

Undergraduate programme - COMPUTER SCIENCE - study mode: part-time

Applicable to students admitted in the academic year 2025/26

	Course Name	code	hours		1st year		2nd year		3rd year		4th year		ECTS score
			lect.	class/lab	winter	spring	winter	spring	winter	spring	winter	spring	
1	Calculus	AM	16	16	EZ								5
2	Computer Techniques and Architecture	TAK	16	0	E								4
3	Foundations of Java Programming	PPJ	32	32	EZ								6
4	Introduction to Information Systems	WSI	16	16	EZ								5
5	Legal Foundations of Business	PPB	16int	0	Z								2
6	History and Culture of Japan	HKJ	16int	0	Z								2
7	English	ANG1	0	16	Z								3
8	Occupational Health and Safety	BHP	4	0	Z								0
9	Linear Algebra with Geometry	ALG	16	16		EZ							5
10	Introduction to Management	WDZ	16	16		Z							3
11	Operating Systems	SOP	16	16		Z							4
12	Object-oriented Programming and GUI	GUI	32	32		Z							4
13	English	ANG2	0	16		Z							3
14	Discrete Mathematics	MAD	16	16+16int			EZ						5
15	Relational Databases	RBD	16	16			EZ						5
16	Computer Networks and Network Programming in Java	SKJ	16	16			EZ						5
17	Fundamentals of Python Programming	PPY	16	16			Z						4
18	English	ANG3	0	16			Z						3
19	Computer Graphics	GRK	16	16				EZ					6
20	Database Systems	SBD	16	16				EZ					5
21	Universal Programming Techniques	UTP	16	16				Z					4
22	Algorithms and Data Structures	ASD	16+16int	16+16int				EZ					5
23	Statistical Data Analysis	SAD	16	16+16int				EZ					5
24	Foreign language	LEK4	0	16				Z					3
25	Digital Systems and Foundations of Electronics	SYC	16	16					Z				4
26	Artificial Intelligence Tools	NAI	16	16int					EZ				5
27	Information Systems Design	PRI	16	16					EZ				5
28	Human-Computer Interaction	ICK	16	16					Z				4
29	Information Systems Security	BSI	16	16					EZ				5
30	Foreign language	LEK5	0	16					Z				3
31	Software Engineering	BYT	16	16						EZ			5
32	IT Project Management	ZPR	16	16						EZ			4
33	Modeling and analysis of information systems	MAS	16	16						EZ			5
34	Multimedia	MUL	16	32						Z			5
35	Foreign language	LEK6	0	16						Z			3
36	Project 1	PRO1	16	32							Z		10
37	Specialization-specific course 1	/	16	32							EZ		5
38	Foreign language	LEK7	0	16							Z		3
39	Specialization-specific course 2	/	16	32								EZ	6
40	Project 2	PRO2	16	32								Z	13
41	Internship			160h								Z	5
42	Foreign language	LEK8	0	16								Z	3
Elective courses (6 required)													
E6	Database applications	APBD	16int	16						EZ			4
E6	Distributed programming technologies	TPO	16int	16						EZ			4
E7	Knowledge Engineering Methods*	MIW	16int	16							EZ		4
E7	Security testing of IT systems**	TBS	16int	16							EZ		4
E7	Content Management Systems*	CMS	16int	16							EZ		4
E7	Unreal Engine Programming and Advanced Techniques with C++	UEC	16int	16							EZ		4
E7	Basics of bioinformatics**	PBIO	16int	16							EZ		4
E8	Foundations of Computer Simulation***	PSM	16int	16								EZ	4
E8	Introduction to Quantum Computing***	WOK	16int	16								EZ	4
E8	Business process engineering****	IPB	16int	16								EZ	4
E8	Machine learning operations and system architectures****	ASI	16int	16								EZ	4
E8	Automata and Grammars****	AUG	16int	16								EZ	4
Specialization-specific courses													
S1	Internet Technologies (specialization codes: A)	TIN	16	32							EZ		5
S1	Participatory Game Design (specialization code: J)	PAPG	16	32							EZ		5
S1	Advanced Computer Networks (specialization codes: B, H)	ZSK	16	32							EZ		5
S1	Cyber Incident Analysis (specialization K)	AIC	16	32							EZ		5
S1	Machine Learning Foundations (specialization D)	PUM	16	32							EZ		5
S1	Intelligent Control Systems (specialization codes: F)	ISS	16	32							EZ		5
S1	Multimedia Projects Realization (specialization E)	RPM	16	32							EZ		5
S2	Database Administration (specialization codes: A, IO)	ABD	16	32								EZ	5
S2	Advanced Operating Systems (specialization codes: B, C)	ZSO	16	32								EZ	5
S2	Digital Forensics (specialization K)	KCY	16	32								EZ	5
S2	Machine Learning Deployment and AutoML (specialization D)	SUML	16	32								EZ	5
S2	Artificial Intelligence and Virtual Reality (specialization E)	SIWR	16	32								EZ	5
S2	Machine Vision (specialization codes: F)	WMA	16	32								EZ	5
S2	Unity - Design Patterns and Programming Practices (spec.: J)	UWP	16	32								EZ	5
S2	Mobile Programming (specialization codes: H)	PRM	16	32								EZ	5
Total ECTS required:													213

Elective courses marked with *, **, *** and **** respectively are mutually exclusive

E - exam

Z - graded credit