Overview of AIMove

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

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

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 community in the field of motion capturing and gesture recognition technologies.

Gestures & AI in Industry & Arts

Also partnership with

Also partnership with

www.aimove.eu

Contact

MINES ParisTech
60 Boulevard Saint-Michel,
75006, Paris

Accredited by

Conference des Grandes Ecoles

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

Applications for admissions
- April 10th - May 31st 2018

Tuition fees
- 14 800 € for students or life-long learning

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

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

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