Overview of AIMove

One year full-time: 1 semester of courses + GAIIA events (474 hours) Enterprise Internship with competitive salary (6 months)

Post-Master AlMove aims:

- To create movement engineers, prepared to take responsibility in activities integrating motion capturing, machine learning and movement-based interaction

 To develop project leaders able to conceive, implement and take over movement based interactive systems projects by enhancing the sensori-motor and cognitive capabilities of the user

- Conceived to address real-life industrial and market needs:

- Collaborative robotics and vocational training
- Internet of Things
- Movement based interaction
- and sensorimotor feedback
- Onboard safety and interaction for intelligent vehicles

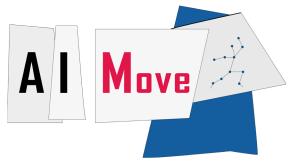






Post-Master's Degree

MASTÈRE SPÉCIALISÉ®



ARTIFICIAL INTELLIGENCE

English taught programme in Paris, France.



Modules: courses and extracurricular agenda led by GAIIA

M1 AI and Societal Challenges

- Al for Movement Applications in the Economy and Society
- Anthropology of the Body and Sociology of Interaction
- Ethics and Privacy by Design
- Perception, Emotion and Aesthetics of Movement

M2 Motion Capture, Modelling and Pattern Recognition

Motion Capturing: Studio-based experience

 Machine Learning
 Gesture Recognition

 Statistical, Geometrical and Dynamical Representations of

 Movement
 Computer Vision for Scene Analysis





M3 User Interaction and User Experience

Virtual and Augmented Reality User Interaction/User Experience (UI/UX) Human Motion Analysis in Interactive Environments

M4 Humans, Machines and Connected Objects

Human-Robot Interaction and Collaborative Robotics
 Movement-based Interactive Systems and Sonification

 Creative Robotics
 Personnalised Healthcare and IoT
 Sensorimotor Learning and Vocational Training

M5 Movement and European Industrial Leadership

- Project Coordination for Human-Centered Engineering
- Challenges for Cultural and Creative Industries
- Challenges for the Factory of the Future
- Challenges for Intelligent Vehicles



M6 Interdisciplinary AI engagement - Design: Thinking and Making

In collaboration with Ensci-Les Ateliers: lectures in the fundamentals of design thinking and development of a collaborative project through an intensive workshop, together with the students of the Post Master's Degree 'Création et Technologie Contemporaine'.

- Think-Tank and Open LabDays

Throughout the semester, a series of Think-Tank, events and lectures are being organised as a vibrant exchange with professionals.

Open LabDays as an occasion for companies and prospective students to meet with the current AlMove students. For academic year 2018-19, you can find us at Research Days the July 2, 2019 at MINES ParisTech.

- Summer-School

One week Summer School

A series of presentations, workshops and seminars hosted every year by a different institution.

Entry requirements

5 years at University level or

4 years at University level and 3 years professional experience and IELTS score: 6.5 or equivalent

Tuition fees

Applications for admissions

February 1 -April 5, 2019 14 800 € for students or life-long learning (for modules 'à la carte' please contact us)



Career paths

- Machine Learning Engineer
- Computer Vision Engineer
- Project leader in collaborative robotics
- Project leader in Game Building and Gameplay
- Concept engineer for movement-based interactive systems
- Innovation manager for the Factory of the Future
- TEL Manager in industry
- Expert industrial coach on movement and AI
- Startup-founder on movement and AI
- Project leader in Human Factors for interactive systems

Targeted Industrial Sectors

- Creative Industries Fashion, Advertising, Visual arts, Performing Arts, Design, Music, Cinema, Gaming - Arts, Cultural Industries and Museums - Security and Defense - Manufacturing Automobile, Aeronautics - Smart Automotive Vehicles

