

M.Sc. in Computer Science (Interactive Entertainment Technology)



Trinity College Dublin
Coláiste na Tríonóide, Baile Átha Cliath
The University of Dublin

The Interactive Entertainment Technology (M.Sc./P.Grad. Dip.) course equips students with the theoretical and practical knowledge to enable them to participate in the design and development of the technology that underpins fast moving video game market as well as providing transferable skills relevant for careers in the wider industries of interactive entertainment, new media and communication. The course, which has been developed in co-operation with leading indigenous and international game industry companies, immerses students in a state of the art learning environment using the very latest tools and technologies, as used by professional game development companies. Previous graduates have gone on to work for games companies such as Havok, EA, DemonWare and Playfirst, whilst others have joined leading visual effects studios such as Framestore CFC and Double Negative.

The Course

The M.Sc. is a full-time course and runs for an eleven-month period, beginning in September each year. The course is assessed based on a combination of assigned coursework, written examination, a group project and a research dissertation. The taught component of the course will comprise a number of compulsory modules on core elements of software engineering and mathematical modelling as well as several elective modules which students select from a list of specialist topics in interactive entertainment technology. Students who achieve a satisfactory result in the taught component proceed to work full-time on a rigorous research project over the summer months.

MODULES

- ▶ **Numerical Methods and Advanced Mathematical Modelling**
- ▶ **Software Engineering for Concurrent and Distributed Systems**
- ▶ **IET Seminar Series**
- ▶ **IET Group Project**
- ▶ **Individual Software Development Project**
- ▶ **Data Communications and Wireless Networks**
- ▶ **Graphics and Console Hardware**
- ▶ **Real-time Rendering**
- ▶ **Artificial Intelligence for Interactive Entertainment Technology**
- ▶ **Autonomous Agents**
- ▶ **Real-time Animation**
- ▶ **Real-time Physics**
- ▶ **Vision Systems**
- ▶ **Augmented Reality**
- ▶ **Individual Research Dissertation**

School of Computer Science & Statistics (SCSS)

Faculty of Engineering, Mathematics and Science



Trinity College Dublin
Coláiste na Tríonóide, Baile Átha Cliath
The University of Dublin



Entry Requirements

Applicants should normally hold the equivalent of an upper second class honours degree in a computer science related discipline and may be required to present for an interview. Well qualified candidates from disciplines such as engineering, mathematics, statistics or physics, who have sufficient knowledge of computing may also be accepted.

Further Information

Further Information, Application Details, Fees and Closing Date available at:

Web www.scss.tcd.ie/postgraduate/msciet

Email postgraduate@scss.tcd.ie

Postgraduate Administration Unit
School of Computer Science and Statistics
O'Reilly Institute
Trinity College
Dublin 2

Tel +353 1 896 1765

Fax +353 1 677 2204



School of Computer Science & Statistics (SCSS)

Faculty of Engineering, Mathematics and Science



The College reserves the right to update or change syllabi, fees, timetables or other aspects of the course at any time