Do you like technologies where the computer "sees" and recognises e.g. faces, and how virtual objects may be implemented in photo and video (augmented reality)? If yes, Vision, Graphics and Interactive Systems (VGIS) may be highly interesting to you.

How is your camera able to detect whether the person in front of it is smiling or not? How is it possible to create non-real figures, such as Gollum from Lord of the Rings, and insert them into a motion picture? Why are some products so appealing and easy to use, while others are not? The answer to the first question is Computer Vision - that is, to automatically make a computer understand what it sees. The answer to the second is Computer Graphics - that is, to make a computer automatically visualise a virtual object. The answer to the third question is a deep understanding of user needs and user experience design. Together, these three topics form the core of the programme.

THE PROGRAMME

The VGIS programme is research-based and shifts between theory and practical project work, where you can apply the theories introduced in the lectures. Through the projects, you will be designing and building software systems within the fields of computer vision, graphics and interactive systems.

The programme focuses on a range of engineering, including machine learning (pattern recognition and algorithms for artificial intelligence), user experience design, including among others quantitative and qualitative methods for user evaluations, computer and robot vision, computer graphics and augmented reality as well as methods and tools for realising solutions.

PROBLEM BASED LEARNING

The study method at Aalborg University is called problem based project work, or "The Aalborg Model for Problem Based Learning (PBL)", and is highly recognised both nationally and internationally. UNESCO has placed its only Professorial Chair in PBL at AAU. Among others, it means that each semester, you will work closely together with a group of fellow students on a large written assignment. See more at www.en.aau.dk/education/problem-based-learning