

Information Sheet

Course of Study

Media Informatics

General Information

Media Informatics represents the interface between media, mankind and machine. It explores solutions for the digital living and working environment, for example speech-dialogue systems, chat-bots, mobile apps for smartphones, tablets or CVs, as well as web design, IT networks or data bases.

A Bachelor's Degree in Media Informatics opens up a variety of interesting jobs in the media, telecommunications or software industry (publishing houses, radio and TV stations, multimedia agencies, etc.), just to name a few.

Typical fields of operation for graduates of Media Informatics include the development of e-commerce and web applications, interactive computer graphics, innovative user interfaces, mobile applications, computer-based training software and IT security. These core areas are complemented by a variety of subjects regarding digital media, development of user-friendly interactive software systems, web engineering or development of mobile applications.

Programme Structure

The programme is divided into three phases. The **first year** includes the following modules:

- Mathematics
- English
- Basics of Digital Systems
- Design and Production of Digital Media
- Media Design
- Programming
- Theoretical Information Technology
- Operating Systems
- Web-Client-Technologies
- Information Visualisation
- Basics of Coding Theory and Cryptology

The **second-year studies** build on the foundations laid in the first year and introduce new concepts and applications:

- Algorithms and Data Structures
- Stochastics
- Web Database Systems
- Computer Networks
- Screen Design
- Information Ethics and Philosophy of Technology
- Software Engineering I
- Data Analytics
- Mobile & Ubiquitous Computing
- User Interface Programming
- Human-Computer-Interaction
- Project Management and Agile Development Methods

The **third phase** includes a 20-week practical placement in the fifth semester. During semesters six and seven students will get the chance to study particular areas in more detail. This involves courses such as:

- Software Engineering 2 und Software Project
- Mandatory Electives (e.g. Embedded Systems, Artificial Intelligence, Physical Computing, etc.)
- Computer Vision
- Web Application Development
- Information Security
- Interactive Systems
- App Programming
- Bachelor Seminar and Final Paper

The course of study leads to a **Bachelor of Engineering degree (B. Eng.)**.

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