

<b>IMA5005</b>	<b>HTI major's project</b>	
<b>Period:</b> S9	<b>ECTS:</b> 8	<b>Language:</b> English

**Organization:**

- Scheduled Meeting / Total Load: 18h/225h

Overall HTI skill acquisition is validated through a final project, representing 50% of the duration of the program. Its implementation relies on the concept of Participative Education:

- application-oriented project tightly connected to current industrial R&D issues
- skill acquisition based on self-learning under the supervision of a referent faculty member
- immersion within a national or European project framework (e.g. in the ARTEMIS Department)
- analysis of industrial and economic issues via tight contacts with the industrial partners of the HTI program
- two-people team work
- start on the first day of the HTI program

**Reference to CDIO Syllabus:**

- 2.1.1 Problem Identification and Formulation
- 2.1.5 Solution and Recommendation
- 2.3.1 Thinking Holistically
- 3.1.2 Team Operation
- 4.4.5 Multidisciplinary Design

**Assessment:**

The validation of this UV is based on a software implementation (S) with an oral defense (D).

Final grade = average (S, D)

**Examples of topics:**

- Advanced coding schemes for 3D animated objects
- MPEG-4 cartoons: 2D creating, 3D animating
- Interactive digital television: user profiling
- MPEG-7-based indexing platform
- Software platform for still image and video watermarking

- Interactive multimedia museum guide
- Media traceability under user control
- 3D modeling of bronchial parenchyma in CT
- Automatic quantization of myocardial perfusion in MRI
- Virtual birth assistant
- 3D on demand: graphic interface facilities
- Gesture recognition for game control

**Person in charge:**

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**Lecturers/supervisors:**

Pedagogic team of HTI major:

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