University of Southern California
VITERBI SCHOOL OF ENGINEERING

Master of Science in Electrical Engineering (Multimedia and Creative Technologies)
Program Learning Objectives

The purpose of the USC Viterbi School of Engineering Master of Science in Electrical Engineering (Multimedia and Creative Technologies) is to prepare students for high-level professional employment in any sector of the media systems arena that incorporates analytical techniques; or, to pursue advanced graduate studies focusing on related problems in the field. Graduates might pursue media-systems-related employment or advanced graduate study relating to digital signal processing, computer graphics, or game development.

- Upon completion of the USC Master of Science in Electrical Engineering (Multimedia and Creative Technologies), students will be able to demonstrate broad understanding of digital signal and image processing, speech recognition and processing, and media-based technologies such as computer graphics, animation, and game development.

- Upon completion of the USC Master of Science in Electrical Engineering (Multimedia and Creative Technologies), students will be able to apply critical principles and skills pertinent to MSEE (Multimedia and Creative Technologies) duties in their employment and professional practice.

- Upon completion of the USC Master of Science in Electrical Engineering (Multimedia and Creative Technologies), students will be able to work in diverse global contexts and apply universally respectful and globally centric practices pertinent to MSEE (Multimedia and Creative Technologies) duties in international and domestic contexts.

- USC students enrolled in the Master of Science in Electrical Engineering (Multimedia and Creative Technologies) will demonstrate understanding of contemporary research questions, results, and areas of application relating to media systems.