Overview of AIMove

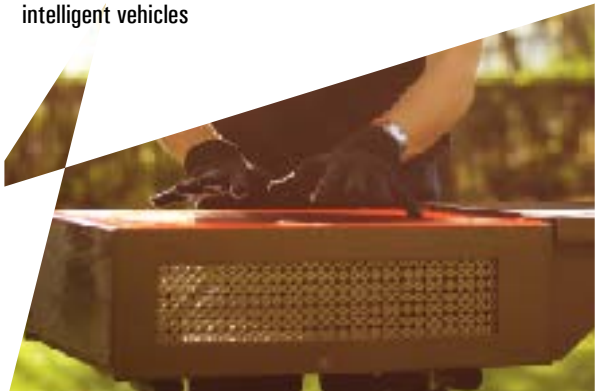
One year full-time:
1 semester of courses + GAIIA events
474 hours
Enterprise Internship
with competitive salary
6 months

Post-Master AIMove 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



Partnership with GAIIA

GAIIA: Gesture and Artificial Intelligence in Industry and Arts is an association that serves as an advisory board, working side by side with AIMove, and ensures a flexible hands-on educational approach for the Post-Master.
Operating as a hub, GAIIA brings together experts and the wider communityc in the field of motion capturing and gesture recognition technologies.

GAIIA
Gesture & AI in Industry & Arts

Also partnership with

ircam Centre Pompidou
ARISTOTLE UNIVERSITY OF THESSALONIKI
idiap RESEARCH INSTITUTE
LABORATOIRE ARTS DES IMAGES & ART CONTEMPORAIN INREV IMAGE NUMERIQUE & REALITE VIRTUELLE
UNIVERSITÉ PARIS 8 VINCENNES-SAINT-DENIS

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MINES ParisTech CENTRE FOR ROBOTICS

Accredited by
CONFÉRENCE DES GRANDES ÉCOLES

MINES ParisTech
PSL UNIVERSITÉ PARIS

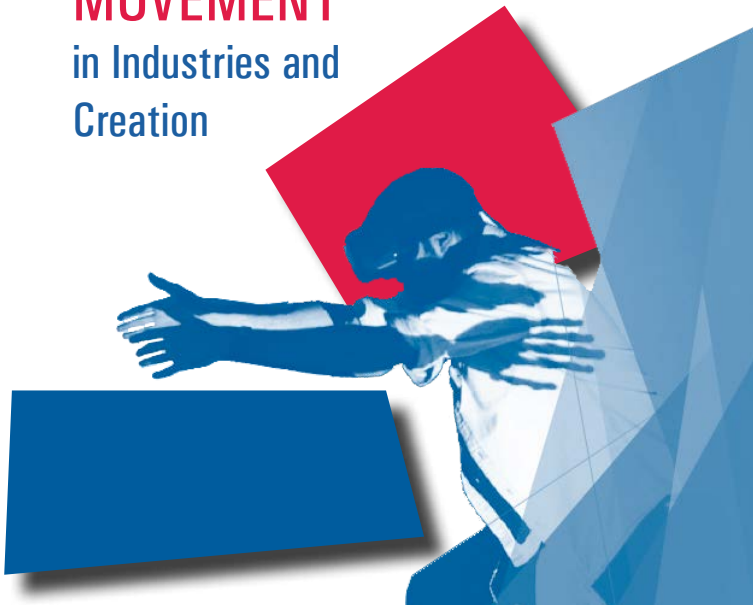
Post-Master's Degree

MASTÈRE SPÉCIALISÉ®

AI Move

ARTIFICIAL INTELLIGENCE and MOVEMENT in Industries and Creation

English taught programme starting in October 2018, in Paris, France



Modules: courses and extracurricular agenda led by GAIIA

M1 AI and Societal Challenges

- AI 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 Gesture 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-Machine 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 & Creative Industries
- Challenges for the Factory of the Future
- Challenges for Intelligent Vehicles

M6 Interdisciplinary AI engagement

- Think-Tank and Open LabDays

Three days of intensive Think-Tank, as a vibrant exchange with professionals.
Open LabDays an occasion for companies and prospective students to meet with the current AIMove students.

- Summer-School

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

- MOCO: International Conference on Movement and Computing

Participation to MOCO as part of AIMove's curriculum. MOCO aims to gather academics and practitioners interested in the computational study, modelling, representation, recognition, or generation of movement information.

Entry requirements

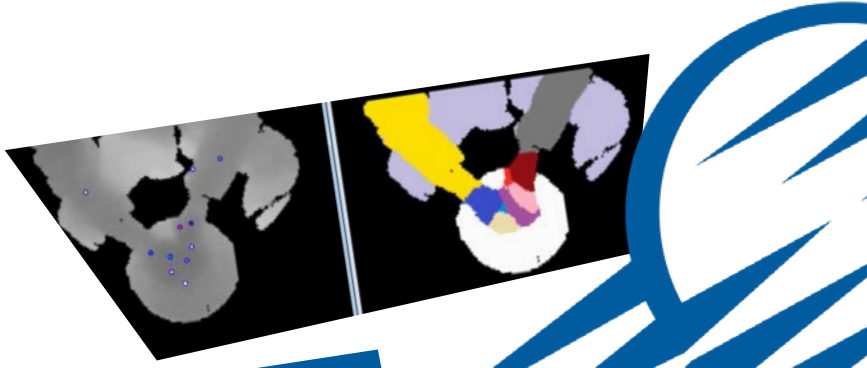
5 years at University level
or
4 years at University level
and 3 years professional experience
and
IELTS score: 6.5 or equivalent

Tuition fees

14 800 € for students or life-long learning

Applications for admissions

April 10th - May 31st 2018



After Graduation

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