Kurser på kandidatniveau for gæstestuderende efterår 2018

Advanced Programming
Advanced Topics in Game Studies
Algorithm Design
Applied Algorithms
Automated Software Analysis
Big Data Management - Technical
Digital Change Management
Discrete Mathematics
Game Programming
Games & Culture
Global It
How to make (almost) anything
Innovation & entrepreneurship – lokal forankring, global forretning
Introduction to Database Design
Mobile og distribuerede systemer MSc
Making Games
Modern Artificial Intelligence
Natural Language Processing and Deep Learning
Play Lab
Practical Concurrent and Parallel Programming
Programming for Designers
Project: Service Design
Research Topics in Interaction Design
Scalability of Web Systems
Security 1
Security 2
Social Media Usage
Software Architecture
Software Engineering and Software Qualities
Transmedial Storytelling
User-centered Communication Design
User Experience