Załącznik nr 2b) do Uchwały Senatu nr 8/CXXI/2022 z dn. 27 września 2022r.

First-cycle studies

Professional title awarded to graduates Licencjat

Field of study: INFORMATION TECHNOLOGY (ENG)

LID-A-P/2022

Specialty: Programming

Education profile: Practical

Type of study: Full time

Students admitted in the academic year: 2022/2023

| No. | Course title | ECTS credits | | | | Number of hours | | | | | | | I Year | | | | | | | | | | | | | | | | | | II Year | | | | | | | | | | | | | | | | | | III Year | | | | | | | | | | | | | | | | | |
|---|---|---

Załącznik nr 2b) do Uchwały Senatu nr 8/CXXI/2022 z dn. 27 września 2022r.

First-cycle studies
Professional title awarded to graduates Licencjat
Field of study: INFORMATION TECHNOLOGY (ENG)
Specialty: Game Design and Development
Education profile: Practical
Type of study: Full time

LID-A-GDD/2022

Students admitted in the academic year: 2022/2023

No.	Course title	ECTS credits				Number of hours							I Year																		II Year															III Year														
													sem 1								sem 2								sem 3								sem 4								sem 5								sem 6							
		Total	Including			Total	Including						L	Conv	C	Lab	P	eL	ECTS	L	Conv	C	Lab	P	eL	ECTS	L	Conv	C	Lab	P	eL	ECTS	L	Conv	C	Lab	P	eL	ECTS	L	Conv	C	Lab	P	eL	ECTS	L	Conv	C	Lab	P	eL	ECTS	L	Conv	C	Lab	P	eL	ECTS
			DP	PP	DL		L	Conv	C	Lab	P	eL																																																								
	All-University Courses																																																																				
1	English language	8	6	0	0	120	0	0	0	120	0	0				60			4				60			4																																											
2	Proseminar	1	1	0	0	8	0	0	0	8	0	0																																																											
3	Foundamentals of Economics	2	1	0	1	25	15	0	10	0	0	0																							15		10				2																									
4	Law	2	1	0	1	25	15	0	10	0	0	0																							15		10				2																									
5	Personal Business Model	1	1	0	0	20	0	0	10	0	10	0																									10		10		1																									
6	Contemporary Information Culture	1	1	0	1	10	10	0	0	0	0	0	10						1																																																		
7	Health and Safety while studying	0	0	0	0	4	0	4	0	0	0	0		4					0																																																	
8	Health Education in Lifestyle Diseases	0	0	0	0	14	0	14	0	0	0	0									14						0																																							
9	Physical education	0	0	0	0	60	0	0	60	0	0	0										30					0								30					0																									
	Basic Courses																																																																			
10	Fundamentals of Mathematics	4	2	0	1	34	16	0	18	0	0	0	16		18				4																																																			
11	Mathematics	4	2	0	1	34	16	0	18	0	0	0								16		18				4																																									
12	Discrete Mathematics	6	2	0	1	50	20	0	30	0	0	0	20		30				6																																															
13	Fundamentals of Statistics	3	1	0	1	24	10	0	0	14	0	0								10			14			3																																							
14	Introduction to Electronics and Electrical Engineering	4	2	0	1	33	15	0	0	18	0	0																							15			18			4																									
15	Physics	4	1	0	1	30	15	0	0	15	0	0								15			15			4																																							
	Major-Related and Specialty Courses																																																																			
16	Algorithms and Data Structures	5	3	3	1	56	28	0	0	28	0	0								28			28			5																																							
17	Introduction to IT	3	2	1	1	28	14	0	0	14	0	0	14			14			3																																															
18	Introduction to Programming	5	3	4	1	54	20	0	0	20	14	0	20			20	14		5																																														
19	Programming	11	6	7	2	115	40	0	0	40	35	0								20			20	15		5	20			20	20		6																															
20	Software Engineering	5	3	4	1	60	22	0	0	24	14	0																													22			24	14		5																	
21	Computer System Architecture	5	3	3	1	60	30	0	0	30	0	0																													30			30			5																	
22	Operating Systems	5	3	3	1	50	24	0	0	16	10	0															24			16	10		5																														
23	Network Technologies (CCNA)	5	3	3	1	54	20	0	0	20	14	0	20			20	14		5																																													
24	Social and Occupational Problems of IT	1	1	0	1	25	0	10	0	0	0	15																10					15	1																													
25	Computer Graphics with HCI Elements	2	2	2	1	30	0	15	0	15	0	0																																																				
26	Databases	3	2	2	1	40	20	0	0	20	0	0																													20			20			3																	
27	Artificial Intelligence	4	2	0	1	30	10	0	0	20	0	0																																																				
28	Team Project	4	1	4	0	35	0	0	0	0	35	0																																																				
29	Elective Course 1	6	3	5	1	52	14	0	0	14	24	0															14				14	24	6																													
30	Elective Course 2	6	3	5	1	52	14	0	0	14	24	0																																																			
31	Preproduction	6	3	6	0	52	0	0	0	32	20	0																																																			
32	Game Engines and Programming Technologies	6	3	6	0	52	0	0	0	32	20	0																																																		
33	Physics in Games	6	3	6	0	52	0	0	0	32	20	0																																																		
34	Marketing and Business Aspects of Games	4	2	4	0	36	0	0	0	22	14	0																																																		
35	Creating Graphic Asets	3	2	3	0	28	0	0	0	28	0	0																									28				3																									
36	Levels Design	3	2	3	0	28	0	0	0	28	0	0																																																		
37	Animation and Motion Capture Techniques	3	2	3	0	28	0	0	0	28	0	0																																																		
38	Artificial Intelligence in Games	2	1	2	0	20	0	0	0	20	0	0																																																		
39	Diploma Seminar	10	2	10	0	30	0	0	30	0	0	0																																																		
40	Vocational Apprenticeship	32	32	32	0	960	0	0	960	0	0	0																																																		
	Total: Main block of courses	185	113	121	24	2518	388	43	186	672	254	15	100	4	48	114	28	0	28	89	14	48	137	15	0	29	103	10	60	96	64	15	30	72	0	0	142	34	0	35	24	15	15	113	64	0	29	0	0	15	70	49	0	34
						Number of hours per semester							294							303							348							248							231							134						

electives: 31.9%

DP Classes involving direct participation of academic teachers or other people conducting the class
PP Classes developing practical skills
DL Distance Learning

CISCO Authorised Training
Exam
Classes developing practical skills
project completed with a separate degree
eL Distance Learning
Online Classes

| | Additional compulsory classes for international students | | | | | | | | | | | | | | | | | | |

Załącznik nr 2b) do Uchwały Senatu nr 8/CXXI/2022 z dn. 27 września 2022r.

First-cycle studies
Professional title awarded to graduates Licencjat
Field of study: INFORMATION TECHNOLOGY (ENG)
Specialty: Computer Science
Education profile: Practical
Type of study: Full time

LID-A-CPS/2022

Students admitted in the academic year: 2022/2023

No.	Course title	ECTS credits				Number of hours							I Year																		II Year																		III Year																	
		Total	Including			Total	Including						sem 1							sem 2										sem 3							sem 4										sem 5										sem 6									
			DP	PP	DL		L	Conv	C	Lab	P	eL	L	Conv	C	Lab	P	eL	ECTS	L	Conv	C	Lab	P	eL	ECTS	L	Conv	C	Lab	P	eL	ECTS	L	Conv	C	Lab	P	eL	ECTS	L	Conv	C	Lab	P	eL	ECTS	L	Conv	C	Lab	P	eL	ECTS	L	Conv	C	Lab	P	eL	ECTS
	All-University Courses																																																																								
1	English language	8	6	0	0	120	0	0	0	120	0	0				60			4				60			4																																																		
2	Proseminar	1	1	0	0	8	0	0	0	8	0	0																																																																
3	Foundamentals of Economics	2	1	0	1	25	15	0	10	0	0	0																					15		10				2				8			1																										
4	Law	2	1	0	1	25	15	0	10	0	0	0																					15		10				2																																
5	Personal Business Model	1	1	0	0	20	0	0	10	0	10	0																							10			10			1																																
6	Contemporary Information Culture	1	1	0	1	10	10	0	0	0	0	0	10						1																																																										
7	Health and Safety while studying	0	0	0	0	4	0	4	0	0	0	0		4					0																																																								
8	Health Education in Lifestyle Diseases	0	0	0	0	14	0	14	0	0	0	0									14						0																																															
9	Physical education	0	0	0	0	60	0	0	60	0	0	0										30				0									30				0																																
	Basic Courses																																																																								
10	Fundamentals of Mathematics	4	2	0	1	34	16	0	18	0	0	0	16		18				4																																																									
11	Mathematics	4	2	0	1	34	16	0	18	0	0	0								16		18				4																																																
12	Discrete Mathematics	6	2	0	1	50	20	0	30	0	0	0	20		30				6																																																							
13	Fundamentals of Statistics	3	1	0	1	24	10	0	0	14	0	0								10			14			3																																														
14	Introduction to Electronics and Electrical Engineering	4	2	0	1	33	15	0	0	18	0	0																					15			18			4																																
15	Physics	4	1	0	1	30	15	0	0	15	0	0								15			15			4																																														
	Major-Related and Specialty Courses																																																																								
16	Algorithms and Data Structures	5	3	3	1	56	28	0	0	28	0	0								28			28			5																																														
17	Introduction to IT	3	2	1	1	28	14	0	0	14	0	0	14			14			3																																																							
18	Introduction to Programming	5	3	4	1	54	20	0	0	20	14	0	20			20	14		5																																																						
19	Programming	11	6	7	2	115	40	0	0	40	35	0								20			20	15		5	20			20	20		6																																											
20	Software Engineering	5	3	4	1	60	22	0	0	24	14	0																											22			24	14		5																												
21	Computer System Architecture	5	3	3	1	60	30	0	0	30	0	0																											30			30			5																												
22	Operating Systems	5	3	3	1	50	24	0	0	16	10	0																					24			16	10		5																												
23	Network Technologies (CCNA)	5	3	3	1	54	20	0	0	20	14	0	20			20	14		5																																																		
24	Social and Occupational Problems of IT	1	1	0	1	25	0	10	0	0	0	15																10					15	1																																		
25	Computer Graphics with HCI Elements	2	2	2	1	30	0	15	0	15	0	0																																																												
26	Databases	3	2	2	1	40	20	0	0	20	0	0																											20			20			3																												
27	Artificial Intelligence	4	2	0	1	30	10	0	0	20	0	0																																																											
28	Team Project	4	1	4	0	35	0	0	0	0	35	0																																																											
29	Elective Course 1	6	3	5	1	52	14	0	0	14	24	0																					14			14	24		6																												
30	Elective Course 2	7	3	7	0	56	0	0	0	32	24	0																																																										
31	Elective Course 3	6	3	5	1	52	14	0	0	14	24	0																																																									
32	Elective Course 4	7	3	7	0	56	0	0	0	32	24	0																																																								
33	Elective Course 5	7	3	7	0	56	0	0	0	32	24	0																																																								
34	Elective Course 6	7	3	7	0	56	0	0	0	32	24	0																																																								
35	Diploma Seminar	10	2	10	0	30	0	0	30	0	0	0																																																								
36	Vocational Apprenticeship	32	32	32	0	960	0	0	960	0	0	0										120				4										360				12																												
	Total: Main block of courses	180	107	116	24	2446	388	43	186	578	276	15	100	4	48	114	28	0	28	89	14	48	137	15	0	29	103	10	60	68	64	15	27	72	0	0	114	38	0	33	24	15	15	113	72	0	31	0	0	15	32	59	0	32
							Number of hours per semester						294							303							320							224							239							106						

electives: 30.0%

DP Classes involving direct participation of academic teachers or other people conducting the class
PP Classes developing practical skills
DL Distance Learning

CISCO Authorised Training
Exam
Classes developing practical skills
project completed with a separate degree
eL Distance Learning
Online Classes

| | Additional compulsory classes for international students | | | | | | | | | | | | | | | | | | |