Media Technology is a unique master’s programme that connects creativity, science and personal curiosity.

The Media Technology MSc programme challenges you to formulate your own scientific questions, by translating personal curiosities and interests into research projects. We are open to unusual questions, unconventional research methods and alternative forms of scientific output besides academic articles. This includes interactive installations, games, robots and popular science material as results from your research. To achieve this, the curriculum focuses on creative exploration and understanding of science and technology. In your studies you are encouraged to seek broad knowledge throughout Leiden University, the Academy of Creative and Performing Arts, and beyond.

Why study Media Technology at Leiden University?

- Our focus on creative processes and technology in academic research is unique in The Netherlands and Europe.
- Students with all possible educational backgrounds are welcomed to apply.
- Our graduates are sought-after critical thinkers prepared for careers in creative industries and academic research.

Facts and figures

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<tr>
<th>Language</th>
<th>English</th>
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<tr>
<td>Duration</td>
<td>2 years</td>
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<td>Degree</td>
<td>Master of Science</td>
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<td>Start</td>
<td>September or February</td>
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| Admission    | Start September: 1 April non-EU / 15 June EU  
                 Start February: 15 October non-EU / 1 December EU |
| Tuition fee  | € 2,078 EU/18,300 non-EU |

More information

For more information about the programme, entry requirements, admissions procedures, tuition fees and scholarships, please visit our website: 

masters.universiteitleiden.nl/mediatechnology

Discover the world at Leiden University
Media Technology: programme overview and courses

The programme is an intense two-year journey. The curriculum is a combination of courses, collaborative projects, elective courses, an exhibition and a graduation research project.

Programme (120 EC)

**First year**

**Compulsory Courses (58 EC)**
- Visit to the Ars Electronica Festival (1 EC)
- Introduction to Programming (4 EC)
- Human Computer Interaction & Information Visualization (6 EC)
- Hardware & Physical Computing (3 EC)
- Sound, Space & Interaction (5 EC)
- New Media & New Technologies (5 EC)
- Essentials in Art & Music (2 EC)
- Meta Media (2 EC)
- Creative Research (6 EC)
- Sciences & Humanities (4 EC)
- Scientific Narration & Visualization (4 EC)
- Language Evolution (3 EC)
- Non-Human Cognition (3 EC)
- Research Seminar: Artificial Intelligence (6 EC)
- Research Seminar: Social Technologies (4 EC)

**Second year**

**Electives (18 EC)**
To prepare optimally for the individual graduation project, students choose elective courses from within or outside of Leiden University.

**Exhibition: Statement to Experience (12 EC)**
Students create an installation or experience and organise an exhibition around a research topic. The works are shown in a public exhibition that may be part of a city-wide cultural event.

**Portfolio & Graduation Lab (2 EC)**
Throughout their studies at Media Technology students build a personal portfolio and participate in regular research meetings.

**Graduation Project (30 EC)**
In the individual graduation project students formulate their own scientific question from personal inspiration. To answer it, they conduct a research project or create a product that can be experienced, for example through smell, taste, balance, touch and hearing. Project results are described in an academic-style paper.