1.	**Field of study**	**Computer Science**
2.	Faculty	Faculty of Science and Technology
3.	Academic year of entry	2019/2020 (winter term), 2019/2020 (summer term), 2020/2021 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	general academic
6.	Mode of study	part-time
7.	ISCED code	0719 (Engineering and engineering trades, not elsewhere classified)
8.	Connection between the field of study and university development strategy, including the university mission	
9.	Number of semesters	3
10.	Degree	magister (Master's Degree)
11.	Specializations	Computer Graphics and Visualization Intelligent Information Systems Internet Engineering Software Quality Engineering
12.	The semester from which the specializations starts	2
13.	Percentage share of scientific or artistic disciplines in education (along with the indication of the leading discipline)	• *[leading discipline]* information and communication technology (engineering and technology): 100%
14.	Percentage of the ECTS credits for each of the scientific or artistic disciplines to which the learning outcomes are related to the total number of ECTS credits (along with the indication of the leading discipline)	Computer Graphics and Visualization: • *[leading discipline]* information and communication technology (engineering and technology): 100% Intelligent Information Systems: • *[leading discipline]* information and communication technology (engineering and technology): 100% Internet Engineering: • *[leading discipline]* information and communication technology (engineering and technology): 100% Software Quality Engineering: • *[leading discipline]* information and communication technology (engineering and technology): 100%
15.	Number of ECTS credits required to achieve the qualification equivalent to the level of study	Computer Graphics and Visualization: 90, Intelligent Information Systems: 90, Internet Engineering: 90, Software Quality Engineering: 90
16.	Percentage of the ECTS credits for optional modules in relation to the total number of ECTS credits	Computer Graphics and Visualization: 55%, Intelligent Information Systems: 55%, Internet Engineering: 55%, Software Quality Engineering: 55%

17.	Total number of ECTS credits that a student must obtain in the modules taught	Computer Graphics and Visualization: 45, Intelligent Information Systems: 45, Internet Engineering: 45, Software Quality Engineering: 45
18.	Number of ECTS credits that a student must obtain in modules assigned to disciplines within the humanities or social sciences (not less than 5 ECTS) - in the case of fields of study assigned to disciplines within the fields other than, respectively, humanities or social sciences	Computer Graphics and Visualization: 8, Intelligent Information Systems: 8, Internet Engineering: 8, Software Quality Engineering: 8
19.	Graduation requirements for a particular specialization	Computer Graphics and Visualization Intelligent Information Systems Internet Engineering Software Quality Engineering
20.	Organization of the process of obtaining a degree	
21.	Internships (hours and conditions) in the case of practical programmes and in general university programme - if such requires internship	
22.	Total number of ECTS credits that a student must obtain in internships	Computer Graphics and Visualization: 0, Intelligent Information Systems: 0, Internet Engineering: 0, Software Quality Engineering: 0

23.	Number of ECTS credits - higher than 50% of the total number of credits - that a student must obtain: • in general university programmes within a module connected with research carried out in the scientific or artistic disciplines to develop his/her knowledge and research skills; • in practical programmes within a module to develop practical skills	Computer Graphics and Visualization: 82, Intelligent Information Systems: 82, Internet Engineering: 82, Software Quality Engineering: 82
24.	General description of the programme	
25.	General description of the specialization	Computer Graphics and Visualization Intelligent Information Systems Internet Engineering Software Quality Engineering