

Vilnius University



INFORMATICS

Programme type	Master's studies (university)
Field of study	Informatics
Study area	Computing
Degree	Master of Computing
Duration	2 years
Workload	120
Language of instruction	English
Location	Vilnius, Lithuania
Starting date	1 st of September
Tuition fee EU students	3236 EUR/per year
Tuition fee Non-EU students	4000 EUR/ per year

PROGRAMME DESCRIPTION

• The objective

The aim of *Informatics* study programme is to prepare highly qualified IT specialists, able to carry out independent research work, continue Doctoral studies in Lithuanian and foreign universities as well as capable of developing software development and maintenance projects and successfully compete for IT jobs both in Lithuanian and foreign companies.

• Career opportunities

A graduate can work as an analyst, designer and programmer, and after getting more experience as a team leader and project manager in the private or public sectors or manage maintenance of system software and applications.

• Access to further studies

Graduate of Informatics programme can continue research at Doctoral degree programmes of Computer Science, Software Engineering, Information Systems, and Information Technology.

KEY LEARNING OUTCOMES

After completion of *Informatics* study programme, a graduate acquire sufficient knowledge in the field, is able to understand the processes of computerized application area and create their informational models, acquire professional competence for performing complex works of computer systems' development. *Informatics* graduates are able to work as analysts, designers and programmers in large projects, to master new methods and technologies independently and apply them in practice.

COURSE INFORMATION

The programme has the following structure:

Course Type	1st Semester	2nd Semester	3rd Semester	4th Semester
Compulsory Courses	Artificial Neural Networks (10 ECTS)	Modelling and Verification of Software-based Systems (10 ECTS)	Professional Practice (15 ECTS)	Master's Thesis (30 ECTS)
	Data Mining (5 ECTS)	Software Engineering (5 ECTS)	Research Work (10 ECTS)	
	Research Work (5 ECTS)	Research Work (5 ECTS)		
Elective Courses	Intellectual Systems (5 ECTS)	Visualization of Multidimensional Data (5 ECTS)	Graphics and Visualization (5 ECTS)	
	Heuristic Algorithms for NP-complete Problems (5 ECTS)	Advanced Topics in Coding Theory (5 ECTS)	Software Systems Architecture (5 ECTS)	
	Methods of Cryptography (5 ECTS)	IT Projects Management (5 ECTS)	Programming in Cloud Computing (5 ECTS)	
	Object Databases (5 ECTS)	Human Computer Interaction Design (5 ECTS)		
		Randomized Algorithms (5 ECTS)		
		Software Engineering Methods and Tools (5 ECTS)		
		Object Technologies (5 ECTS)		

GRADUATION REQUIREMENTS

In order to earn Master's degree, candidates must successfully pass the exams and defend Master's Thesis.

EXAMINATION AND ASSESSMENT REGULATIONS

The main form of assessment is an examination. Every course unit is concluded with either a written or writtenoral examination or pass/fail assessment. Student's knowledge and general performance during the examination are assessed by using the grading scale from 1 (very poor) to 10 (excellent).

APPLICATION AND SELECTION REQUIREMENTS

At least first level studies leading with bachelor diploma are required. The general criterion for admission is to pass entry exam covering main topics of Informatics bachelor degree study program.

Academic contact

Admission contact

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