

Weekly Course Plan (from 2025/11/07)

MSc Cognitive Systems

Winter term 2025

Time	Monday	Tuesday	Wednesday	Thursday	Friday
08 - 09		Artificial Gen. Intellig. 2203	Human Neuroanatomy 3002 Knowledge-based AI 2203		
09 - 10					
10 - 11	Human Neurophysiology TTU	Artificial Gen. Intellig. 2203	Fundamentals HMI Understa. Research H21 1002	Fundamentals HMI 2201 Topics in Cog Psy 43.1.250	Foundations and Concepts of CogSys Modeling 1002
11 - 12		ProfMeeting Psychology			Research Colloq: Recent Developments in Cogn. Neuroscience (11-13)
12 - 13	Cognitive Systems I Understa. Research H21 2203	ProfMeeting Computer Science Human Robot Interac 45.2.102 Empirical Study 47.2.104	Knowledge-based AI 2203	Intro. to Psy. Methods + Statistics 43.2.102 Beh- and Perception in Virtual Reality 47.2.503 Theo. and Appl. of Navigation 47.1.507 Intr. to Computer Science 441	Intr. to Computer Science 45.2.104 Neurotechnology 123
13 - 14					
14 - 15	Foundations and Concepts of CogSys Modeling 1002	Computer Vision 1002 Human Robot Interac 45.2.102	Introduction to Psy. Methods + Statistics 47.1.506 Computer Vision 1002	Cognitive Systems I H21	Neurotechnology 123
15 - 16	Foundations of Applied Cognition 47.2.505				
16 - 17	Foundations of Applied Cognition 47.2.505 Recent Devel. Ment. 1002	Intr. to Computer Science 123	Internet of Med. Things 45.2.102		
17 - 18				Recent Developments 47.0.501	

Red = Uni Ost, Blue = Uni West, Green = Klinik für Psychiatrie III

Block courses:

By arrangement:

3D Deep Learning; Advanced Semantic Web; Project Advanced Visual Deep Learning; AI for Autonomous Systems; Concepts of Intelligence; Data Science - Master; Data Science on Very Large Data Sets; Deep Learning Architectures; Deep Reinforcement Learning; Project Dialogue Systems; Design Thinking for Interactive Systems; Explainable Artificial Intelligence; Investigating Functions in Perception, Cognition and Motor Behavior; Investigations in Cognitive Ergonomics – Basics & Research Trends; Learning Systems II; Project Knowledge-Based Artificial Intelligence; Learning Robots; Multisensory Perception for Action; Perception for Action in Virtual Reality; Semantic Web; User-Centered Design for Interactive Systems