Linnæus University

Course syllabus

Faculty Board of Science and Engineering
School of Computer Science, Physics and Mathematics

2ME103 Aktuella problem i medieteknik, 7,5 högskolepoäng
Topical problems in Media technology, 7.5 credits

Main field of study
Media Technology

Subject Group
Media Production

Level of classification
First Level

Progression
G2F

Date of Ratification
Approved by Organisational Committee 2009-12-15

The course syllabus is valid from autumn semester 2010

Prerequisites
60 higher education credits in media technology, including 15 from G1F level.

Expected learning outcomes
Upon completion of the course the student should have profound knowledge about one or several of the topical problems in Media Technology, as well as an orientation of the academic area of Media Technology.

Content
The course deals with one or more of the topical problems or problem areas in Media Technology. The course could also consist of an individual paper that is determined in consultation with the examiner depending on the student's interest. The students read academic texts and write research questions.

Type of Instruction
Depending on the current course contents and number of students, the methods can vary, and consist of individual studies or more traditional methods of lectures, seminars and tutorials. The actual schedule and mandatory activities (sometimes with mandatory presence) are determined at the start of the course. Campus course are based manley on lectures, seminars, tutorials and practicals. For distance course, the communication is conducted through a learning management system over the Internet. Practical work is conducted individually or in groups. Attendance is mandatory for some sessions.

Examination
The course is assessed with the grades Fail (U) or Pass (G).

Course Evaluation

A written course evaluation will be carried out at the end of the course in accordance with the guidelines of the University. The course evaluation will be filed at the department.

Other

Upon request, a Swedish University course certificate will be awarded upon successful completion of the course.

Required Reading and Additional Study Material

Required reading

Rheingold, H, *Smart mobs : the next social revolution*, Cambridge, Mass., Perseus Pub, 2002. Pages 288.

Jones, M & Marsden, G, *Mobile Interaction Design*, Wiley, 2006. Pages 398.