MSC IN IT PRODUCT DEVELOPMENT*
PREPARING YOU FOR A CAREER IN IT AND INNOVATION

COMBINING DISCIPLINES
The MSc in IT Product Development is based at Aarhus University’s Department of Computer Science and is offered in collaboration with the Department of Engineering. Students take a combination of courses from both departments related to computer science and industrial design.

QUALITY TEACHING IN AN INFORMAL SETTING
The Master’s programme in IT Product Development offers the highest-quality teaching in an informal learning environment. The teaching is a mix of lectures and classes, with preparatory work in study groups.

SPECIALISE AS YOU CHOOSE
In their first year in the programme, students take a number of required courses in the research priority areas of physical and spatial design, IoT/cloud computing, and augmented reality. These are followed by an innovation project. In the second year, students complete a Master’s thesis. Elective courses give students the scope to specialise in fields including advanced data management, multimodal interaction, interactivity, and computer mediation.

STUDENT LIFE
The Computer Science department has a range of social spaces for getting together with fellow students outside class, and these are an excellent basis for both study-related and social activities. Our new study café is also a great place to get together and work with your study group. The department and our various student associations organise a variety of events and tech talks in collaboration with local and international companies.

As a first-year student, you will also be allocated a mentor to guide and support your studies throughout the year.

CAREERS
The IT Product Development Master’s is multidisciplinary, so it will qualify you to work across a wide range of fields. Graduates of the programme are particularly well qualified to develop IT products, as well as digital and physical interface applications supplemented by web-based services. Previous graduates have gone on to develop media and navigation equipment for motor vehicles, mobile applications, energy and media control equipment for homes, experience and learning installations for museums and attractions, and technology for the health sector.

“...I work in a division developing new play concepts for LEGO. We work with early phases of product development, including prototyping and tests. The job is a great fit with my degree. One of the features of the Product Development programme was that we made prototypes of all the concepts we developed, and this has really made a difference to the way we approach projects. We take a very practical approach, and we can quickly produce something concrete that can move the development process along.”

MORTEN BOYE MORTENSEN
MSc in IT Product Development
Digital Concept Designer, LEGO

PLACE OF STUDY
Aarhus

ANNUAL TUITION FEE
EU/EEA/Swiss citizens: FREE
Others: EUR 13,500

WWW
masters.au.dk/itproductdevelopment

* Fees are subject to change. See international.au.dk
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ADMISSION REQUIREMENTS
We expect applicants to the programme to have acquired a thorough knowledge of the basics of IT and industrial design in their bachelor’s programme. These should include programming, systems, system development, physical design, basic electronics, as well as some experience of combining these disciplines.

SELECTION CRITERIA
As the Master’s programme admits only a limited number of students each year, meeting the admission requirements does not in itself guarantee admission to the programme. Student places are allocated on the basis of an overall assessment. In evaluating qualified applicants, the admissions committee assesses applicants according to the following criteria: academic background; overall grade level of bachelor’s degree; grades achieved on relevant courses; and relevant courses (measured in credit units) included in the bachelor’s degree.

Relevant courses include core courses within the subject areas of IT Product Development, industrial design, mathematics, probability theory, and statistics.

PARTNERSHIP WITH DESTINATION AARHUS
The Department of Computer Science has close collaboration with the industrial network Destination AARhus. Destination AARhus is a professional knowledge-sharing and development community of IT experts from the major IT organisations in greater Aarhus and the region. It is a community for IT talent from all over the world, exploring the unique opportunities for building an IT career in the greater Aarhus area. Destination AARhus brings together companies employing more than 3,000 IT specialists in greater Aarhus. It also hosts career events and tech talks for international students and professionals based in Aarhus.

IT CITY KATRINEBJERG
The Department of Computer Science is located in IT City Katrinebjerg, the centre where Aarhus University has consolidated all its IT degree programmes and research. IT City Katrinebjerg is the base for several IT-related companies. This facilitates contact between the university, research and the business community, and provides the ideal base for advanced technological innovation. As the largest IT education centre in Denmark, with approximately 2,500 students and more than two hundred researchers, IT City Katrinebjerg is an exciting study environment. This multidisciplinary hub, unique to Aarhus University, provides great opportunities in IT for students, researchers, and the business community.