



### Degree Structure

#	Activity Type	ECTS cr
<b>1.</b>	<b>General studies</b>	<b>25</b>
	Basic studies	14
	Elective studies	11
<b>2.</b>	<b>Professional studies</b>	<b>26</b>
	Basic studies	13
	Elective studies	13
<b>3.</b>	<b>Practice and Scientific Research</b>	<b>54</b>
<b>4.</b>	<b>Final Certification</b>	<b>15</b>
	<b>Total</b>	<b>120</b>

### Courses

#	Course Name	Period (semester)	ECTS cr
<b>General Basic Studies (14 ECTS cr)</b>			
1.	Modern philosophy and methodology of science	1	2
2.	English language	1, 2	4
3.	Mathematical foundation of information security	1	3
4.	Algorithmic foundation of multimedia technologies	3	2
5.	Java programming	1	3
<b>General Elective Studies (total 11 ECTS cr)</b>			
6.	Mobile programming	3	4
7.	Higher education pedagogy	2	2
8.	Integration of academic science and education	2	2
9.	Markup languages	1	3
10.	XML technologies	1	3
11.	Advanced methods of software development	2	2
12.	Advanced methods of software engineering	2	2
<b>Professional Basic Studies (26 ECTS cr)</b>			
13.	Information technology analysis	3	2
14.	Object-oriented CASE technologies	1	2
15.	Object databases	3	2
16.	Distributed object technologies	2	3
17.	Distributed and parallel programming	2, 3	4
<b>Professional Elective Studies (total 13 ECTS cr)</b>			
18.	Seminar on advanced technologies for computer games development	2, 3	4
19.	Artificial intelligence for games	1	2
20.	Computer animation and simulation	2	2
21.	Game platform development	3	3
22.	Platforms for game application development	3	3
23.	Social network game development	2	2
24.	Network games	2	2
<b>Practice and Scientific Research (54 ECTS cr)</b>			
25.	Research practice	4	18
26.	Scientific and industrial practice	2	6
27.	Teaching practice	3	3
28.	Research project	1, 2, 3	27
<b>Final Certification (15 ECTS cr)</b>			
29.	State examination	4	1,5
30.	Master's thesis and seminar	4	13,5