Rector's Decree 2399/2026

ONE-YEAR FIRST LEVEL UNIVERSITY MASTER'S PROGRAMME IN IMMERSIVE TECHNOLOGIES AND ARTIFICIAL INTELLIGENCE

(Established in accordance with Ministerial Decree No. 509 of 3 November 1999 and Ministerial Decree No. 270 of 22 October 2004)

(1500 hours, 60 ECTS)
A.Y. 2025/2026

First edition

Master's Directors
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Purpose

The Master's programme in *Immersive technologies and artificial intelligence* aims to train professionals capable of working consciously and innovatively in the fields of immersive technologies (XR) and artificial intelligence, integrating technical, design, analytical, and ethical competencies. The programme responds to current needs of the labour market, characterised by a growing demand for professionals able to design advanced digital experiences, develop interactive applications, and contribute to digital innovation processes within public and private organisations. The Master's programme provides an in-depth understanding of the opportunities and implications of emerging technologies, promoting an interdisciplinary approach grounded in sustainability, ethics, and inclusion. Through both theoretical and applied training, participants will acquire the tools needed to understand, design, and evaluate immersive solutions and intelligent systems across a variety of professional contexts.

Target audience

The Master's programme is intended for individuals who meet the specific admission requirements outlined in the relevant section and who wish to acquire interdisciplinary skills in the areas of immersive technologies, artificial intelligence, and interactive design. More specifically, the Master's programme is intended for:

- ✓ Recent graduates;
- ✓ Designers, creatives, and developers wishing to expand their design capabilities through AI tools and XR environments;
- ✓ Teachers, trainers, and digital communicators who wish to apply immersive technologies to teaching, outreach, or cultural engagement;
- ✓ Researchers and professionals in the public and private sectors involved in innovation processes, digital transition, and the development of interactive solutions;
- ✓ Managers, consultants, and entrepreneurs interested in exploring the opportunities offered by XR and AI for service, product, and user-experience innovation.

Educational objectives

The Master's programme aims to develop a professional profile equipped with advanced skills in the design, management, and evaluation of immersive systems and applications based on artificial intelligence. Its main educational objectives include:

- ✓ Acquiring solid theoretical and practical foundations in XR technologies (Virtual, Augmented, and Mixed Reality) and in AI systems applied to interactive environments;
- ✓ Developing technical skills in 3D modelling, computer graphics, human–computer interaction, and the security of immersive systems;
- ✓ Building the ability to design collaborative and playful virtual environments, understanding their narrative, social, and behavioural logics;
- ✓ Gaining an understanding of key ethical, legal, and regulatory frameworks related to emerging technologies, with particular attention to European approaches to responsible innovation;
- ✓ Developing the capacity to work within multidisciplinary teams and to contribute to innovation processes in the creative industries, education, culture, research, and consultancy.

Learning outcomes

Upon completion of the programme, participants will have developed skills and competencies aligned with the aims and objectives of the Master's programme and the intended professional profile. Specifically, they will acquire the ability to:

- ✓ Analyse and interpret educational, cultural, or organisational needs, identifying appropriate immersive and intelligent solutions for different application contexts;
- ✓ Design and develop effective, accessible, and user-centred XR experiences, integrating 3D modelling techniques, interaction design, and AI-based tools;
- ✓ Evaluate the quality, usability, and impact of immersive solutions through testing methodologies and analytical instruments;
- ✓ Integrate ethical and regulatory principles into the design and implementation of immersive systems, with an informed understanding of the risks and opportunities associated with emerging technologies;
- ✓ Collaborate on complex projects, contributing to requirements definition, resource management, and the monitoring of outcomes.

Admission criteria and compatibility

Entry requirements

The Master's programme is open to applicants holding a Bachelor's degree, an Italian pre-reform degree, or a Specialist/Master's degree in a technological, artistic, design, communication, educational, or consultancy-related field.

Admission of foreign students and Italian/EU citizens with foreign qualifications

Italian or EU citizens who have obtained a degree abroad, as well as non-EU citizens legally residing in Italy, must submit an application to enrol in the Master's programme. The application must be accompanied by a legalised copy of the degree certificate, along with a *Dichiarazione di Valore* (Declaration of Value) issued by the Italian diplomatic or consular authority in the country where the qualification was obtained. Furthermore, if the degree certificate is written in a language other than English, French, Spanish, German, or Portuguese, it must be accompanied by an official translation. For European qualifications, the Diploma Supplement may be submitted in place of the Declaration of Value. It is important to note that either the Diploma Supplement or the Declaration of Value is essential for assessing the eligibility of the candidate's qualification and for considering admission to the Master's programme.

Non-EU candidates who do not reside in Italy and hold an academic qualification equivalent to those mentioned above may apply for admission via the Ministry of Education and Research portal known as "Universitaly".

Compatibility

Law No. 33 of 12 April 2022 allows students to enrol simultaneously in two higher education programmes, thereby enabling them to obtain two qualifications of this kind within the same time frame. Specifically, Article 1 (paragraph 1) grants each student the right to enrol concurrently in two different Bachelor's or Master's degree courses, or postgraduate programmes, even at different universities, schools, or institutions with special regulations. However, paragraph 2 explicitly

excludes the possibility of simultaneous enrolment in two Bachelor's or Master's degree courses belonging to the same degree class, or in the same Master's programme, even if offered by two different institutions.

Duration and structure of the Master's programme

The Master's programme lasts 12 months. It is scheduled to begin **in late April 2026** and to conclude by the end of **April 2027**. Teaching will be delivered in English.
The course will be delivered in FAD (distance learning) mode. The programme awards 60 ECTS, corresponding to 1,500 hours **divided among pre-recorded video lectures available on the e-learning platform 24/7, live-streamed lectures, the preparation and presentation of the final project work, and individual study.**

Curriculum structure

The Master's curriculum is structured as follows:

Module	Academic Discipline (SSD)	Course	ECTS
Mod. 1	IINF-05/A (Information Processing Systems)	Foundations and applications of virtual and augmented reality	6
Mod. 2	IINF-05/A (Information Processing Systems)	Introduction to computer graphics and 3D modelling	6
Mod. 3	IINF-05/A (Information Processing Systems)	Principles of artificial intelligence for immersive systems	6
Mod. 4	IINF-05/A (Information Processing Systems)	Human–computer interaction and usability	6
Mod. 5	INFO-01/A (Computer Science)	Cybersecurity in virtual and augmented environments	6
Mod. 6	IINF-04/A (Automation)	Virtual reality hardware and systems	6
Mod. 7	IINF-05/A (Information Processing Systems)	Playful collaborative and social virtual environments	6
Mod. 8	GIUR-01/A (Information Processing Systems)	Innovation, ethics and regulation in immersive technologies	6
		Project work	12
		TOTAL ECTS	***60***

Teaching methodologies

Teaching will be delivered through pre-recorded video lectures available on the e-learning platform 24/7, together with supplementary learning materials (presentations, regulations, articles), and through live-streamed lectures, which will be recorded and made available on the e-learning platform.

Attendance

Attendance is compulsory. To be admitted to the final examination, participants must have completed 100% of the video lectures.

Optional internship

During the Master's programme, participants may undertake an **optional internship** within public or private organisations that have an agreement with the University. The specific arrangements must be defined in consultation with the Scuola di Alta Formazione.

Assessment methods

Intermediate assessments will be carried out at the end of each module as an integral part of the participant's academic progress. These intermediate assessments consist in the presentation of a project.

Master's board and faculty

SCIENTIFIC DIRECTORS:

Gisela Canelhas, Professor of Multimedia Engineering at the Instituto Superior de Tecnologias Avançadas – ISTEC (Portugal);
Martin Etxauri, Professor at Universidad EUNEIZ (Spain);
Marco Romano, Associate Professor of Computer Science at the Università degli Studi Internazionali di Roma – UNINT (Italy).

SCIENTIFIC COMMITTEE:

Mila Arbia, International Project Manager at Simplon;
Cecilia Bolognesi, Associate Professor at Politecnico di Milano;
Pedro Brandão, Affiliated Professor at the Instituto Superior de Tecnologias Avançadas – ISTEC;
Gisela Canelhas, Professor of Multimedia Engineering at the Instituto Superior de Tecnologias Avançadas – ISTEC;
Martin Etxauri, Professor at Universidad EUNEIZ;
Oscar García Pañella, Professor at Universidad EUNEIZ;
Marco Romano, Associate Professor of Computer Science at the Università degli Studi Internazionali di Roma – UNINT;
Trine Tuxøe, Marketing and Project Manager at Khora Virtual Reality.

Lecturers

Each module will be delivered by lecturers with recognised expertise in the relevant academic disciplines:

Simone Balin	Simone Balin holds a PhD in Architecture, Built Environment and Construction Engineering from Politecnico di Milano in 2026, where he specialises in the convergence of Building Information Modelling (BIM), Immersive Technologies, and Artificial Intelligence. His research explores advanced methodologies for model representation, data management, and collaborative workflows across traditional digital platforms and cutting-edge immersive ecosystems. He has contributed as BIM Educator at Politecnico di Milano's MSc Master Degree Digi Skills programme (2021-2023), teaching parametric BIM-oriented modelling courses. Simone actively participates in international research initiatives, including Autodesk's Workshop XR Oasis Project beta testing team, and with the Labora laboratory at Politecnico di Milano on VR headsets, hologram tables, and virtual theatre technologies. He is a frequent speaker at international conferences such as ICVR, ISM, and REAACH, and has published extensively on BIM-AI integration, immersive representation frameworks, and scan-to-HBIM methodologies in peer-reviewed journals and conference proceedings.
Deida Bassorizzi	Deida Bassorizzi PhD Candidate in Architecture at the Department of Architecture, Built Environment and Construction Engineering (DABC) of Politecnico di Milano. She has developed expertise in 3D modelling and architectural visualisation, with experience teaching courses on texture painting and conducting practical workshops. She also completed a professional internship as a 3D artist, gaining hands-on experience in architectural visualisation workflows. Lecturer from Politecnico di Milano for PNRR programme in VR storytelling.
Iñigo Lens Blasco	Iñigo Lens is a computer Engineer at Deusto University and master's in computer graphics, Virtual Reality and Simulation at U-tad, specialised in video games, mixed reality, and graphics engines. Experienced Unity developer and lecturer at EUNEIZ University.
Domenico Daniele Bloisi	Domenico Daniele Bloisi is an associate professor of Artificial Intelligence at Università degli Studi Internazionali di Roma – UNINT. Previously, he was associate professor at the University of Basilicata (Italy), assistant professor at the University of Verona (Italy), and assistant professor at Sapienza University of Rome (Italy). He has been visiting professor at the University of Pennsylvania (USA) and visiting student at Kingston University London (UK). He is the author of more than 80 peer-reviewed papers, with a focus on medical image analysis, wormulti-robot coordination, visual perception and information fusion. Dr. Bloisi is the team manager of the SPQR robot soccer team participating in the World RoboCup.

Pedro Brandão	Pedro Ramos Brandão holds a PhD in Computer and Information Sciences (2018) and a PhD in Modern and Contemporary History from ISCTE. He also earned a Master's degree in Modern and Contemporary History in 1999. Since 2018, he has been affiliated with the University of Lisbon (Instituto Superior Técnico) in the area of Security and Law in Cyberspace and is a researcher at the University of Évora's Interdisciplinary Center for the History of Cultures and Societies. His work spans engineering and technology (particularly computer architecture and informatics), digital humanities, history, archaeology, and cybersecurity. He has published 128 peer-reviewed journal articles and authored six books.
Gisela Canelhas	Gisela Canelhas is professor in ISTEC, on Multimedia Engineering. She holds a PhD in Digital Media, an MA in Culture Studies, and a BA in Languages, Literatures and Culture, also having education in Neuropsychology and Education, and in Business Administration.
Oihane Díaz de Espada Sáenz	Oihane Díaz de Espada Sáenz is a Digital Art and Animation graduate from Digipen Institute of Technology with two years of experience in the videogame industry. Professional background includes work as a game artist at Herobeat Studios and as university lecturer at EUNEIZ University. Specialised in 3D modelling and asset optimisation for video-games and real time environments, complemented by a strong foundation in 2D design.
Paulo Duarte	Paulo Duarte holds an academic background in information systems and digital technologies. He is the Director of the Multimedia Engineering programme at ISTEC Lisbon and serves as President of the Pedagogical Council. His teaching and professional interests include digital innovation, information systems, and the broader societal and organisational implications of emerging technologies. He has extensive experience in higher education and has coordinated and contributed to several national and international educational, research, and capacity-building initiatives and projects.
Oscar García Pañella	Dr. Oscar García Pañella holds a PhD degree in Electronic Engineering and a Post Doc in Entertainment Technology. He's enjoyed several stages abroad, like at the IMSC (Integrated Media Systems Center, USC, USA, 1998), at the VIS Lab (UCI, USA, 2005) and at the Entertainment Technology Center (CMU, USA, 2008-2009). He works as a consultant and researcher on the implementation and design of Serious (Applied) Games and Gamification campaigns. Oscar directs the first Videogame and Serious Games University School in Barcelona (ENTI-UB), an online Master in Gamification & Transmedia Storytelling (IEBS) and the Serious Games Lab incubator initiative. He is an active member of the EU Research community in projects such as Gamewise, gameBIZ, Playing for Real, JamToday, Robogenius, interSTEM, and i-Game, besides the VIC Project itself. In addition to that, Oscar partners as a senior Gamification consultant in Cookie Box, a Gamification consultancy. He belongs to the Forbes's Top 100 list of Creative people and he's a TEDx lecturer.

Vasili Manfredi	Vasili Manfredi, 3D Artist and Architect, PhD Candidate in Architecture at the Department of Architecture, Built Environment and Construction Engineering (DABC) of Politecnico di Milano. Expert in 3D modelling, Photorealistic Visualisation, photogrammetry optimisation for virtual technologies and immersive environments through his collaboration with LaborA and Freelance works. As part of the NGI Enrichers programme (Horizon 2020), he worked and collaborated with CIMS Lab at Carleton University, researching on optimisation of photorealistic digital heritage experiences in virtual reality. Lecturer from Politecnico di Milano for PNRR programme in VR storytelling.
Daniele Pannone	Daniele Pannone is a Computer Science researcher based at Università degli Studi Internazionali di Roma (UNINT). Previously, he built his career at Sapienza University of Rome, where he earned both his M.Sc. and Ph.D., focusing his doctoral work on innovative algorithms for smart environment monitoring using drones within the Computer Vision Laboratory (VisionLab). There, he advanced to Assistant Professor in the Department of Computer Science, honing expertise in artificial intelligence, computer vision, and machine learning. His research delves into object detection, person re-identification, deep learning, signal processing, and applications like robotics, Wi-Fi sensing, and biomedical data analysis. Pannone also explores event recognition, human-computer interaction, augmented and virtual reality, plus AI-driven solutions in medical imaging, rehabilitation games, and lie detection. An active member of IEEE, ACM, IAPR, CVPL, AIxIA, and EurAI, he has published widely in leading AI and computer vision journals and conferences.
Marco Romano	Marco Romano is an Associate Professor of Computer Science at Università degli Studi Internazionali di Roma – UNINT, where he serves as Scientific Coordinator of the Virtual Innovation Consortium project and Co-Director of the First-Level Master's programme "Advanced Training Course in Immersive Technologies and Artificial Intelligence." He is Chair of the Bachelor's Degree programme in Political Science with a specialisation in Cybersecurity (L-36) and Director of the First-Level Master's programme in Cybersecurity Risk Specialist. He also serves as Scientific Coordinator of REAL, UNINT's research group dedicated to virtual and augmented reality. He has been a member of several international research groups, gaining experience in Italy, Spain, and Australia. His research focuses on interaction design, gamification, and applications of extended reality and artificial intelligence in the fields of education, mental well-being, and smart cities.
Silvia Artusi	PhD student in Global Studies and Innovation, with a research focus on XR and digital innovation in higher education. Her work examines immersive environments as pedagogical devices, with particular attention to formative assessment practices, AI-supported feedback, and inclusive learning design. She investigates how extended reality, gamification, and learning analytics can contribute to reflective learning processes and more equitable assessment frameworks in higher education.

Final examination

The final examination will take place at the Università degli Studi Internazionali di Roma – UNINT, located at Via Cristoforo Colombo, 200 – 00147, Rome. It consists of the presentation of an individual project work, tailored to the didactic modules of the Master's programme.

Almalaurea

To be admitted to the final examination, participants are required to complete the Almalaurea questionnaire by visiting https://www.almalaurea.it/lau/master or by accessing the Almalaurea website directly from their reserved area. At the end of the procedure, a receipt will be issued; this must be sent to formazione@unint.eu after booking the final examination. Further instructions will be provided in due course. The questionnaire is anonymous and does not involve the collection of personal data.

Qualification awarded

Participants who have fulfilled all administrative requirements, completed 100% of the video lectures, and successfully passed the all course examinations and the final assessment will be awarded the ***First-Level Postgraduate Master's Diploma in Immersive technologies and artificial intelligence.***

Professional profile upon completion

Participants will be trained as specialists capable of working in the fields of digital innovation, advanced training, culture, technological consultancy, and the creative industries. At the end of the course participants will be able to:

- ✓ Design, develop, and evaluate immersive applications and AI-based solutions for educational, cultural, industrial, communication, or entertainment contexts;
- ✓ Manage information systems and infrastructures for complex virtual environments;
- ✓ Develop digital innovation strategies integrated with emerging technologies;
- ✓ Collaborate with organisations, companies, and institutions to design and implement XR and AI projects;
- ✓ Work as designers, consultants, developers, or project managers within multidisciplinary teams.

Auditors

Attendance as auditors is permitted for individuals who do not meet the formal admission requirements. Auditors who comply with the attendance requirements established by the Master's programme will receive a certificate of participation. Auditors are not required to take intermediate or final assessments.

Enrolment procedure

Applications for enrolment in the Master's programme may be submitted from the date of publication of the official call **until 22 April 2026.**

To apply, candidates must:

- Access the University's online portal (Segreterie on-line) at https://my.unint.eu/sso;

- Complete the registration process;
- Finalise enrolment in the Master's programme;
- Print the MAV payment slip and proceed with payment of the enrolment fee.

Further details regarding the online procedure are available at: http://wikistudenti.unint.eu.

The application form may be:

- Sent via email to formazione@unint.eu, with all required documents duly scanned and attached;
- Sent by registered post to UNINT – Scuola di Alta Formazione - Via Carlo Conti Rossini, 38 – Rome;
- Delivered by hand to the Scuola di Alta Formazione, Via Carlo Conti Rossini, 38 – Rome, **by 16:00 no later than 22 April 2026**

The application must include:

- 1 passport-sized photograph;
- A copy of the paid MAV payment slip.

Applications that are incomplete or missing the required documentation will not be considered.
Please note: **no payment is required for the regional student support tax**.

Course activation

UNINT reserves the right, at its sole discretion, to activate the course. In the event that the course is not activated, any participation fees already paid will be refunded.

Enrolment fee

The enrolment fee is set at €**3,016.00** plus VAT if due. This amount includes the required revenue stamp. The deadlines for payments are as follows:

Payment Schedule	Instalments and deadlines
First Instalment	€766.00 (including revenue stamp), payable upon enrolment
Second Instalment	€750.00, due within 30 days from the start of classes
Third Instalment	€750.00, due within 60 days from the start of classes
Fourth Instalment	€750.00, due within 120 days from the start of classes

In the event of late payment of any instalment following the first, a late fee will apply as follows: €25.00 if payment is made within 30 calendar days after the due date of each instalment, or €100.00 if payment is made more than 30 calendar days after the due date of each instalment.

Fee Reductions

Fee reduction for partner and consortium members

A fee reduction is available for students enrolled in VIC partner institutions and other consortium members. The reduced enrolment fee amounts to €1,016.00, including revenue stamp (plus VAT if due).
The deadlines for payments are as follows:

First Instalment	€266.00 (including revenue stamp), payable upon enrolment
Second Instalment	€250.00, due within 30 days from the start of classes
Third Instalment	€250.00, due within 60 days from the start of classes
Fourth Instalment	€250.00, due within 120 days from the start of classes

In the event of late payment of any instalment following the first, a late fee will apply as follows: €25.00 if payment is made within 30 calendar days after the due date of each instalment, or €100.00 if payment is made more than 30 calendar days after the due date of each instalment.

Fee reduction for UNINT graduates

A fee reduction is available for UNINT Bachelor's and Master's graduates. The reduced enrolment fee amounts to €1,816.00, including revenue stamp (plus VAT if due).
The deadlines for payments are as follows:

First Instalment	€466.00 (including revenue stamp), payable upon enrolment
Second Instalment	€450.00, due within 30 days from the start of classes
Third Instalment	€450.00, due within 60 days from the start of classes
Fourth Instalment	€450.00, due within 120 days from the start of classes

In the event of late payment of any instalment following the first, a late fee will apply as follows: €25.00 if payment is made within 30 calendar days after the due date of each instalment, or €100.00 if payment is made more than 30 calendar days after the due date of each instalment.

Fee reduction for UNINT PhD students, researchers, and lecturers

A fee reduction is available for UNINT PhD students, researchers, and lecturers. The reduced enrolment fee amounts to €1,816.00, including revenue stamp (plus VAT if due).
The deadlines for payments are as follows:

First Instalment	€466.00 (including revenue stamp), payable upon enrolment
Second Instalment	€450.00, due within 30 days from the start of classes
Third Instalment	€450.00, due within 60 days from the start of classes
Fourth Instalment	€450.00, due within 120 days from the start of classes

In the event of late payment of any instalment following the first, a late fee will apply as follows: €25.00 if payment is made within 30 calendar days after the due date of each instalment, or €100.00 if payment is made more than 30 calendar days after the due date of each instalment.

Enrolment fee for auditors

The enrolment fee is set at €2,016.00 plus VAT if due. This amount includes the required revenue stamp. The deadlines for payments are as follows:

Payment Schedule	Instalments and deadlines
First Instalment	€516.00 (including revenue stamp), payable upon enrolment
Second Instalment	€500.00, due within 30 days from the start of classes
Third Instalment	€500.00, due within 60 days from the start of classes
Fourth Instalment	€500.00, due within 120 days from the start of classes

In the event of late payment of any instalment following the first, a late fee will apply as follows: €25.00 if payment is made within 30 calendar days after the due date of each instalment, or €100.00 if payment is made more than 30 calendar days after the due date of each instalment.

Extension of programme duration

Participants are required to sit the final examination no later than the fourteenth month from the start date of the classes. If the examination is not taken within this period, a four-month extension must be formally requested, and an additional fee of €500.00 must be paid via MAV.
This amount is not subject to instalments, reductions, or any form of concession. The extension request must be submitted within the fourteenth month from the start of the course by sending an email to formazione@unint.eu. Failure to submit the extension request by the end of the fourteenth month will result in the participant being unable to complete the programme.

Withdrawal

Participants who choose to withdraw from the Master's programme are still required to pay the full participation fee. Those who wish to withdraw and request an official statement confirming their withdrawal must submit formal notification using the forms available on the University's website. For all matters not expressly covered by this notice, reference should be made to current university regulations.

Contacts

Scuola di alta formazione–UNINT
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E-mail: formazione@unint.eu –
Website: altaformazione.unint.eu