



Professor Dr Avgoustos Tsinakos,  
Director of IMT MSc Program.  
Department of Computing Science  
International Hellenic University  
Ag.Loukas 65404 Kavala, Greece  
Tel /Fax 0030 2510 462359  
email:tsinakos@cs.ihu.gr

## “ACADEMIC INVITATION FOR COLLABORATION”

### Immersive Technologies - Innovation in Education, Training and Game Design

#### International MSc program

**The Immersive Technologies - Innovation in Education, Training and Game Design (IMT) MSc program** of the Department of Computing Science of the International Hellenic University (IHU) is a newly established International MSc (late November 2020) that covers a unique thematic area in Greece and with a very high degree of innovation in Europe, focusing on cutting-edge technologies such as **Augmented Reality, Virtual Reality, Mixed Reality** with an emphasis on *Education, Training, and Game design*

Indicative research fields of the MSc Program are education, vocational training/education, and game design.

The MSc program is offered worldwide as it has been structured to correspond to modern scientific and technological needs within the constantly evolving socioeconomic context, employing **Distance Learning and Blended Learning** educational approaches. The students and the Academic Staff of the IMT MSc Program come from different countries as the program is offered online, and all courses are taught exclusively in English.

IMT international MSc program of IHU invites members of **Academia (Universities, Research Centers & Labs )** of similar thematic areas to become a member of its Collaboration Network, having an active role in the MSc program.

### **Why Join?**

The interested bodies will be involved in the IMT MSc Program **by distance**, in regards to the following activities:

- They will have the opportunity to **suggest research projects** for implementation by the IMT MSc program students during the Thesis Project phase. During an online event similar to career days, the company itself will have the chance to **interview the candidates** of the proposed project and **select** the most appropriate one according to the **the collaborator's academic and/or research profile**
- Additionally, suppose the candidates and the company are located in the same geographical region (i.e town). In that case, **a blended learning approach** will be possible as the candidate could join in person to some of the collaborator's R&D activities related to the Thesis Project
- The collaborator will have the chance to participate in proposals for **funded research programs** relevant to its field of expertise.
- Increase **the visibility of the collaborator** as the Collaboration Network is available on the Website of the MSc (the website will be released on the 20<sup>th</sup> of January 2021)
- The collaborator will have the opportunity to participate to **invited / keynote talks and presentations in the IMT Master Program**, offering a detailed view of their R&D cutting-edge technologies, and exciting research topics.

### **How to join**

In order to join the IMT Collaboration Network, the following info should provide via e-mail ([tsinakos@cs.ihu.gr](mailto:tsinakos@cs.ihu.gr))

- Collaborator's Name
- Logo and website URL
- *Address.*
- *Topic of expertise (i.e AR, VR, Games etc)*
- *Contact person affiliation, including the relative email*

***We look forward to welcoming you on Board!!!***

***Further information concerning the IMT MSc Program and the collaboration between the interested parties are available by the IMT, Prof. Avgoustos Tsinakos (e-mail: [tsinakos@cs.ihu.gr](mailto:tsinakos@cs.ihu.gr)).***