Weekly Course Plan (from 2024/10/22) MSc Cognitive Systems Winter term 2024

Time	Monday	Tuesday	Wednesday	Thursday	Friday
08 - 09		Learning Systems II **2203**	Human Neuroanatomy **3003** Knowledge-based AI **2203**		
09 - 10					
10 - 11	Human Neurophysiology **2609**	Learning Systems II **2203**	Fundamentals HMI **H21**	Fundamentals HMI **2201** Topics in Cog Psy **43.1.250**	Foundations and Concepts of CogSys Modeling **1002**
11 - 12	The misleading senses **47.2.505**	**ProfMeeting Psychology**			Research Colloq: Recent Developments in Cogn. Neuroscience (11-13)
12 - 13	Cognitive Systems I **H21** Graph Analytics **2203**	Human-AI Interaction **45.2.101** **ProfMeeting Computer Science**	Knowledge-based AI **2203**	Graph Analytics **2203** Intro. to Psy. Methods + Statistics **47.1.506**	Intr. to Computer Science **121** Neurotechnology **123**
13 - 14				Theo. and Appl. of Navigation **47.1.507**	
14 - 15	Cogn. in complex. **47.2.505** Project Deep Learn. Foundations and Concepts of CogSys Modeling **1002**		Introduction to Psy. Methods + Statistics **47.1.506**	Cognitive Systems I **H21**	Neurotechnology **123**
15 - 16					
16 - 17	Cogn. in complex. **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 I; Advanced Automated Reasoning; Advanced Semantic Web; AI for Autonomous Systems; Automated Reasoning; Concepts of Intelligence; Date Science – Master; Data Science on Very Large Data Sets; Deep Learning Architectures; 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 Robots; Multisensory Perception for Action; Neurotechnology: Brain-Machine-Interfacing; Perception for Action in Virtual Reality; Semantic Web; User-Centered Design for Interactive Systems