

LISTADO COMPLETO DE ANÁLISIS DE PROGRAMAS DE COMPETENCIA - REFERENCIA MU TECNOLOGÍAS CREATIVAS Y DISEÑO
ANÁLISIS DE PLANES DE ESTUDIO

Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course	% in focus	
1 Master Universitari en Arts Digitals i Technologies Creatives	La Salle	Spain	9 months (2Q) 60 ECTS	25	50	25	Research	Relevant	Master Thesis	9,09%	
1 Master Universitari en Arts Digitals i Technologies Creatives	La Salle	Spain	9 months (2Q) 60 ECTS	25	50	25	Creative Tech	Relevant	Creative Coding and Artificial Intelligence (A.I)	9,09%	
1 Master Universitari en Arts Digitals i Technologies Creatives	La Salle	Spain	9 months (2Q) 60 ECTS	25	50	25	Interaction & MR	Relevant	Advanced Sensory and Interaction	9,09%	
1 Master Universitari en Arts Digitals i Technologies Creatives	La Salle	Spain	9 months (2Q) 60 ECTS	25	50	25	Interaction & MR	Relevant	Interaction, Immersive Art	9,09%	
1 Master Universitari en Arts Digitals i Technologies Creatives	La Salle	Spain	9 months (2Q) 60 ECTS	25	50	25	Art & Creativity	Relevant	Digital Art: New Horizons	9,09%	
1 Master Universitari en Arts Digitals i Technologies Creatives	La Salle	Spain	9 months (2Q) 60 ECTS	25	50	25	Art & Creativity	Relevant	Interaction, intersections and confluences: art, science and technology	9,09%	
1 Master Universitari en Arts Digitals i Technologies Creatives	La Salle	Spain	9 months (2Q) 60 ECTS	25	50	25	Humanities	Maybe	Project "Perception, Cognition & Neurodiversity"	9,09%	
1 Master Universitari en Arts Digitals i Technologies Creatives	La Salle	Spain	9 months (2Q) 60 ECTS	25	50	25	Audiovisual & Media	Maybe	Advanced Digital Creation	9,09%	
1 Master Universitari en Arts Digitals i Technologies Creatives	La Salle	Spain	9 months (2Q) 60 ECTS	25	50	25	Audiovisual & Media	Relevant	Virtual Environments' Production	9,09%	
1 Master Universitari en Arts Digitals i Technologies Creatives	La Salle	Spain	9 months (2Q) 60 ECTS	25	50	25	Design & Comm	Maybe	Advanced Visual Design	9,09%	
1 Master Universitari en Arts Digitals i Technologies Creatives	La Salle	Spain	9 months (2Q) 60 ECTS	25	50	25	Other	Maybe	Advanced Sound Design	9,09%	
2 MBDesign. Advanced Studies in Design	UPC- UB	Spain	1 year (2Q) 60 ECTS	25	50	25	Humanities	Maybe	Design, Theory and Criticism	3,45%	
2 MBDesign. Advanced Studies in Design	UPC- UB	Spain	1 year (2Q) 60 ECTS	25	50	25	Design & Comm	Not relevant	Design, Project and Environment	3,45%	
2 MBDesign. Advanced Studies in Design	UPC- UB	Spain	1 year (2Q) 60 ECTS	25	50	25	Art & Creativity	Relevant	Design, Technology and Innovation	3,45%	
2 MBDesign. Advanced Studies in Design	UPC- UB	Spain	1 year (2Q) 60 ECTS	25	50	25	Art & Creativity	Relevant	Project Strategies (compulsory): Creativity, Invention a	Contemporary Design	3,45%
2 MBDesign. Advanced Studies in Design	UPC- UB	Spain	1 year (2Q) 60 ECTS	25	50	25	Design & Comm	Not relevant	Project Strategies (compulsory): Integral Design, System	Contemporary Design	3,45%
2 MBDesign. Advanced Studies in Design	UPC- UB	Spain	1 year (2Q) 60 ECTS	25	50	25	Design & Comm	Relevant	Materiality, Representation and Form Design (compulsory) : Design and Materiality	Contemporary Design	3,45%
2 MBDesign. Advanced Studies in Design	UPC- UB	Spain	1 year (2Q) 60 ECTS	25	50	25	Design & Comm	Relevant	Materiality, Representation and Form Design (compulsory) : Representation and New Formats	Contemporary Design	3,45%
2 MBDesign. Advanced Studies in Design	UPC- UB	Spain	1 year (2Q) 60 ECTS	25	50	25	Other	Not relevant	Contemporary Design Research (5 optional ECTS credits)*: Sustainable Reality and Futu	Contemporary Design	3,45%
2 MBDesign. Advanced Studies in Design	UPC- UB	Spain	1 year (2Q) 60 ECTS	25	50	25	Humanities	Not relevant	Contemporary Design Research (5 optional ECTS credits)*: Design Culture. Architecture	Contemporary Design	3,45%
2 MBDesign. Advanced Studies in Design	UPC- UB	Spain	1 year (2Q) 60 ECTS	25	50	25	Humanities	Relevant	Collective Design (compulsory): Design and Society	Design, Innovation and Technology	3,45%
2 MBDesign. Advanced Studies in Design	UPC- UB	Spain	1 year (2Q) 60 ECTS	25	50	25	Art & Creativity	Maybe	Collective Design (compulsory): Network Creativity and	Design, Innovation and Technology	3,45%
2 MBDesign. Advanced Studies in Design	UPC- UB	Spain	1 year (2Q) 60 ECTS	25	50	25	Design & Comm	Relevant	Knowledge Management (compulsory): Data-Driven D	Design, Innovation and Technology	3,45%
2 MBDesign. Advanced Studies in Design	UPC- UB	Spain	1 year (2Q) 60 ECTS	25	50	25	Design & Comm	Relevant	Knowledge Management (compulsory): Design Proces	Design, Innovation and Technology	3,45%
2 MBDesign. Advanced Studies in Design	UPC- UB	Spain	1 year (2Q) 60 ECTS	25	50	25	Research	Relevant	Research in Design, Innovation and Technology (5 optional ECTS credits): Methods and Processes of Re	Design, Innovation and Technology	3,45%
2 MBDesign. Advanced Studies in Design	UPC- UB	Spain	1 year (2Q) 60 ECTS	25	50	25	Research	Relevant	Research in Design, Innovation and Technology (5 optional ECTS credits): Innovation-Research in Design	Design, Innovation and Technology	3,45%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course	% in focus
4 Master Universitario en Diseño y Comunicación (Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Design & Comm	Maybe	Narrativa en el diseño y la comunicación: Artefactos y lenguaje Visual	10,00%
4 Master Universitario en Diseño y Comunicación (Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Design & Comm	Maybe	Narrativa en el diseño y la comunicación: estrategia de diseño y comunicación	10,00%
4 Master Universitario en Diseño y Comunicación (Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Design & Comm	Relevant	Narrativa en el diseño y la comunicación: medios y entornos del diseño y la comunicación	10,00%
4 Master Universitario en Diseño y Comunicación (Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Research	Relevant	Teoría y práctica de la investigación en el diseño: Perspectivas Críticas Interdisciplinarias basadas en la práct	10,00%
4 Master Universitario en Diseño y Comunicación (Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Humanities	Not relevant	Teoría y práctica de la investigación en el diseño: Diseño Social. Cuidado y bien común	10,00%
4 Master Universitario en Diseño y Comunicación (Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Research	Relevant	Teoría y práctica de la investigación en el diseño: Metodología Académico-científica para la investigación en	10,00%
4 Master Universitario en Diseño y Comunicación (Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Humanities	Relevant	Filosofía y ética del diseño y la comunicación	10,00%
4 Master Universitario en Diseño y Comunicación (Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Research	Relevant	Proyección de la carrera profesional e investigadora	10,00%
4 Master Universitario en Diseño y Comunicación (Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Other	Maybe	Prácticas profesionales	10,00%
4 Master Universitario en Diseño y Comunicación (Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Research	Relevant	Trabajo fin de máster	10,00%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Humanities		1. Foundations: Statistics	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Humanities		1. Foundations: Cartography	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Other		1. Foundations: Networks	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Design & Comm		1. Foundations: Data Viz	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Design & Comm		1. Foundations: Data Representation	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Design & Comm		1. Foundations: Visual Explanation	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Creative Tech		2. Master project: Data Experience	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Design & Comm		2. Master project: Data Communication	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Research		2. Master project: Theoretical and methodological research framework	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Art & Creativity		2. Master project: Design Criticism	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Audiovisual & Media		3. Perspectives: Critical Media	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Art & Creativity		3. Perspectives: Data Boundaries	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Humanities		3. Perspectives: Data for the common good	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Audiovisual & Media		3. Perspectives: Audiovisual	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Audiovisual & Media		3. Perspectives: Storytelling	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Creative Tech		4. Projects : Information Systems	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Interaction & MR		4. Projects: Data Beyond Screens	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Design & Comm		4. Projects: Symbolib Alphabet / Iconography	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Creative Tech		5. Workshops, Who is afraid of technology	3,57%

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5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Humanities		5. Workshop: Data Journalism	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Research		5. Workshop: Degree Showcase	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Art & Creativity		6. Capsule: Data & Nature	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Art & Creativity		6. Capsule: Data & Drawing	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Art & Creativity		6. Capsule: Data & Performance	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Creative Tech		6. Capsule: Data & Processing	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Other		6. Capsule: Data & Sound	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Other		7. Events: International Lectures	3,57%
5 Master in Data Design	Elisava -Uvic	Spain	9 months 60 ECTS	45		15	Other		7. Events: Masters' Talks	3,57%
6 Master Universitari en Design Research	BAU- UVic	Spain	9 months 60 ECTS	36	12	12	Art & Creativity	Maybe	Estratègies i Polítiques de Disseny: Disseny Ficcíó, Crític i Especulatiu	8,33%
6 Master Universitari en Design Research	BAU- UVic	Spain	9 months 60 ECTS	36	12	12	Design & Comm	Relevant	Estratègies i Polítiques de Disseny: Innovació Social i Disseny Col·laboratiu	8,33%
6 Master Universitari en Design Research	BAU- UVic	Spain	9 months 60 ECTS	36	12	12	Humanities	Not relevant	Mètodes Experimentals: Etnografies i Disseny	8,33%
6 Master Universitari en Design Research				36	12	12	Design & Comm	Relevant	Mètodes Experimentals: Investigar amb Dades	8,33%
6 Master Universitari en Design Research	BAU- UVic	Spain	9 months 60 ECTS	36	12	12	Research	Relevant	Metodologies de la Investigació en Art i Disseny	8,33%
6 Master Universitari en Design Research				36	12	12	Humanities	Not relevant	Cultures Materials i Ecologies del Disseny	8,33%
6 Master Universitari en Design Research	BAU- UVic	Spain	9 months 60 ECTS	36	12	12	Humanities	Maybe	Disseny, Poder i Societat	8,33%
6 Master Universitari en Design Research				36	12	12	Design & Comm	Relevant	Disseny i Fabricació de Projectes	8,33%
6 Master Universitari en Design Research	BAU- UVic	Spain	9 months 60 ECTS	36	12	12	Design & Comm	Relevant	Eines i Treball en Disseny: Disseny Digital	8,33%
6 Master Universitari en Design Research				36	12	12	Creative Tech	Relevant	Eines i Treball en Disseny: Disseny i Control Numèric	8,33%
6 Master Universitari en Design Research	BAU- UVic	Spain	9 months 60 ECTS	36	12	12	Other	Maybe	Eines i Treball en Disseny: Pràctiques	8,33%
6 Master Universitari en Design Research	BAU- UVic	Spain	9 months 60 ECTS	36	12	12	Research	Relevant	Treball de fi de Màster	8,33%
7 MDEF1. The Master in Design for Emergent Futures	IAAC	Spain	90 ECTS 3 terms (9 month)	62		13	Creative Tech	Relevant	Data information in the digital Age	7,14%
7 MDEF1. The Master in Design for Emergent Futures	IAAC	Spain	90 ECTS 3 terms (9 month)	62		13	Design & Comm	Relevant	Introduction to Design Methods	7,14%
7 MDEF1. The Master in Design for Emergent Futures	IAAC	Spain	90 ECTS 3 terms (9 month)	62		13	Creative Tech	Relevant	Introduction to Digital Fabrication	7,14%
7 MDEF1. The Master in Design for Emergent Futures	IAAC	Spain	90 ECTS 3 terms (9 month)	62		13	Research	Relevant	Research studio: Identify & Analyze	7,14%
7 MDEF1. The Master in Design for Emergent Futures	IAAC	Spain	90 ECTS 3 terms (9 month)	62		13	Humanities	Maybe	Lectures	7,14%
7 MDEF1. The Master in Design for Emergent Futures	IAAC	Spain	90 ECTS 3 terms (9 month)	62		13	Creative Tech	Relevant	Emergent Technologies	7,14%
7 MDEF1. The Master in Design for Emergent Futures	IAAC	Spain	90 ECTS 3 terms (9 month)	62		13	Design & Comm	Relevant	Emergent Design Trends	7,14%
7 MDEF1. The Master in Design for Emergent Futures	IAAC	Spain	90 ECTS 3 terms (9 month)	62		13	Creative Tech	Maybe	FabAcademy	7,14%
7 MDEF1. The Master in Design for Emergent Futures	IAAC	Spain	90 ECTS 3 terms (9 month)	62		13	Design & Comm	Relevant	Design Studio: Understand, develop, propose	7,14%

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7 MDEF1. The Master in Design for Emergent Futures	IAAC	Spain	90 ECTS 3 terms (9 month)	62		13	Research	Relevant	Final Master Project	7,14%
7 MDEF1. The Master in Design for Emergent Futures	IAAC	Spain	90 ECTS 3 terms (9 month)	62		13	Creative Tech	Maybe	Transversal Workshop	7,14%
7 MDEF1. The Master in Design for Emergent Futures	IAAC	Spain	90 ECTS 3 terms (9 month)	62		13	Other	Maybe	Future business	7,14%
7 MDEF1. The Master in Design for Emergent Futures	IAAC	Spain	90 ECTS 3 terms (9 month)	62		13	Design & Comm	Maybe	Speculative Design Futures	7,14%
7 MDEF1. The Master in Design for Emergent Futures	IAAC	Spain	90 ECTS 3 terms (9 month)	62		13	Design & Comm	Relevant	Design Studio Position: Prototype Test	7,14%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Creative Tech	Relevant	Data information in the digital Age	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Design & Comm	Relevant	Introduction to Design Methods	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Creative Tech	Relevant	Introduction to Digital Fabrication	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Research	Relevant	Research studio: Identify & Analyze	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Humanities	Maybe	Lectures	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Creative Tech	Relevant	Emergent Tecnologies	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Design & Comm	Relevant	Emergent Design Trends	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Creative Tech	Maybe	FabAcademy	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Design & Comm	Relevant	Design Studio: Understand, develop, propose	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Research	Relevant	Final Master Project	4,00%

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7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Creative Tech	Maybe	Transversal Workshop	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Other	Maybe	Future business	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Design & Comm	Maybe	Speculative Design Futures	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Design & Comm	Relevant	Design Studio Position: Prototype Test	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Research	Relevant	Thesis project implementation	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Other	Not relevant	Seminar emergent economies	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Creative Tech	Relevant	Workshop emergent technologies	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Research	Relevant	Seminar Research methods	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Other	Not relevant	Seminar emergent communities	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Art & Creativity	Maybe	Seminar distributed design	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Research	Maybe	Thesis Project Validation	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Research	Relevant	Seminar Research methods	4,00%

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7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Art & Creativity	Maybe	Seminar Emergent Narratives	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Creative Tech	Relevant	Seminar From Prototype to emergent Industries	4,00%
7 MDEF1+2. The Master in Design for Emergent Futures	IAAC	Spain	MDEF 1 +2 (18 months) 120 ECTS	79		41	Research	Relevant	Thesis project: Dissemination (scale & distribute)	4,00%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Audiovisual & Media	Maybe	MAS.531 Computational Camera and Photography	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Art & Creativity	Relevant	MAS.600 Human 2.0	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Relevant	MAS.630 Advanced Seminar: Affective Computing and Ethics	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Relevant	MAS.664[J] AI for Impact: Solving Societal-Scale Problems	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Research	Relevant	MAS.690 Independent Study in Media Arts and Sciences	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Interaction & MR	Relevant	MAS.750 Human-Robot Interaction	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Maybe	MAS.808 Decoders 2.0: Microfabricated Devices	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Not relevant	MAS.810 Decoders 1.8: Project Realization in Cleanroom	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Audiovisual & Media	Maybe	MAS.825[J] Musical Aesthetics and Media Technology	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Audiovisual & Media	Maybe	MAS.826[J] Projects in Media and Music	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Interaction & MR	Relevant	MAS.834 Tangible Interfaces	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Relevant	MAS.836 Sensor Technologies for Interactive Environments	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Other	Maybe	MAS.837 Principles of Electronic Music Interfaces	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Maybe	MAS.838[J] Prototyping our Sci-Fi Space Future: Designing & Deploying Projects for Zero Gravity Flights	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Not relevant	MAS.839[J] Operating in the Lunar Environment	2,22%

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8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Other	Not relevant	MAS.841 Evolution: Natural and Directed	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Humanities	Not relevant	MAS.842 Safeguarding the Future	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Humanities	Not relevant	MAS.858[J] Asking How Space Enabled Designs Advance Justice and Development	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Other	Not relevant	MAS.859 Space Technology for the Development Leader	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Other	Not relevant	MAS.862 The Physics of Information Technology	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Relevant	MAS.863[J] How to Make (Almost) Anything	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Other	Not relevant	MAS.864 The Nature of Mathematical Modeling	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Not relevant	MAS.865 Rapid-Prototyping of Rapid-Prototyping Machines: How to Make Something that Makes (Almost) A	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Other	Not relevant	MAS.881[J] Principles of Neuroengineering	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Other	Not relevant	MAS.883[J] Revolutionary Ventures: How to Invent and Deploy Transformative Technologies	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Other	Not relevant	General Courses	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Research	Relevant	MAS.910 Research in Media Technology	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Maybe	MAS.912 Teaching in Media Arts and Sciences	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Maybe	MAS.914 Practical Experience in Media Arts and Science	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Research	Maybe	MAS.921 Proseminar in Media Arts and Sciences	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Research	Relevant	MAS.940 Preparation for SM Thesis I	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Research	Relevant	MAS.941 Preparation for SM Thesis II	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Research	Not relevant	MAS.945 Media Arts and Sciences General Exam	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Research	Not relevant	MAS.950 Preparation for Ph.D. Thesis	2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Relevant	MAS.S10 Special Subject in Media Technology	2,22%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Relevant	MAS.S76 Special Subject in Media Arts and Sciences		2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Research	Relevant	MAS.THG Graduate Thesis		2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Relevant	Designing Creative Technologies for Kids		2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Relevant	Generative Machine Learning in K-12 Education		2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Interaction & MR	Relevant	Advanced Seminar: Affective Computing and Ethics		2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Relevant	AI for Impact: Global Ventures (2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Relevant	Computer Visions: Generative AI		2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Relevant	Ancient Future Technology		2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Relevant	The Metaverse: What, How, Why, and When		2,22%
8 MAS Media Lab Media Arts and Sciences	Mit Media Lab	USA	90 Credits USA 180 ECTS 2 Years (4 Q)	32	34	24	Creative Tech	Relevant	Recreating the Past		2,22%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Creative Tech	Relevant	Intro to Physical Computing	Tier 1 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Audiovisual & Media	Relevant	Comm Lab_ Hypercinema	Tier 1 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Design & Comm	Relevant	Comm Lab_ Visual Language	Tier 1 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Interaction & MR	Relevant	Intro to Computational Media	Tier 1 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Art & Creativity	Relevant	Applications	Tier 1 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Audiovisual & Media	Relevant	3D 3 ways	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Design & Comm	Maybe	Visual Journalism	Tier 2 Course	3,45%

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9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80		8 Creative Tech	Maybe	Interactive Music in the browser	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80		8 Creative Tech	Relevant	Machine Learning for the Web	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80		8 Creative Tech	Relevant	Machine Learning for Physical Computing	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80		8 Interaction & MR	Relevant	Intangible Interaction	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80		8 Interaction & MR	Relevant	Topics in ITP: Multisensory Storytelling in VR and Origi	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80		8 Interaction & MR	Relevant	Research studio: tangible interaction	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80		8 Creative Tech	Relevant	Light and interactivity	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80		8 Creative Tech	Relevant	Connected devices and networked interaction	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80		8 Design & Comm	Maybe	Digital Investigations 101- an introduction to data jour	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80		8 Design & Comm	Relevant	Interactive storytelling for liberation	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80		8 Humanities	Maybe	Temporary expert: Design + science in the anthropoc	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80		8 Other	Relevant	Adapting: Using Design, Science + Technology for the V	Tier 2 Course	3,45%

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9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Interaction & MR	Relevant	Augmented spaces	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Creative Tech	Relevant	Electronics for Inventors	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Art & Creativity	Maybe	Designing the Absurd	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Art & Creativity	Maybe	Artifacts from the Future	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Other	Maybe	Topics in ITP: Feeling Patterns	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Creative Tech	Relevant	Hello, Computer: Unconventional Uses of Technology	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Audiovisual & Media	Relevant	Collective Play	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Other	Not relevant	Big Space	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Creative Tech	Relevant	Topics in ITP: Listening Machines (Digital synesthesia: s	Tier 2 Course	3,45%
9 ITP Interactive Telecommunication Program MPS	Tisch NYU	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	32	80	8	Interaction & MR	Relevant	Topics in ITP: Outside The Box: Site-Specific + Immersiv	Tier 2 Course	3,45%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Research	Maybe	Major Studio 1	Mandatory	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Research	Maybe	Major Studio 2	Mandatory	1,85%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Interaction & MR	Relevant	Critical Computation Lecture and Lab	Mandatory	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Creative Tech	Relevant	xFab Lecture and Lab	Mandatory	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Art & Creativity	Relevant	Creative Practice Seminar 1	Mandatory	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Art & Creativity	Relevant	Creative Practice Seminar 2	Mandatory	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Humanities	Not relevant	DAta Viz & information Aesthetics	Academic Electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Other	Not relevant	Data Structures	Academic Electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Humanities	Maybe	Thesis Research & writing 1	Academic Electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Humanities	Relevant	History of Interface	Academic Electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Humanities	Relevant	Narrative & Dynamics systems	Academic Electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Humanities	Not relevant	ENERGY, TECHNOLOGY, & THE BODY	Academic Electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Humanities	Relevant	Thesis Research & writing 2	Academic Electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Research	Relevant	Independent Studio	Academic Electives	1,85%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Audiovisual & Media	Maybe	Advanced Practice: Time	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Other	Not relevant	Advanced Practice: Ceramics	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Other	Not relevant	Advanced Practice: Painting	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Audiovisual & Media	Relevant	Advanced Practice: Perception	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Audiovisual & Media	Relevant	Advanced Practice: Performance / New Media	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Other	Not relevant	Advanced Practice: Sculpture	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Audiovisual & Media	Relevant	Game Design as Play Design	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Creative Tech	Relevant	Creative Coding: python	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Creative Tech	Relevant	Creative Coding:unity	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Creative Tech	Relevant	Physical computing	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Design & Comm	Relevant	Intro to Data Visualization	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Creative Tech	Relevant	Physical computing		1,85%

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10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Design & Comm	Relevant	Storytelling with Data	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Creative Tech	Relevant	Machine Learning	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Audiovisual & Media	Relevant	Projection Mapping	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Design & Comm	Relevant	Typography and visual design	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Design & Comm	Relevant	Data as Material	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Other	Relevant	Sound Design	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Creative Tech	Relevant	Computational craft	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Art & Creativity	Not relevant	Reimagining healthcare	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Audiovisual & Media	Maybe	Performance and Tech	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Creative Tech	Maybe	ML and the City	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Audiovisual & Media	Relevant	Play as social	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Interaction & MR	Maybe	Playful Prototypes	support electives	1,85%

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10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Creative Tech	Maybe	Current: Speaking Shaders	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Creative Tech	Relevant	Current: Materiality of ML	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Interaction & MR	Relevant	Current: Experience Design	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Interaction & MR	Relevant	Current: (Alt) Reality	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Creative Tech	Relevant	Current: Artificial Art	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Interaction & MR	Relevant	Current: UX/UI Accessibility	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Design & Comm	Relevant	Current: Design Tools	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Creative Tech	Relevant	Current: Javascript + OpenAi	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Design & Comm	Maybe	Current: Design Make, Sell	support electives	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Interaction & MR	Relevant	Collab: XR for the Real World	collaboration studio	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Creative Tech	Maybe	Collab: Quantum computing	collaboration studio	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Humanities	Not relevant	Collab: Political imagination	collaboration studio	1,85%

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10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Design & Comm	Relevant	Collab: Remaking the museum	collaboration studio	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Creative Tech	Maybe	Collab: P5 party	collaboration studio	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Humanities	Relevant	Collab: Tech, media & democracy	collaboration studio	1,85%
10 Design & Technology MFA	Parsons, The New School	USA	60 credits USA 120 ECTS 2 YEARS / 4 Q STEM	48	48	24	Research	Not relevant	Collab: Bio Design Challenge	collaboration studio	1,85%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Art & Creativity	Relevant	Thinking Practices in Art & Media	Commom	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Research	Relevant	Doing Research in Art & Media	Commom	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Humanities	Relevant	Art of Writing / Kirjoittamisen taito	Commom	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Research	Relevant	Art & Media Thesis Seminar	Commom	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Other	Relevant	Creative Professional Life	Commom	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Audiovisual & Media	Relevant	Game Design	Game Design & Development	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Research	Relevant	Game Analysis	Game Design & Development	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Audiovisual & Media	Relevant	Game Project I	Game Design & Development	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Audiovisual & Media	Not relevant	Game Project II	Game Design & Development	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Creative Tech	Not relevant	Software Studies for Game Designers	Game Design & Development	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Research	Relevant	Game Seminar	Game Design & Development	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Research	Relevant	Advanced Topics in Game Design	Game Design & Development	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Audiovisual & Media	Relevant	Games Now!	Game Design & Development	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Audiovisual & Media	Relevant	Games User Research	Game Design & Development	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Audiovisual & Media	Relevant	Emotion and Games	Game Design & Development	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Creative Tech	Relevant	AI for Media, Art and Design	Game Design & Development	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Creative Tech	Not relevant	Quantum Games	Game Design & Development	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Research	Relevant	Study project	Game Design & Development	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Humanities	Maybe	Independent essay	Game Design & Development	1,82%

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ANÁLISIS DE PLANES DE ESTUDIO

Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Other	Relevant	Internship and Professional experience	common	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Research	Relevant	Master's Thesis	common	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Creative Tech	Relevant	Computational Art and Design	New media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Humanities	Relevant	Introduction to Media Art and Culture	New media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Interaction & MR	Relevant	Interaction Design	New media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Creative Tech	Relevant	Physical Computing	New media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Creative Tech	Relevant	Internet Technologies and Web Development	New media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Design & Comm	Relevant	Systems of Representation: Culture Lab	New media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Design & Comm	Relevant	Generative and Interactive Narratives	New media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Interaction & MR	Relevant	Embodied Interaction	New media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Creative Tech	Relevant	Digital Fabrication I	New media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Creative Tech	Relevant	Digital Fabrication II	New media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Research	Relevant	Art + Media Studio	New media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Creative Tech	Relevant	Digital Fabrication Studio	New media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Other	Maybe	Internship and Professional Experience	New media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Audiovisual & Media	Maybe	Introduction to Sound Design and Music	Sound in new media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Audiovisual & Media	Maybe	Sound Seminar	Sound in new media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Audiovisual & Media	Maybe	Composing with Data Flow Programming	Sound in new media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Research	Maybe	Experimental Music Workshop	Sound in new media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Other	Not relevant	IXI Workshop	Sound in new media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Audiovisual & Media	Maybe	Sonic Narration in Audiovisual Productions	Sound in new media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Audiovisual & Media	Relevant	Game Audio Workshop	Sound in new media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Creative Tech	Relevant	Procedural Audio	Sound in new media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Humanities	Maybe	Gender Issues in Sound Studies	Sound in new media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Research	Relevant	Time Turned into Space	Sound in new media	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Creative Tech	Relevant	Creative computation for Visual Communication	Visual Communication Design	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Art & Creativity	Relevant	Seminar: Critical Practice	Visual Communication Design	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Research	Relevant	Art + Media Studio	Visual Communication Design	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Design & Comm	Relevant	Introduction to Information Design	Visual Communication Design	1,82%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Design & Comm	Maybe	Visual Narrative in Design	Visual Communication Design	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Design & Comm	Maybe	Contemporary Graphic Design	Visual Communication Design	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Humanities	Not relevant	Critique of Typographic Tradition	Visual Communication Design	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Design & Comm	Relevant	Design and Data	Visual Communication Design	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Audiovisual & Media	Maybe	Design for Motion	Visual Communication Design	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Humanities	Not relevant	Design as Writing	Visual Communication Design	1,82%
11 Master in Art & Media	Aalto	Finland	120 ECTS 2 years	60	30	30	Art & Creativity	Relevant	Art & Science Lectures	Visual cultures, curating and contemporary art	1,82%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Research	Not relevant	Proseminar in Ecologies: Interrelated, In-between, Dynamic		3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Research	Relevant	Proseminar in Mediums : Making Culture, technology & art		3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Research	Relevant	Proseminar in narratives : Word and Image		3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Research	Not relevant	proseminar in Publics: of the publics, in the public, by the public		3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Audiovisual & Media	Relevant	VIS 2228 Digital Media: Artifacts	Interdisciplinary Art & Design Practice	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Audiovisual & Media	Relevant	VIS 2229 Digital Media: Composition	Interdisciplinary Art & Design Practice	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Art & Creativity	Not relevant	VIS 2425 Paper or Plastic: Reinventing Shelf Life in the	Interdisciplinary Art & Design Practice	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Audiovisual & Media	Relevant	HIS 4451 Materiality, Visual Culture, and Media	Interdisciplinary Art & Design Practice	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Audiovisual & Media	Relevant	HIS 4356 Screens—Projecting Media and the Visual Ar	Interdisciplinary Art & Design Practice	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Creative Tech	Relevant	SCI 6317 Material Systems: Digital Design and Fabricati	Interdisciplinary Art & Design Practice	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Creative Tech	Relevant	SCI 6360 Digital Fabrication and Robotics	Interdisciplinary Art & Design Practice	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Other	Not relevant	SCI 6368, Pre- and Post-	Interdisciplinary Art & Design Practice	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Humanities	Not relevant	SCI 6322 Mapping: Geographic Representation and Sp	Interdisciplinary Art & Design Practice	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Other	Not relevant	DES 3357 Experiments in Public Freedom	Interdisciplinary Art & Design Practice	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Audiovisual & Media	Maybe	DES 3365 Material, Atmosphere, and Ambience	Interdisciplinary Art & Design Practice	3,45%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Humanities	Not relevant	DES 3241 Landscape as Urbanism	Interdisciplinary Art & Design Practice	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Audiovisual & Media	Maybe	ADV 9153 Forms of Assembly	Interdisciplinary Art & Design Practice	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Creative Tech	Relevant	SCI 6317 Material Systems: Digital Design and Fabricat	Digital Fabrication	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Creative Tech	Relevant	SCI 6478 Informal Robotics / New Paradigms for Desig	Digital Fabrication	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Audiovisual & Media	Relevant	VIS 2228 Digital Media: Artifacts	Digital Fabrication	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Audiovisual & Media	Relevant	VIS 2229 Digital Media: Composition	Digital Fabrication	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Humanities	Not relevant	HIS 4399 Architecture and Construction: From the Vitr	Digital Fabrication	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Audiovisual & Media	Maybe	DES 3365 Material, Atmosphere, and Ambience	Digital Fabrication	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Creative Tech	Not relevant	SCI 6477 Nano Micro Macro: Adaptive Material Labora	Digital Fabrication	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Audiovisual & Media	Relevant	VIS 2223 Digital Media: Telepresence	Human-machine Interaction	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Interaction & MR	Relevant	SCI 6359 Interface Design: Integrating Material Percept	Human-machine Interaction	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Interaction & MR	Relevant	SCI 6365 Enactive Design: Applications through Concur	Human-machine Interaction	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Other	Not relevant	SCI 6368 Pre- and Post-	Human-machine Interaction	3,45%
12 Master In Design Studies MDes	Harvard	USA	64 USA- 128 ECTS 2 years (4Q)	24	104	16	Creative Tech	Relevant	DES 3381 Artificial Intelligence in Contemporary Desig	Human-machine Interaction	3,45%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Interaction & MR	Relevant	Interface Technologies I	Interface Literacy	2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Creative Tech	Relevant	Interactive Art & Media Theories	Interface Literacy	2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Interaction & MR	Relevant	Interface Lab I	Interface Lab	2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Humanities	Relevant	Interface Cultures	Interface Lab	2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Interaction & MR	Relevant	Advanced Interface Lab	Advanced Labs	2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Research	Relevant	Theoretical Master Thesis		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Research	Relevant	Practical Master Project		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Research	Relevant	Master Colloquium I & II	Digital Art & Research	2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Research	Relevant	Journal club	Digital Art & Research	2,44%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Research	Relevant	ACADEMIC PUBLICATION PRACTIC	Digital Art & Research	2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Research	Relevant	ARTISTIC/SCIENTIFIC RESEARCH METHODS	Digital Art & Research	2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Research	Relevant	ART, SCIENCE AND TECHNOLOGY	Digital Art & Research	2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Interaction & MR	Relevant	Interactive Art I		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Interaction & MR	Relevant	Interactive Art II		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Design & Comm	Relevant	Critical Data I		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Design & Comm	Relevant	Critical Data II		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Humanities	Maybe	Media Archeology I		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Humanities	Maybe	Media Archeology II		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Creative Tech	Maybe	Fashionable Technologies I		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Creative Tech	Maybe	Fashionable Technologies II		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Audiovisual & Media	Maybe	Post Media Practice		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Interaction & MR	Relevant	Stage-Based Interaction		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Interaction & MR	Relevant	Social Interfaces / Art Thinking		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Interaction & MR	Relevant	MAPPING THE DATA - DATAISM (INTERFACE AND INTERACTION DESIGN)		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Interaction & MR	Relevant	Playful Interfaces		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Humanities	Relevant	Media Art History		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Creative Tech	Relevant	Sensors & Microcontrollers		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Other	Maybe	Sustainable IT		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Interaction & MR	Relevant	Interface Technologies (AI For Artists)	Technical courses	2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Creative Tech	Relevant	SENSORS AND MICROCONTROLLERS (WS) & ADVANCED MICROCONTROLLERS (SS)		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Interaction & MR	Relevant	Auditory Interfaces		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Interaction & MR	Relevant	Mobile Interaction		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Audiovisual & Media	Relevant	Games Workshop		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Audiovisual & Media	Relevant	AUDIO-VISUAL INTERACTION I & II (PURE DATA FOCUS)		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Creative Tech	Maybe	Programming I & II (Python, advanced programming)		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Creative Tech	Relevant	Robotic Workshop (Critical Aesthetics)		2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Interaction & MR	Relevant	INTERFACE CULTURES I, II, III, IV, AND V	Project Development	2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Humanities	Not relevant	LABOR INTERFACE CULTURES I AND II		2,44%

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13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Research	Maybe	ARS ELECTRONICA PROJECT	2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Other	Relevant	STUDENT PROJECT SUPPORT (ART PRESENTATION, FUNDING & DOCUMENTATION)	2,44%
13 Interface Cultures	University of Arts Linz	Austria	120 ECTS 2 years	75	15	30	Other	Not relevant	LEARNING LINZ I AND II	2,44%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Research	Relevant	Digital + Media Grad studio / seminar I	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Research	Relevant	Digital + Media Grad studio / seminar II	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Research	Relevant	Digital + Media Grad studio / seminar III	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Research	Relevant	Critical Theory and Artistic Research in context	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Humanities	Relevant	Media Perspective: history of media arts	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Research	Relevant	Thesis Project	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Creative Tech	Relevant	Art and Artificial Intelligence	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Audiovisual & Media	Relevant	Collisions	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Creative Tech	Relevant	Critical e-textiles	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Audiovisual & Media	Relevant	Digital media glamour	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Audiovisual & Media	Relevant	Digital utopia	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Art & Creativity	Not relevant	Fungi Arts: Mycelium as mode	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Art & Creativity	Not relevant	Juicy carcasses, abundant futures: detritus as nourishm	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Creative Tech	Relevant	Machine Objects	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Audiovisual & Media	Relevant	of sound and vision	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Humanities	Relevant	Radical e-threads	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Interaction & MR	Relevant	augmented interaction with the city of rome	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Audiovisual & Media	Maybe	sonic practices	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Audiovisual & Media	Maybe	sound synthesis: analog/digital hybrids	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Audiovisual & Media	Maybe	spatial audio: envelopment and immersion	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Design & Comm	Relevant	unlayering narratives: living archive	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Audiovisual & Media	Maybe	video performance: from stage to screen	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Creative Tech	Relevant	Ai will eat Itself	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Creative Tech	Relevant	Code as medium	2,86% Computation, Tec
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Research	Relevant	Computation, technology and culture interdisciplinary	2,86% Computation, Tec
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Research	Relevant	Design science	2,86%

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14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Audiovisual & Media	Not relevant	Drawing and collage	Experimental and Foundation Studies	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Audiovisual & Media	Not relevant	Drawing in time	Experimental and Foundation Studies	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Creative Tech	Relevant	Envisioning umwelt	Experimental and Foundation Studies	2,86% Computation, Tec
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Interaction & MR	Relevant	Experiments in extended realities	Experimental and Foundation Studies	2,86%
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Audiovisual & Media	Relevant	Game studies	Experimental and Foundation Studies	2,86% Computation, Tec
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Creative Tech	Relevant	Generative systems	Experimental and Foundation Studies	2,86% Computation, Tec
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Creative Tech	Relevant	Introduction to Computation	Experimental and Foundation Studies	2,86% Computation, Tec
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Creative Tech	Relevant	Programming images	Experimental and Foundation Studies	2,86% Computation, Tec
14 Digital + Media MFA	RISD	USA	60 USA credits 120 ECTS	60	30	30	Audiovisual & Media	Maybe	screen-based images	Experimental and Foundation Studies	2,86% Computation, Tec
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Audiovisual & Media	Relevant	AME 520 Movement and Computing (3)	Required Core	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Humanities	Relevant	AME 530 Philosophy of Media Technology (3)	Required Core	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Creative Tech	Relevant	AME 532 Creating Interactive Media (3)	Required Core	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Interaction & MR	Relevant	AME 550 Prototyping Futures (3)	Concentration (1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Interaction & MR	Relevant	AME 551 Designing Extended-Reality Experie	Concentration (1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Audiovisual & Media	Maybe	GIT 550 Digital Workflow in the Graphics Indu	Concentration (1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Audiovisual & Media	Relevant	HDA 581 Emerging Media Colloquium (3)	Concentration (1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Other	Maybe	AME 584 Internship (3)	Other Requirements	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Research	Relevant	AME 590 Reading and Conference (3)	Other Requirements	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Research	Relevant	AME 592 Research (3)	Other Requirements	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Other	Maybe	HDA 580 Practicum (3)	Other Requirements	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Research	Relevant	AME 593 Applied Project (3)	Culminating Experience	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Research	Relevant	faculty-led research (AME 592		1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Other	Not relevant	individualized instruction (AME 590)		1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Other	Not relevant	the design and implementation of public programs (HDA 580)		1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Other	Not relevant	internship (AME 584)		1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Audiovisual & Media	Relevant	Topic: City/Narrative Space: Placemaking/Public Media Art		1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Interaction & MR	Relevant	Topic: Virtual production & XR stages		1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Interaction & MR	Relevant	Topic: Production 360 degree rich media immersive space		1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Interaction & MR	Relevant	Topic: Spatial Design		1,96%

LISTADO COMPLETO DE ANÁLISIS DE PROGRAMAS DE COMPETENCIA - REFERENCIA MU TECNOLOGÍAS CREATIVAS Y DISEÑO

ANÁLISIS DE PLANES DE ESTUDIO

Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course	% in focus
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Creative Tech	Relevant	Topic: Creating / funding/distributing Stories/ web 3	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Design & Comm	Relevant	Topic: Urban Data Exploration	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Interaction & MR	Relevant	Immersive Experience Design I	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Art & Creativity	Relevant	Strategic Design Futures	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Audiovisual & Media	Relevant	Topic: Assembled Reality- Image-making multimedia	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Audiovisual & Media	Not relevant	Topic: Film production: Film & media part 1	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Audiovisual & Media	Maybe	Topic: Immersive Aspects of sound	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Interaction & MR	Relevant	Topic. ReMIX: site specific installation Design	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Art & Creativity	Relevant	Worldbuilding and imagination	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Audiovisual & Media	Maybe	Topic: Voiceovers	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Humanities	Relevant	Intro to Digital Culture	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Creative Tech	Relevant	Computational Thinking for Media Arts	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Interaction & MR	Relevant	Prototyping Dreams	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Audiovisual & Media	Maybe	Media Editing	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Creative Tech	Relevant	Programming for Media Arts	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Design & Comm	Relevant	Design Thinking	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Audiovisual & Media	Relevant	Materials and Design	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Interaction & MR	Relevant	Human Factors in Design	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Art & Creativity	Relevant	Creativity & Innov Design Arts	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Art & Creativity	Relevant	Creative Futures: Studio	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Humanities	Maybe	Socially Engaged Practice	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Design & Comm	Relevant	Design & Arts Corps Seminar	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Art & Creativity	Relevant	Creative Futures: Adv. Studio	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Audiovisual & Media	Relevant	Movement and computing	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Interaction & MR	Relevant	Designing extended-reality experiences	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Art & Creativity	Relevant	Topic: creative art practice and research	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Creative Tech	Relevant	Topic: programming the internet of things	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Creative Tech	Relevant	topic: musical micro controllers	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Design & Comm	Relevant	topic: designing for dreamscape	1,96%

LISTADO COMPLETO DE ANÁLISIS DE PROGRAMAS DE COMPETENCIA - REFERENCIA MU TECNOLOGÍAS CREATIVAS Y DISEÑO

ANÁLISIS DE PLANES DE ESTUDIO

Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course	% in focus
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Interaction & MR	Relevant	topic: spatial audio for XR	1,96%
15 Media Arts and Sciences (Extended Reality Technologies), MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	42	18	6	Creative Tech	Relevant	topic: human-ai interaction	1,96%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Research	Not relevant	AME 520 Understanding Activity (3)	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Audiovisual & Media	Relevant	AME 530 Experiential Media Studies I (3)	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Audiovisual & Media	Relevant	AME 532 Media Synthesis (3)	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Research	Relevant	AME 593 Applied Project (3)	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Audiovisual & Media	Relevant	Topic: City/Narrative Space: Placemaking/Public Media Art	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Interaction & MR	Relevant	Topic: Virtual production & XR stages	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Interaction & MR	Relevant	Topic: Production 360 degree rich media immersive space	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Interaction & MR	Relevant	Topic: Spatial Design	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Creative Tech	Relevant	Topic: Creating / funding/distributing Stories/ web 3	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Design & Comm	Relevant	Topic: Urban Data Exploration	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Interaction & MR	Relevant	Immersive Experience Design I	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Art & Creativity	Relevant	Strategic Design Futures	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Audiovisual & Media	Relevant	Topic: Assembled Reality- Image-making multimedia	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Audiovisual & Media	Not relevant	Topic: Film production: Film & media part 1	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Audiovisual & Media	Maybe	Topic: Immersive Aspects of sound	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Interaction & MR	Relevant	Topic. ReMIX: site specific installation Design	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Art & Creativity	Relevant	Worldbuilding and imagination	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Audiovisual & Media	Maybe	Topic: Voiceovers	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Humanities	Relevant	Intro to Digital Culture	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Creative Tech	Relevant	Computational Thinking for Media Arts	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Interaction & MR	Relevant	Prototyping Dreams	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Audiovisual & Media	Maybe	Media Editing	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Creative Tech	Relevant	Programming for Media Arts	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Design & Comm	Relevant	Design Thinking	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Audiovisual & Media	Relevant	Materials and Design	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Interaction & MR	Relevant	Human Factors in Design	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Art & Creativity	Relevant	Creativity & Innov Design Arts	3,23%

LISTADO COMPLETO DE ANÁLISIS DE PROGRAMAS DE COMPETENCIA - REFERENCIA MU TECNOLOGÍAS CREATIVAS Y DISEÑO
ANÁLISIS DE PLANES DE ESTUDIO

Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course	% in focus
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Art & Creativity	Relevant	Creative Futures: Studio	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Humanities	Maybe	Socially Engaged Practice	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Design & Comm	Relevant	Design & Arts Corps Seminar	3,23%
16 Media Arts and Sciences, MS	Arizona State University (ASU)	USA	33 USA credits 66 ECTS	18	42	6	Art & Creativity	Relevant	Creative Futures: Adv. Studio	3,23%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Art & Creativity	Not relevant	Graduate Figure Drawing	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Art & Creativity	Not relevant	Graduate Painting	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Art & Creativity	Not relevant	Advanced Figure Painting	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Art & Creativity	Not relevant	Art on Paper	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Audiovisual & Media	Maybe	Digital compositing	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Art & Creativity	Not relevant	Neon sculpture	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Art & Creativity	Not relevant	Foundry casting methods	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Research	Maybe	Studio inquiry: practice and cultural context	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Design & Comm	Relevant	Visualization and prototyping	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Design & Comm	Maybe	Digital Processes for printmaking	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Other	Maybe	Beyond the matrix	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Design & Comm	Relevant	Graduate screenprinting	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Design & Comm	Not relevant	Papermaking studio	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Art & Creativity	Not relevant	Ceramic glaze research	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Humanities	Not relevant	art and ecology	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Other	Relevant	Internship	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Research	Relevant	Research	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Art & Creativity	Not relevant	Topic: Foundry research methods:	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Art & Creativity	Not relevant	Topic: advanced sculpture: context / content	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Humanities	Not relevant	Topic: Native american fashion	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Art & Creativity	Not relevant	Topic: Ceramics+ site surface, architecture & land	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Art & Creativity	Not relevant	Topic: textiles + site: body, architecture & land	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Audiovisual & Media	Maybe	Topic: the pirate image	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Audiovisual & Media	Not relevant	Topic: landscape photography	2,17%
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Other	Not relevant	Topic: relief	2,17%

LISTADO COMPLETO DE ANÁLISIS DE PROGRAMAS DE COMPETENCIA - REFERENCIA MU TECNOLOGÍAS CREATIVAS Y DISEÑO
ANÁLISIS DE PLANES DE ESTUDIO

Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course	% in focus	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Audiovisual & Media	Maybe	Advanced Interactive Sound	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Humanities	Maybe	Experimental Media philosophy	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Audiovisual & Media	Relevant	Design for Media Arts	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Creative Tech	Relevant	Machine Learning for Media arts	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Creative Tech	Maybe	Mobile development	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Creative Tech	Relevant	programming for social and interactive media	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Research	Relevant	reading and conference	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Interaction & MR	Relevant	Topic: Expressive robotics	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Creative Tech	Relevant	Topic: Advanced modelling and fabrication	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Audiovisual & Media	Not relevant	Topic: acousmatic composition	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Interaction & MR	Relevant	Topic: Site-responsive sonic art	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Creative Tech	Relevant	Topic: minds and machines	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Creative Tech	Relevant	Topic: Artificial intelligence for social good	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Audiovisual & Media	Relevant	Movement and computing	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Interaction & MR	Relevant	Designing extended-reality experiences	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Art & Creativity	Relevant	Topic: creative art practice and research	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Creative Tech	Relevant	Topic: programming the internet of things	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Creative Tech	Relevant	topic: musical micro controllers	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Design & Comm	Relevant	topic: designing for dreamscape	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Interaction & MR	Relevant	topic: spatial audio for XR	2,17%	
17 Art (Digital Technology), MFA	Arizona State University (ASU)	USA	60 USA credits 120 ECTS	36	72	12	Creative Tech	Relevant	topic: human-ai interaction	2,17%	
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Interaction & MR	Relevant	Human Perception for Information Technology (DM2350) 7.5 credits	Mandatory year 1	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Interaction & MR	Relevant	Media Technology and Interaction Design (DM2601) 7.5 credits	Mandatory year 1	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Relevant	Program Integrating Course in Interactive Media Technology (DM2679) 2.0 credits	Mandatory year 1	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Research	Relevant	Research Methods in Interactive Media Technology (DM2713) 7.5 credits	Mandatory year 1	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Research	Relevant	Degree Project in Computer Science and Engineering, specializing in Interactive Media Technology, Second Cycle (DA232X) 30.0 credits	Mandatory year 2	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Interaction & MR	Relevant	Human-Computer Interaction, Research Seminars (DH2632) 3.0 credits	Mandatory year 2	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Relevant	Program Integrating Course in Interactive Media Technology (DM2679) 2.0 credits	Mandatory year 2	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Design & Comm	Relevant	Visualization (DD2257) 7.5 credits	Conditionally elective course for all tracks	1,75%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Design & Comm	Relevant	Introduction to Visualization, Computer Graphics and Image/Video Processing (DD2258) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Relevant	Artificial Intelligence (DD2380) 6.0 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Relevant	Social Robotics (DD2413) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Audiovisual & Media	Relevant	Image Analysis and Computer Vision (DD2423) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Design & Comm	Relevant	Information Visualization (DH2321) 6.0 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Interaction & MR	Relevant	Computer Graphics and Interaction (DH2323) 6.0 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Interaction & MR	Relevant	Physical Interaction Design and Realization (DH2400) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Research	Relevant	Evaluation Methods in Human-Computer Interaction (DH2408) 6.0 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Interaction & MR	Relevant	Advanced Graphics and Interaction (DH2413) 9.0 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Relevant	Interaction Programming and the Dynamic Web (DH2642) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Relevant	Advanced Interaction Programming (DH2643) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Audiovisual & Media	Relevant	Computer Game Design (DH2650) 6.0 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Relevant	Cooperative IT-design (DH2655) 9.0 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Interaction & MR	Relevant	Haptics, Tactile and Tangible Interaction (DH2670) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Interaction & MR	Relevant	Telepresence Production (DM2500) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Design & Comm	Relevant	Intercultural communication (DM2556) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Humanities	Relevant	Sustainability and Media Technology (DM2573) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Audiovisual & Media	Relevant	Media Lab (DM2582) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Relevant	Big Data in Media Technology (DM2583) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Relevant	Artificial Intelligence in Society (DM2585) 9.0 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Relevant	Generative AI for Media Technology and Interaction Design (DM2586) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Interaction & MR	Relevant	Human Centered Technology for Disabilities (DM2624) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Research	Relevant	User Experience Design and Evaluation (DM2630) 9.0 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Other	Not relevant	Sustainable Information and Communication Technology (ICT) in Practice (DM2720) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Other	Not relevant	Technology Enhanced Learning (DM2730) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Other	Not relevant	Leading Complex Change Processes (DM2800) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Interaction & MR	Relevant	Multimodal Interaction and Interfaces (DT2140) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Other	Maybe	Music Acoustics (DT2212) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Audiovisual & Media	Maybe	Musical Communication and Music Technology (DT2213) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Interaction & MR	Relevant	Sound in Interaction (DT2300) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Audiovisual & Media	Maybe	Music Informatics (DT2470) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Design & Comm	Relevant	Image and Video Processing (EQ2330) 7.5 credits	Conditionally elective course for all tracks	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Humanities	Relevant	Media, Technology and Culture (AK2203) 7.5 credits	Recommended courses	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Design & Comm	Relevant	Advanced Topics in Visualization and Computer Graphics	Recommended courses	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Other	Not relevant	Engineering Training Course (DM1999) 15.0 credits	Recommended courses	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Relevant	Individual Course in Media Technology (DM2904) 6.0 credits	Recommended courses	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Relevant	Individual Course in Media Technology (DM2905) 7.5 credits	Recommended courses	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Maybe	Speech Technology (DT2112) 7.5 credits	Recommended courses	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Maybe	Speech and Speaker Recognition (DT2119) 7.5 credits	Recommended courses	1,75%

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18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Relevant	Project in Conversational Systems (DT2151) 7.5 credits	Recommended courses	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Audiovisual & Media	Maybe	Advanced Individual Course in Music Communication	Recommended courses	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Audiovisual & Media	Maybe	Advanced Individual Course in Music Communication	Recommended courses	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Creative Tech	Maybe	Programming for Data Science (ID2214) 7.5 credits	Recommended courses	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Other	Not relevant	Embedded Systems (IL2206) 7.5 credits	Recommended courses	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Other	Not relevant	English for Employment (LS1419) 7.5 credits	Recommended courses	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Humanities	Maybe	Rhetoric - the Art of Persuasion (LS1464) 7.5 credits	Recommended courses	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Other	Maybe	Entrepreneurship for Engineers (ME2072) 6.0 credits	Recommended courses	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Design & Comm	Maybe	Advanced Service Design (MF2039) 9.0 credits	Recommended courses	1,75%
18 Interactive Media Technology MSc	KTH	Sweden	120 ECTS	29,5	60,5	30	Design & Comm	Maybe	Mechatronic in Product Design (MF2104) 6.0 credits	Recommended courses	1,75%
19 Creative Robotics MSc	UAL	UK					Creative Tech	Not relevant	Coding 1: Advanced creative robotics coding	Term 1	11,11%
19 Creative Robotics MSc	UAL	UK					Research	Not relevant	Critical robotics: Studies and research methods	Term 1	11,11%
19 Creative Robotics MSc	UAL	UK					Creative Tech	Relevant	Creative making: Advanced physical computing	Term 1	11,11%
19 Creative Robotics MSc	UAL	UK					Creative Tech	Relevant	Coding 2: Advanced frameworks	Term 2	11,11%
19 Creative Robotics MSc	UAL	UK					Research	Not relevant	Critical robotics: Studies and research methods	Term 2	11,11%
19 Creative Robotics MSc	UAL	UK					Creative Tech	Relevant	Creative making: Advanced creative robotics	Term 2	11,11%
19 Creative Robotics MSc	UAL	UK					Creative Tech	Relevant	Coding 3: Machine intelligence and social robots	Term 3	11,11%
19 Creative Robotics MSc	UAL	UK					Creative Tech	Relevant	Creative making: Advanced creative robotics	Term 4	11,11%
19 Creative Robotics MSc	UAL	UK					Research	Relevant	Creative robotics: MSc advanced project	Term 4	11,11%
20 Creative Computing MRes	UAL	UK	180 UK credits 90 ECTS	50		40	Creative Tech	Relevant	Methods 1: Domain Knowledge and Creative Computing		16,67%
20 Creative Computing MRes	UAL	UK	180 UK credits 90 ECTS	50		40	Research	Relevant	Creative Computing Research Methods (20 credits)		16,67%
20 Creative Computing MRes	UAL	UK	180 UK credits 90 ECTS	50		40	Creative Tech	Relevant	Methods 2: Domain Knowledge and Creative Computing (20 Credits)		16,67%
20 Creative Computing MRes	UAL	UK	180 UK credits 90 ECTS	50		40	Research	Relevant	Research Design and Experimental Data in Creative Computing (20 credits)		16,67%
20 Creative Computing MRes	UAL	UK	180 UK credits 90 ECTS	50		40	Humanities	Relevant	Methods 3: Computational Research Ethics (20 Credits)		16,67%
20 Creative Computing MRes	UAL	UK	180 UK credits 90 ECTS	50		40	Research	Relevant	Research Project (80 credits)		16,67%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Creative Tech	Relevant	- Creative Making: Advanced Physical Computing (20 Credits)	Term one (60 credits)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Art & Creativity	Relevant	- Critical Studies: Computational Thinking and Creative Pract	Term one (60 credits)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Creative Tech	Relevant	-Coding One: Advanced Creative Coding (20)	Term one (60 credits)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Art & Creativity	Relevant	STEM for Creatives (2)	Term one (60 credits)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Creative Tech	Relevant	-Natural Language Processing for the Creative Industries (20	Term one (60 credits)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Other	Maybe	-Intersectional Internets (20 credits)	Term one (60 credits)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Other	Maybe	-Methods for Equitable Technology -Development (20 credit	Term one (60 credits)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Creative Tech	Relevant	-Feminist Coding Practices (20 credits)	Term one (60 credits)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Creative Tech	Relevant	-Coding Two: Advanced Frameworks (20 Credits)	Term two (40/60)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Art & Creativity	Relevant	-Critical Studies: Computational -Thinking and Creative Pract	Term two (40/60)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Creative Tech	Relevant	-Creative Making: Advanced -Visualisation and Computation	Term two (40/60)	4,17%

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21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Creative Tech	Maybe	-Introduction to Data Science (20 Credits)	Term two (40/60)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Creative Tech	Relevant	-Artificial Intelligence for Media (20 Credits)	Term two (40/60)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Humanities	Relevant	-Computational Inequalities (20 Credits)	Term two (40/60)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Art & Creativity	Relevant	-Designing for Responsible Innovation (20 Credits)	Term two (40/60)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Humanities	Maybe	-Human Rights and Computation (20 Credits)	Term two (40/60)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Creative Tech	Maybe	-Platform Potentials (20 Credits)	Term three (40/60)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Creative Tech	Relevant	-Coding Three: Exploring Machine Intelligence (20 Credits)	Term three (40/60)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Creative Tech	Relevant	-Creative Making: Advanced Visualisation and Computation	Term three (40/60)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Other	Maybe	-Data Science in the Creative Industries (20 Credits)	Term three (40/60)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Creative Tech	Relevant	-Personalisation and Machine Learning (20 Credits)	Term three (40/60)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Art & Creativity	Maybe	-Human Rights and Computation (20 Credits) [continued on]	Term three (40/60)	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Research	Relevant	MA Advanced Project (60 Credits)	Term Four	4,17%
21 MA/MSc Computing and Creative Industry (Modular) (UAL)	UAL	UK	180 UK credits 90 ECTS		60	30	Research	Relevant	MSc Advanced Project (40 Credits)	Term Four	4,17%
22 MA Digital Media and Culture, Center for Interdisciplinary Methodologies	University of Warwick	UK	1 year 90 ECTS	30	30	30	Humanities	Relevant	Approaches to the Digital (IM902)	Core modules	6,67%
22 MA Digital Media and Culture, Center for Interdisciplinary Methodologies	University of Warwick	UK	1 year 90 ECTS	30	30	30	Audiovisual & Media	Relevant	Digital Objects, Digital Methods (IM904)	Core modules	6,67%
22 MA Digital Media and Culture, Center for Interdisciplinary Methodologies	University of Warwick	UK	1 year 90 ECTS	30	30	30	Research	Relevant	Dissertation (IM906)	Core modules	6,67%
22 MA Digital Media and Culture, Center for Interdisciplinary Methodologies	University of Warwick	UK	1 year 90 ECTS	30	30	30	Humanities	Maybe	Media Activism (IM933)	optional modules	6,67%
22 MA Digital Media and Culture, Center for Interdisciplinary Methodologies	University of Warwick	UK	1 year 90 ECTS	30	30	30	Design & Comm	Relevant	Visualisation Foundations (IM942)	optional modules	6,67%
22 MA Digital Media and Culture, Center for Interdisciplinary Methodologies	University of Warwick	UK	1 year 90 ECTS	30	30	30	Research	Maybe	Fundamentals in Quantitative Research Methods (PO91Q)	optional modules	6,67%
22 MA Digital Media and Culture, Center for Interdisciplinary Methodologies	University of Warwick	UK	1 year 90 ECTS	30	30	30	Research	Relevant	Ecological Futures: Transdisciplinary Approaches(IM934)	optional modules	6,67%
22 MA Digital Media and Culture, Center for Interdisciplinary Methodologies	University of Warwick	UK	1 year 90 ECTS	30	30	30	Other	Maybe	Data Science Across Disciplines: Principles, Practice and Critique (IM939)	optional modules	6,67%
22 MA Digital Media and Culture, Center for Interdisciplinary Methodologies	University of Warwick	UK	1 year 90 ECTS	30	30	30	Creative Tech	Relevant	Big data Research: Hype or Revolution?(IM952)	optional modules	6,67%
22 MA Digital Media and Culture, Center for Interdisciplinary Methodologies	University of Warwick	UK	1 year 90 ECTS	30	30	30	Interaction & MR	Relevant	User Interface Cultures: Design, Method and Critique (IM923)	optional modules	6,67%
22 MA Digital Media and Culture, Center for Interdisciplinary Methodologies	University of Warwick	UK	1 year 90 ECTS	30	30	30	Other	Not relevant	Urban Data (IM919)	optional modules	6,67%
22 MA Digital Media and Culture, Center for Interdisciplinary Methodologies	University of Warwick	UK	1 year 90 ECTS	30	30	30	Art & Creativity	Maybe	Scaling Data and Societies (IM950)	optional modules	6,67%
22 MA Digital Media and Culture, Center for Interdisciplinary Methodologies	University of Warwick	UK	1 year 90 ECTS	30	30	30	Design & Comm	Relevant	Advanced Visualisation Design Labs* (IM946)	optional modules	6,67%
22 MA Digital Media and Culture, Center for Interdisciplinary Methodologies	University of Warwick	UK	1 year 90 ECTS	30	30	30	Design & Comm	Relevant	Data Visualisation in Science, Culture and Public Policy (IM949)	optional modules	6,67%
22 MA Digital Media and Culture, Center for Interdisciplinary Methodologies	University of Warwick	UK	1 year 90 ECTS	30	30	30	Creative Tech	Relevant	Interdisciplinary Approaches to Machine Learning (IM931)	optional modules	6,67%

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23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Creative Tech	Relevant	Programming and Interactivity: Creative Coding with P5.js	Interaction Design Fundamentals	6,25%
23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Interaction & MR	Relevant	User Experience Design: Designing Digital Experiences	Interaction Design Fundamentals	6,25%
23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Creative Tech	Relevant	Digital Fabrication: Digitally Designed Objects for Fast Prototyping + Documentation and Communication	Interaction Design Fundamentals	6,25%
23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Creative Tech	Relevant	Experimental Workshop 1 : Machine Learning for Designers	Interaction Design Fundamentals	6,25%
23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Creative Tech	Relevant	Physical Computing : Creating Tangible Interfaces + Documentation and Communication	Interaction Design Fundamentals	6,25%
23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Creative Tech	Relevant	Experimental Workshop : Programming Interactive Objects	Interaction Design Fundamentals	6,25%
23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Interaction & MR	Relevant	The field of Interaction : Maind-Expanding Talks	Interaction Design Fundamentals	6,25%
23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Art & Creativity	Relevant	Design Thinking: (Co)design for Systematic Challenges	Interaction Design Fundamentals	6,25%
23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Interaction & MR	Relevant	Human Centred Design: User Research Design	Interaction Design Fundamentals	6,25%
23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Interaction & MR	Relevant	Designing Advanced Artifacts : Multimodal User Experience Design in Products + Documentation and Communication	Designing Advanced Artifacts, Environments and Ser	6,25%
23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Interaction & MR	Relevant	ID211 Designing Advanced Environments: Prototyping Interactive Installations +Documentation and Communication	Designing Advanced Artifacts, Environments and Ser	6,25%
23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Interaction & MR	Relevant	Designing Advanced Services: Designing Intelligent Experiences	Designing Advanced Artifacts, Environments and Ser	6,25%
23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Art & Creativity	Relevant	Entrepreneurial Skills :From Project Ideas to Market	Designing Advanced Artifacts, Environments and Ser	6,25%
23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Design & Comm	Maybe	The Business of Design: Design for...Seminars	Designing Advanced Artifacts, Environments and Ser	6,25%
23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Interaction & MR	Relevant	The Field of Interaction : Maind-Expanding Talks	Designing Advanced Artifacts, Environments and Ser	6,25%
23 Master of Arts and Interaction Design	Supsi	Switzerland	90 ECTS	60		30	Research	Relevant	Master Thesis Project Module		6,25%
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Research	Maybe	Academic Research I: Foundations: Foundations of Research & Ethics		6,25%
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Creative Tech	Relevant	Computer Science I: IM-Artificial Intelligence		6,25%
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Art & Creativity	Relevant	Innovation Thinking Management I: Design Thinking		6,25%
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Other	Maybe	Innovation Management I: Entrepreneurship		6,25%
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Humanities	Maybe	Project and Mentoring I: Writing		6,25%
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Research	Maybe	Academic Research II: Trends and Methods		6,25%
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Other	Not relevant	Computer Science II: IT Governance		6,25%
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Other	Not relevant	Innovation Management II: Innovation Management and Product Development		6,25%
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Other	Not relevant	Project and Mentoring II: Presentation		6,25%
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Other	Not relevant	Academic Research III: Grants: Writing of Research Proposals		6,25%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Other	Not relevant	Computer Science III: IT Protection		6,25%
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Other	Not relevant	Innovation Management III: Data Driven Innovation		6,25%
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Other	Not relevant	Project and Mentoring III: Publishing		6,25%
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Research	Relevant	Master Thesis		6,25%
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Other	Not relevant	Project and Mentoring IV		6,25%
24 Digital Innovation and Research MSc	fhstp	Austria	4 semesters, full-time/dual 120 ECTS	90	10	20	Research	Relevant	Interdisciplinary Lab – iLab	https://www.fhstp.ac.at/en/onepager/ilab	6,25%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Creative Tech	Relevant	2D Browser Game Coding	1. Term	2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Audiovisual & Media	Relevant	2D Game Graphics		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Other	Not relevant	Agile Software Live Cycle Management		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Other	Relevant	Client-Side Coding		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Creative Tech	Relevant	Creative Code Lab 1: Games and Playful Frontends		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Audiovisual & Media	Relevant	Game Design and Digital Storytelling		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Design & Comm	Relevant	Graphics Design		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Creative Tech	Relevant	Introduction to Web Technologies		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Other	Maybe	Mathematics and Physics for Computing		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Other	Not relevant	Selected Legal Topics for Developers and Designers		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Creative Tech	Relevant	Applied Artificial Intelligence (AI)	Term 2	2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Creative Tech	Relevant	Creative Code Lab 2: Connected World		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Other	Maybe	Framework-oriented Coding		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Design & Comm	Relevant	Introduction to human-centered design		2,50%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Other	Not relevant	Networks, Cloud & Communication Security		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Interaction & MR	Relevant	Responsive Design and Prototyping		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Other	Not relevant	Selected Legal Topics for Developers and Designers		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Other	Not relevant	Server-Side Coding		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Research	Relevant	User Research		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Interaction & MR	Relevant	Visual Interface Design		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Creative Tech	Relevant	Creative Code Lab 3: Mobile Applications	3r term	2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Interaction & MR	Relevant	Interaction, Interfaces and Prototyping		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Creative Tech	Maybe	Mobile Coding		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Creative Tech	Relevant	Physical Computing and Connectivity		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Interaction & MR	Relevant	Tangible User Interfaces		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Research	Relevant	Usability and Experience Evaluation		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Interaction & MR	Relevant	User Interface Design for Mobile Devices		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Audiovisual & Media	Maybe	3D Modelling and Animation	4th term	2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Other	Not relevant	C-Sharp Development		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Interaction & MR	Relevant	Creative Code Lab 4: Extending Realities		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Creative Tech	Maybe	Engine-based Cross Reality Development		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Audiovisual & Media	Relevant	Game Audio		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Research	Relevant	Scientific Writing		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Other	Not relevant	Software Product Management		2,50%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Research	Relevant	Bachelor Thesis		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Other	Maybe	Internship		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Other	Not relevant	Bachelor Exam		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Research	Relevant	MediaLab		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Other	Maybe	Project Coaching		2,50%
25 Creative Computing BSc	fhstp	Austria	6 semesters - full-time 180	155	10	15	Other	Maybe	Project specific Coaching		2,50%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Research	Relevant	Computational Arts-based Research and Theory	1st year compulsory	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Creative Tech	Relevant	Workshops in Creative Coding 1	1st year compulsory	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Creative Tech	Relevant	Workshops in Creative Coding 2	1st year compulsory	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Research	Relevant	Final Project in Computational Arts	1st year compulsory	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Creative Tech	Relevant	Programming for Artists and Designers	electives	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Creative Tech	Relevant	Computational Form and Process	electives	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Audiovisual & Media	Relevant	Advanced Audio-visual Processing	electives	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Creative Tech	Relevant	Physical Computing 1	electives	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Creative Tech	Relevant	Physical Computing 2	electives	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Creative Tech	Relevant	Data and Machine Learning for Artistic Practice	electives	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Art & Creativity	Relevant	Hacking your creative practice	electives	4,76%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Interaction & MR	Relevant	Extended Reality for Creative Practice	electives	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Interaction & MR	Relevant	Special Topics in Programming for Performance and Installation	electives	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Audiovisual & Media	Relevant	Approaches to Play 1	electives	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Audiovisual & Media	Not relevant	Approaches to Play 2	electives	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Audiovisual & Media	Relevant	Visual Game Development	electives	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Audiovisual & Media	Relevant	Game Development	electives	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Interaction & MR	Relevant	Motion Capture Techniques and Digital Embodiment	electives	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Interaction & MR	Maybe	Pervasive Gaming and Immersive Theatre	electives	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Research	Relevant	Computational Arts Critical Studies	2nd year	4,76%
26 MFA Computational Arts	Goldsmith's Computing	UK	2 years full-time 4 part-time 360 UK credits 180 ECTS	105	30	45	Research	Relevant	Studio Practice - Computational Arts	2nd year	4,76%
28 Games & Playful Design MA	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	60		30	Audiovisual & Media	Relevant	Approaches to Play 1		14,29%
28 Games & Playful Design MA	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	60		30	Audiovisual & Media	Relevant	Approaches to Play 2		14,29%
28 Games & Playful Design MA	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	60		30	Research	Relevant	Final Project in Game and Playful Design		14,29%
28 Games & Playful Design MA	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	60		30	Design & Comm	Relevant	Interactive Narrative and Digital Storytelling		14,29%
28 Games & Playful Design MA	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	60		30	Audiovisual & Media	Relevant	Visual Game Development		14,29%
28 Games & Playful Design MA	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	60		30	Creative Tech	Maybe	Games Programming 1		14,29%
28 Games & Playful Design MA	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	60		30	Creative Tech	Relevant	computing electives		14,29%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Interaction & MR	Relevant	Virtual Reality	mandatory MA	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Interaction & MR	Relevant	Augmented Reality	mandatory MA	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Interaction & MR	Relevant	Advanced Topics in Virtual and Augmented Reality	mandatory MA	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Audiovisual & Media	Relevant	Introduction to Modelling and Animation	mandatory MA	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Relevant	Games Programming 1	mandatory MA	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Relevant	Visual Game Development	mandatory MA	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Research	Relevant	A 60-credit internship project in virtual reality.	thesis	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Research	Relevant	A 60-credit self-directed research project.	thesis	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Audiovisual & Media	Relevant	Advanced Modelling and Animation	electives	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Relevant	Advanced Programming for Games	electives	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Audiovisual & Media	Maybe	Game Design and Analytics	electives	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Humanities	Relevant	History of Computer Games, Art and Animation	electives	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Relevant	Programming for Game Engines	electives	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Relevant	AI for Games	electives	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Relevant	Workshops in Creative Coding 1	electives	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Relevant	Workshops in Creative Coding 2	electives	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Art & Creativity	Relevant	Data and Machine Learning for Artistic Practice	electives	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Audiovisual & Media	Relevant	Approaches to Play 1	electives	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Audiovisual & Media	Maybe	Approaches to Play 2	electives	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Relevant	Physical Computing	electives	4,55%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Design & Comm	Relevant	Data Visualisation and the Web	electives	4,55%
29 MA Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Interaction & MR	Relevant	Motion Capture Techniques and Digital Embodiment	electives	4,55%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Interaction & MR	Relevant	Virtual Reality	mandatory Msc	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Interaction & MR	Relevant	Augmented Reality	mandatory Msc	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Interaction & MR	Relevant	Advanced Topics in Virtual and Augmented Reality	mandatory Msc	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Relevant	Games Programming 1	mandatory Msc	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Maybe	Mathematics for Games and V&AR	mandatory Msc	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Research	Relevant	A 60-credit internship project in virtual reality.	thesis	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Research	Relevant	A 60-credit self-directed research project.	thesis	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Audiovisual & Media	Relevant	Advanced Modelling and Animation	electives	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Relevant	Advanced Programming for Games	electives	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Audiovisual & Media	Maybe	Game Design and Analytics	electives	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Humanities	Relevant	History of Computer Games, Art and Animation	electives	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Relevant	Programming for Game Engines	electives	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Relevant	AI for Games	electives	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Relevant	Workshops in Creative Coding 1	electives	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Relevant	Workshops in Creative Coding 2	electives	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Art & Creativity	Relevant	Data and Machine Learning for Artistic Practice	electives	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Audiovisual & Media	Relevant	Approaches to Play 1	electives	4,76%
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Audiovisual & Media	Maybe	Approaches to Play 2	electives	4,76%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus	
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Creative Tech	Relevant	Physical Computing	electives	4,76%	
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Design & Comm	Relevant	Data Visualisation and the Web	electives	4,76%	
30 MSc Virtual & Augmented Reality	Goldsmith's Computing	UK	1 year full-time 180 UK 90 ECTS	37,5	22,5	30	Interaction & MR	Relevant	Motion Capture Techniques and Digital Embodiment	electives	4,76%	
31 Master n Digital Culture and Emerging Media	UPF	Spain	1 curs (60 crèdits ECTS)	37	4	15	Humanities	Relevant	Theoretical Approaches to the New Media Ecology (4 ECTS, mandatory)	mandatory	1st term	10,00%
31 Master n Digital Culture and Emerging Media	UPF	Spain	1 curs (60 crèdits ECTS)	37	4	15	Research	Relevant	Methodological Approaches to Digital Culture and Emerging Media (6 ECTS, mandatory)	mandatory	1st term	10,00%
31 Master n Digital Culture and Emerging Media	UPF	Spain	1 curs (60 crèdits ECTS)	37	4	15	Humanities	Relevant	Digital Society, Politics and Communication (6 ECTS, mandatory)	mandatory	1st term	10,00%
31 Master n Digital Culture and Emerging Media	UPF	Spain	1 curs (60 crèdits ECTS)	37	4	15	Audiovisual & Media	Relevant	Videogames, Transmedia Imaginaries and Contemporary Entertainment (6 ECTS, mandatory)	mandatory	1st term	10,00%
31 Master n Digital Culture and Emerging Media	UPF	Spain	1 curs (60 crèdits ECTS)	37	4	15	Design & Comm	Relevant	Data Analysis and Information Visualization concerning Global Issues (5 ECTS, mandatory)	mandatory	2nd term	10,00%
31 Master n Digital Culture and Emerging Media	UPF	Spain	1 curs (60 crèdits ECTS)	37	4	15	Audiovisual & Media	Relevant	Digital Arts and Emerging Media (5 ECTS, mandatory)	mandatory	2nd term	10,00%
31 Master n Digital Culture and Emerging Media	UPF	Spain	1 curs (60 crèdits ECTS)	37	4	15	Design & Comm	Relevant	Trends in Digital Journalism or Digital Museography an	elective	2nd term	10,00%
31 Master n Digital Culture and Emerging Media	UPF	Spain	1 curs (60 crèdits ECTS)	37	4	15	Audiovisual & Media	Relevant	New media Literacies or Digital Storytelling: Trends, M	elective	2nd term	10,00%
31 Master n Digital Culture and Emerging Media	UPF	Spain	1 curs (60 crèdits ECTS)	37	4	15	Research	Relevant	Workshop: Planning and Developing a Research Project (5 ECTS, mandatory)	mandatory	3rd term	10,00%
31 Master n Digital Culture and Emerging Media	UPF	Spain	1 curs (60 crèdits ECTS)	37	4	15	Research	Relevant	Master's Degree Final Project (15 ECTS, mandatory)	mandatory	3rd term	10,00%
32 Màster Universitari en Sistemes Cognitius i Mèdia Interactius	UPF	Spain	1 curs (60 crèdits ECTS)	20	20	20	Design & Comm	Maybe	Systems Design, Integration and Control	mandatory		
32 Màster Universitari en Sistemes Cognitius i Mèdia Interactius	UPF	Spain	1 curs (60 crèdits ECTS)	20	20	20	Creative Tech	Maybe	Learning Technologies (former Adaptive Behaviour)	elective		
32 Màster Universitari en Sistemes Cognitius i Mèdia Interactius	UPF	Spain	1 curs (60 crèdits ECTS)	20	20	20	Other	Not relevant	Advanced Concepts and Methods in Cognitive Systems	elective		
32 Màster Universitari en Sistemes Cognitius i Mèdia Interactius	UPF	Spain	1 curs (60 crèdits ECTS)	20	20	20	Interaction & MR	Relevant	Advanced Interface Design	elective		
32 Màster Universitari en Sistemes Cognitius i Mèdia Interactius	UPF	Spain	1 curs (60 crèdits ECTS)	20	20	20	Other	Maybe	Cognitive Systems: theory and models	elective		
32 Màster Universitari en Sistemes Cognitius i Mèdia Interactius	UPF	Spain	1 curs (60 crèdits ECTS)	20	20	20	Audiovisual & Media	Relevant	Education, Games and Entertainment	elective		
32 Màster Universitari en Sistemes Cognitius i Mèdia Interactius	UPF	Spain	1 curs (60 crèdits ECTS)	20	20	20	Interaction & MR	Relevant	Real-Time Interaction	elective		

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
32 Màster Universitari en Sistemes Cognitiu i Mèdia Interactius	UPF	Spain	1 curs (60 crèdits ECTS)	20	20	20	Audiovisual & Media	Maybe	Sound Communication	elective	
32 Màster Universitari en Sistemes Cognitiu i Mèdia Interactius	UPF	Spain	1 curs (60 crèdits ECTS)	20	20	20	Other	Not relevant	Audio Signal Processing for Music Applications (not offered)	elective	
32 Màster Universitari en Sistemes Cognitiu i Mèdia Interactius	UPF	Spain	1 curs (60 crèdits ECTS)	20	20	20	Creative Tech	Maybe	Autonomous Systems	elective	
32 Màster Universitari en Sistemes Cognitiu i Mèdia Interactius	UPF	Spain	1 curs (60 crèdits ECTS)	20	20	20	Creative Tech	Relevant	Machine Learning (not offered 2020/2021)	elective	
32 Màster Universitari en Sistemes Cognitiu i Mèdia Interactius	UPF	Spain	1 curs (60 crèdits ECTS)	20	20	20	Creative Tech	Relevant	Mobile Robotics (not offered 2020/2021)	elective	
32 Màster Universitari en Sistemes Cognitiu i Mèdia Interactius	UPF	Spain	1 curs (60 crèdits ECTS)	20	20	20	Creative Tech	Maybe	Natural Language Interaction	elective	
32 Màster Universitari en Sistemes Cognitiu i Mèdia Interactius	UPF	Spain	1 curs (60 crèdits ECTS)	20	20	20	Research	Relevant	Master thesis	mandatory	
33 Master Oficial en Diseño de Interacción y Experiencias Inmersivas	LCI	Spain	1 curs (60 crèdits ECTS)	47		13	Research	Relevant	Tendencias en comunicación, cultura digital y TIC	MÓDULO I (6 ECTS) INVESTIGACIÓN PARA EL DISEÑO	7,69%
33 Master Oficial en Diseño de Interacción y Experiencias Inmersivas	LCI	Spain	1 curs (60 crèdits ECTS)	47		13	Research	Relevant	Metodologías para la investigación en diseño	MÓDULO I (6 ECTS) INVESTIGACIÓN PARA EL DISEÑO	7,69%
33 Master Oficial en Diseño de Interacción y Experiencias Inmersivas	LCI	Spain	1 curs (60 crèdits ECTS)	47		13	Art & Creativity	Relevant	Innovación y creatividad digital	MÓDULO II (9 ECTS) METODOLOGÍA Y PROCESOS AVANZADOS DE DISEÑO INTERACTIVO MEDIANTE WEBS Y APPS	7,69%
33 Master Oficial en Diseño de Interacción y Experiencias Inmersivas	LCI	Spain	1 curs (60 crèdits ECTS)	47		13	Design & Comm	Relevant	Metodología de diseño de proyectos interactivos	MÓDULO II (9 ECTS) METODOLOGÍA Y PROCESOS AVANZADOS DE DISEÑO INTERACTIVO MEDIANTE WEBS Y APPS	7,69%
33 Master Oficial en Diseño de Interacción y Experiencias Inmersivas	LCI	Spain	1 curs (60 crèdits ECTS)	47		13	Design & Comm	Relevant	Herramientas de expresión digital avanzadas	MÓDULO II (9 ECTS) METODOLOGÍA Y PROCESOS AVANZADOS DE DISEÑO INTERACTIVO MEDIANTE WEBS Y APPS	7,69%
33 Master Oficial en Diseño de Interacción y Experiencias Inmersivas	LCI	Spain	1 curs (60 crèdits ECTS)	47		13	Creative Tech	Maybe	Programación para la web semántica avanzada	MÓDULO III (9 ECTS) PROGRAMACIÓN, DESARROLLO Y PROTOTIPADO DE INTERFACES DIGITALES	7,69%
33 Master Oficial en Diseño de Interacción y Experiencias Inmersivas	LCI	Spain	1 curs (60 crèdits ECTS)	47		13	Creative Tech	Maybe	Programación de estilos avanzada	MÓDULO III (9 ECTS) PROGRAMACIÓN, DESARROLLO Y PROTOTIPADO DE INTERFACES DIGITALES	7,69%
33 Master Oficial en Diseño de Interacción y Experiencias Inmersivas	LCI	Spain	1 curs (60 crèdits ECTS)	47		13	Creative Tech	Relevant	Programación de interacción avanzada y software libre	MÓDULO III (9 ECTS) PROGRAMACIÓN, DESARROLLO Y PROTOTIPADO DE INTERFACES DIGITALES	7,69%
33 Master Oficial en Diseño de Interacción y Experiencias Inmersivas	LCI	Spain	1 curs (60 crèdits ECTS)	47		13	Art & Creativity	Relevant	Gestión de la innovación y el emprendimiento	MÓDULO IV (3 ECTS) GESTIÓN DEL DISEÑO Y LA INNOVACIÓN	7,69%
33 Master Oficial en Diseño de Interacción y Experiencias Inmersivas	LCI	Spain	1 curs (60 crèdits ECTS)	47		13	Design & Comm	Relevant	Comunicación y diseño de experiencias digitales	MÓDULO V (11 ECTS) DISEÑO DE EXPERIENCIAS DIGITALES	7,69%
33 Master Oficial en Diseño de Interacción y Experiencias Inmersivas	LCI	Spain	1 curs (60 crèdits ECTS)	47		13	Design & Comm	Relevant	Diseño de proyectos digitales experienciales	MÓDULO V (11 ECTS) DISEÑO DE EXPERIENCIAS DIGITALES	7,69%
33 Master Oficial en Diseño de Interacción y Experiencias Inmersivas	LCI	Spain	1 curs (60 crèdits ECTS)	47		13	Research	Relevant	TRABAJO FINAL DE MÁSTER (13 ECTS)		7,69%
33 Master Oficial en Diseño de Interacción y Experiencias Inmersivas	LCI	Spain	1 curs (60 crèdits ECTS)	47		13	Other	Relevant	Prácticas en empresas: Curriculares (9 ECTS)		7,69%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Design & Comm	Relevant	05-600: HCI Pro-Seminar: Communications in HCI (6 units)	core	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Research	Relevant	05-610: User-Centered Research and Evaluation (UCRE) (12 u	core	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Interaction & MR	Relevant	05-651: Interaction Interaction Design Fundamentals (12 uni	core	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Interaction & MR	Relevant	05-650: Interaction Design Studio 2 (12 units)	core	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Creative Tech	Relevant	05-630: Programming Usable Interfaces (PUI) (15 units)	core	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Creative Tech	Relevant	05-631: Software Structures for User Interfaces (SSUI) (12 un	core	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Research	Relevant	05-671: HCI Project I (15)	core	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Research	Relevant	05-672: HCI Project II (48 summer)	core	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Interaction & MR	Relevant	Human Factors	elective	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Creative Tech	Maybe	Social Web	elective	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Humanities	Maybe	Cognitive Modeling for HCI	elective	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Creative Tech	Relevant	Gadgets, Sensors & Activity Recognition in HCI	elective	4,00%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Creative Tech	Relevant	Applied Machine Learning	elective	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Creative Tech	Relevant	The Role of Technology in Learning	elective	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Design & Comm	Maybe	Service Design	elective	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Design & Comm	Relevant	Methodology of Visualization	elective	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Research	Maybe	Graduate Design Studio	elective	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Interaction & MR	Relevant	Tangible Interaction Design Studio	elective	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Interaction & MR	Relevant	Interactive Art & Computational Design	elective	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Creative Tech	Relevant	Introduction to Web Design	elective	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Audiovisual & Media	Relevant	Dramatic Structures of Interactive Games	elective	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Interaction & MR	Relevant	UI in Developing Worlds	elective	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Creative Tech	Maybe	Robotics	elective	4,00%
34 Master of Human-Computer Interaction	Carnegie Mellon	USA	1 year including su 156-168 units 52-56 USA 104-112 ECTS apr	37	27	42	Creative Tech	Maybe	Speech Recognition and Understanding	elective	4,00%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Other	Maybe	200 Faculty Seminar	<u>First year Foundation.</u>	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Creative Tech	Relevant	252A Programming Media I	<u>First year Foundation.</u>	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Art & Creativity	Relevant	289 Contemporary Topics in Media Arts	<u>First year Foundation.</u>	2,17%

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Master Name	Institution	Country	Duration / ECTS	Mandatory (%)	Electives (%)	Thesis (%)	Course's focus	Relevance	Course		% in focus
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Other	Maybe	495 TA Training	First year Foundation.	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Relevant	403 Graduate Group Critique (MFA 1)	First year Foundation.	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Relevant	289 Graduate Seminar	First year Foundation.	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Interaction & MR	Relevant	252C Virtuality	First year Foundation.	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Maybe	Choice of: 403 Grad Critique / 404 Grad Tutorial / 289 Gradu	First year Foundation.	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Relevant	403 Graduate Group Critique (All MFAs)	First year Foundation.	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Creative Tech	Relevant	252B Programming Media 2	First year Foundation.	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Maybe	Choice of: 404 Graduate Tutorial or 289 Graduate Seminar	2nd Year exploration	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Relevant	403 Graduate Group Critique (MFA 2)	2nd Year exploration	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Relevant	289Creating Context & Collaborative Practice	2nd Year exploration	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Relevant	289Graduate Seminar	2nd Year exploration	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Relevant	403 Graduate Group Critique (All MFAs)	2nd Year exploration	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Relevant	404 Graduate Tutorial	2nd Year exploration	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Relevant	289 Graduate Seminar	2nd Year exploration	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Other	Maybe	200 Professional Practice	3rd year	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Maybe	404 Graduate Tutorial	3rd year	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Relevant	403 Graduate Group Critique (MFA 3)	3rd year	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Relevant	404 Graduate Tutorial (MFA Exhibition)	3rd year	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Interaction & MR	Relevant	Interactivity	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Interaction & MR	Relevant	Interactive Animation	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Art & Creativity	Relevant	ART/ Science and Tech Studio laboratory	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Audiovisual & Media	Relevant	Motion	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Audiovisual & Media	Relevant	Special topics in Design / Media Arts	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Design & Comm	Relevant	Design Futures	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Design & Comm	Maybe	Typography	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Design & Comm	Relevant	Word + Image	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Relevant	Student Research program	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Audiovisual & Media	Relevant	Topics in Interactivity and Games	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Creative Tech	Relevant	Programming Media 2	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Design & Comm	Relevant	Narrative	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Design & Comm	Relevant	Drawing and color	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Audiovisual & Media	Relevant	Video	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Design & Comm	Relevant	Graphic Design	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Humanities	Relevant	Media Histories	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Audiovisual & Media	Relevant	Introduction to DDesign / Media Arts	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Audiovisual & Media	Relevant	Tangible Media	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Relevant	Topics in Video and Animation	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Creative Tech	Relevant	Network Media	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Audiovisual & Media	Relevant	Media arts: introduction	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Audiovisual & Media	Relevant	audio video Design	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Audiovisual & Media	Maybe	3D modeling and motion	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Art & Creativity	Relevant	Art, Science and technology	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Design & Comm	Relevant	Topics in Communication and Image	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Audiovisual & Media	Relevant	Game DDesign	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Design & Comm	Maybe	Web Design	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Research	Relevant	Directed Research in DDesign / Media arts	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Creative Tech	Relevant	Programming Media	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Design & Comm	Relevant	Game DDesign	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Design & Comm	Relevant	Design Culture	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Interaction & MR	Relevant	Virtuality	electives	2,17%
35 Master of Fine Arts in Media Art	UCLA	USA	3 years				Design & Comm	Maybe	Form	electives	2,17%