

**Programöversikt/Programme Overview 2016/2017**

**Avdelning/Department:** Datateknik och Informatik/Computer Engineering and Informatics

**Program/Programme:** Master i **Informatik/Informatics** med inriktning **UX-design och IT-arkitektur/User Experience Design and IT Architecture 120 hp**

**Studieort/Campus:** Jönköping

**År 1/Year 1 (start hösten/Start Autumn 2016) Programkod/Programme code: TAIU6**

Termin/Semester 1 (2016-08-22—2017-01-15)																	Termin/Semester 2 (2017-01-16—2017-06-04)																							
34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22
<i>Industrial Product Realization, Process-Methods-Leadership, 9 credits (Industriell produktframtagning, process-metod-ledarskap, 9,0 hp)</i>											<i>Information Architecture and Semantic Technologies, 6 credits</i>						<i>Cross-Channel User Experience and Service Design, 6 credits</i>						<i>Development of Server-side Solutions, 6 credits</i>																	
<i>User Experience Design, 6 credits</i>				<i>Development for Mobile, Wearable and Smart Devices, 6 credits</i>											<i>Enterprise Architecture and IT Architecture, 7,5 credits</i>						<i>Entrepreneurial Governance of IT, 7,5 credits</i>																			
				<i>Product Development in Cross-discipline Teams – 1, 6 credits (Produktutveckling i interdisciplinära team – Del 1, 6 hp)</i>																																				

*Kursiv stil* innebär att kursen ges på engelska.