Faculty of Applied Information Technology
field of study: INFORMATION TECHNOLOGY (ENG)
specialty: Digital Animation
level: first-cycle studies
professional title awarded to graduates: licencjat
education profile: practical
type of study: full-time

UNIVERSITY of INFORMATION TECHNOLOGY and MANAGEMENT in Rzeszow, POLAND

IN.LSA.DIA.2026_Z

Students admitted in the academic year: 2026/2027

No.	Course title	Form of credit	Level	ECTS	ECTS PP	Number of hours: Total	Including: L	S	W	Lab	P	eL	I Year: sem 1: L	S	W	Lab	P	eL	ECTS	sem 2: L	S	W	Lab	P	eL	ECTS	II Year: sem 3: L	S	W	Lab	P	eL	ECTS	sem 4: L	S	W	Lab	P	eL	ECTS	III Year: sem 5: L	S	W	Lab	P	eL	ECTS	sem 6: L	S	W	Lab	P	eL	ECTS
	All-University Courses																																																			
1	English for Specific Purposes	GC, Ex	-	8	0	120	0	0	0	120	0	0				60			4				60			4																											
2	Digital Safety and Awarness	C	-	1	0	10	10	0	0	0	0	0	10						1																																		
3	Fundamentals of Economics	C	-	1	0	20	0	20	0	0	0	0															20						1																			
4	Personal Business Model	C	-	1	0	20	0	0	10	0	10	0																10			10		1																			
5	Protection of Intellectual Property	C		1	0	8	8	0	0	0	0	0								8						1																											
6	Academic Writing Skills	C	-	1	0	8	0	0	0	8	0	0																									8			1													
7	Health and Safety while Studying	C	-	0	0	4	4	0	0	0	0	0	4						0																																		
8	Civilization Challenges	C	-	1	0	20	20	0	0	0	0	0																						20						1												
9	Physical Education	C	-	0	0	60	0	0	60	0	0	0										30				0			30				0																			
	Basic Courses																																																			
10	Fundamentals of Mathematics with Elements of Linear Algebra	Ex	-	5	0	44	20	0	24	0	0	0	20		24				5																																		
11	Discrete Mathematics	Ex	-	6	0	52	22	0	30	0	0	0								22		30				6																											
12	Mathematical Analysis	Ex	-	4	0	32	16	0	16	0	0	0								16		16				4																											
13	Fundamentals of Statistics	GC	-	2	0	16	0	0	0	16	0	0																		16			2																			
14	Introduction to Electronics and Electrical Engineering	GC	3	3	0	38	0	0	0	18	0	20																		18		20	3																		
15	Physics	Ex	-	4	0	30	16	0	0	14	0	0								16			14			4																											
16	Law	Ex	-	1	0	20	0	20	0	0	0	0									20					1																											
	Major-Related and Specialty Courses																																																		
17	Algorithms and Data Structures	Ex	4	5	3	50	26	0	0	24	0	0								26			24			5																											
18	Introduction to IT	Ex	3	3	2	28	14	0	0	14	0	0	14			14			3																																		
19	Introduction to Programming	Ex	3	4	3	46	20	0	0	26	0	0	20			26			4																																		
20	Programming	Ex	4	4	3	42	0	22	0	20	0	0									22		20			4																											
21	Object-Oriented Programming	Ex	4	4	3	40	0	20	0	20	0	0															20		20			4																			
22	Software Engineering	Ex	5	4	2	46	22	0	0	24	0	0																																						22			24			4
23	Computer System Architecture	Ex	4	5	3	54	26	0	0	28	0	0																						26			28			5											
24	Operating Systems	Ex	3	4	2	40	24	0	0	16	0	0															24			16			4																			
25	Network Technologies (CCNA)	Ex	3	7	4	62	22	0	0	20	20	0	22			20	20		7																																		
26	Social and Occupational Problems of IT	Ex	-	2	0	27	0	12	0	0	0	15		12				15	2																																		
27	Computer Graphics	Ex	-	2	1	30	0	16	0	14	0	0									16		14			2																											
28	Databases	Ex	3	4	2	40	20	0	0	20	0	0															20			20			4																			
29	Introduction to Artificial Intelligence	Ex	4	3	2	32	12	0	0	20	0	0																						12			20			3											
30	Human-Computer Communication	GC	4	3	0	30	0	0	0	0	20	10																																						20	10	3
31	Cybersecurity Essentials	GC	3	4	4	40	0	0	0	20	20	0																		20	20		4																		
32	Composition and Visual Narrative	GC	-	5	5	50	0	0	0	20	30	0																		20	30		5																		
33	2D Animation	GC	-	4	4	44	0	0	0	14	30	0																									14	30		4											
34	Game Engines and Programming Technologies	GC	4	6	6	60	0	0	0	30	30	0																									30	30		6											
35	Creating Graphic Assets	GC	-	5	5	50	0	0	0	30	20	0																																	30	20		5					
36	3D Modelling	GC	-	4	4	40	0	0	0	20	20	0																																	20	20		4					
37	3D Animation and Motion Capture Techniques	GC	-	5	5	46	0	0	0	26	20	0																																	26	20		5					
38	Artificial Intelligence in Multimedia Production	GC	-	5	5	50	0	0	0	30	20	0																																	30	20		5					
39	Team Project	GC	3	4	4	40	0	0	0	0	40	0																																						40			4
40	Diploma Seminar	GC	-	10	8	60	0	0	60	0	0	0																																	30				5			30			5
41	Vocational Apprenticeship part 1 (3 months)	GC	-	18	18	480	0	0	480	0	0	0																									480						18									
42	Vocational Apprenticeship part 2 (3 months)	GC	-	18	18	480	0	0	480	0	0	0																																						480				18
			Total	181	116	2509	302	110	200	612	280	45	90	12	24	120	20	15	26	88	58	76	132	0	0	31	44	40	40	130	60	20	28	58	0	0	100	60	0	38	0	0	30	106	80	0	24	22	0	30	24	60	10	34
							Number of hours per semester excluding Vocational Apprenticeship						281							354							334							218							216							146						

% ECTS electives	66	36%
ECTS credits to obtain within humanities or social sciences	5	
classes involving direct participation of academic teachers end students		
number of classes	2406	
ECTS	96	53%
% ECTS for classes developing practical skills	116	64%

LEGEND:

C	Credit
GC	Graded Credit
Ex	Exam
L	Lecture
S	Seminar
W	Workshops
Lab	Laboratory / Foreign Language Workshops
P	Project
eL	e-learning (Distance Learning)

MARKINGS:

- CISCO, AWS Authorised Training
- Exam
- Project conducted according to the Project-Based Learning model
- Classes developing practical skills