation visit.



All of our courses are accredited by
BCS – The Chartered Institute for IT



INTERACTION DESIGN AND COMPUTING MSc

This newly redesigned course enables graduates to be able to understand, design and develop digital solutions within the emergent digital economies. You will be able to follow a flexible program of study and either plan a career in interaction design, mobile and digital solutions, data and analytics, or emergent systems or to explore the opportunities offered in London as a start-up capital.

The digital sector continues to evolve and technologies, platforms, interaction paradigms and business models are increasingly requiring technical ability combined with commercial and design acumen that the course encourages.

The mobile apps sector has revenues of more than €10 billion per annum or jobs in the order of 790,000 across the whole EU economy and continues to grow at a fast rate. Within the UK the digital sector has critical importance and reports suggest 14.4 per cent of companies in the UK are involved in the digital economy and some 1.46 million people are employed.

Course content

The Interaction Design and Computing MSc takes into account the emerging needs of the marketplace focusing on the key areas of enterprise, user experience, interaction, innovation and development as well as offering options in various subjects including web, mobile and data. As a consequence the modules emphasise both the critical conceptual underpinnings as well as the practical skills for each subject.



Length of course: one year full-time or two years part-time, starting in September

Location: Central London (Cavendish)

Faculty: Science and Technology

Course fees and funding: see course web page and westminster.ac.uk/fees

Entry requirements: see page 216

For full and most up-to-date information, see course web page: westminster.ac.uk/interaction-design-and-computing-msc

Core modules

- Digital Interaction Management and Entrepreneurship
- Interaction Design and Computing Project
- Research Methods and Professional Practice
- Usability and User Experience Design

Option modules

- Big Data Theory and Practice
- Data Mining and Machine Learning
- Data Visualisation and Dashboarding
- Emergent and Social Interactive Platforms
- Free Choice Module
- Games Interaction Technology
- Mobile and Ubiquitous Computing
- Mobile Application Development
- Web and Social Media Analytics

Professional recognition

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Associated careers

Graduates from the course would find employment opportunities in the digital and interaction sectors working as user experience specialists, application and systems developers, data experts, and as entrepreneurs working for corporates, start-ups, digital agencies, web 2.0 enterprises and so on. Graduates from the preceding course have found employment in various companies, both corporates and agencies, as well as NGOs.

