

First-cycle studies

Professional title awarded to graduates: licencjat

Field of study: INFORMATION TECHNOLOGY

Specialty: COMPUTER SCIENCE

study in English

Education profile: Practical

Students admitted in the academic year 2023/2024

Type of study:

Full time

List of courses to complete within the course of studies:

No.	Course title
	All-University Courses
1	English language
2	Academic writing skills
3	Foundamentals of Economics
4	Law
5	Personal Business Model
6	Digital Safety and Awarness
7	Health and Safety while studying
8	Health Education in Lifestyle Diseases
9	Physical education
	Basic Courses
10	Fundamentals of Mathematics
11	Mathematics
12	Discrete Mathematics
13	Fundamentals of Statistics
14	Introduction to Electronics and Electrical Engineering
15	Physics
	Major-Related and Specialty Courses
16	Algorithms and Data Structures
17	Introduction to IT
18	Introduction to Programming
19	Programming
20	Software Engineering
21	Computer System Architecture
22	Operating Systems
23	Network Technologies (CCNA)
24	Social and Occupational Problems of IT
25	Computer Graphics with HCI Elements



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26	Databases
27	Artificial Intelligence
28	Programming Project
29	Team Project
30	Elective Course 1
31	Elective Course 2
32	Elective Course 3
33	Elective Course 4
34	Elective Course 5
35	Elective Course 6
36	Diploma Seminar
37	Vocational Apprenticeship
38	Polish Language (additional compulsory classes for international students)
No.	Electives 1 (1 of 2)
1	Operational Research
2	Cybersecurity Essentials
No.	Electives 2 (1 of 2)
1	DevNet Technologies
2	Programming languages 1
No.	Electives 3 (1 of 2)
1	Elements of Automation and Robotics
2	Cloud Technologies
No.	·
NO.	Electives 4 i 5 (2 of 4)
1	LAN and WLAN Operation
	LAN and WLAN Operation Internet of Things
1	LAN and WLAN Operation Internet of Things Game Engines and Programming Technologies
1 2	LAN and WLAN Operation Internet of Things
1 2 3 4	LAN and WLAN Operation Internet of Things Game Engines and Programming Technologies CASE Tools Methodology
1 2 3	LAN and WLAN Operation Internet of Things Game Engines and Programming Technologies CASE Tools Methodology Electives 6 (1 of 2)
1 2 3 4	LAN and WLAN Operation Internet of Things Game Engines and Programming Technologies CASE Tools Methodology