Interdisciplinary University Study Programme in Computer Science and Mathematics

Years 1 and 2 are the same for all students. In Year 3, there are three mandatory courses, a general elective course, a module open to selection and a diploma seminar.

Specialised elective courses:
- General Topology
- Algebraic Curves
- Introduction to Geometric Topology
- Affine and Projective Geometry
- Coding Theory and Cryptography
- Financial Mathematics 1
- Game Theory
- Mathematical Modelling
- Numerical Methods 2

Module: Informatics
- Information Systems Development
- Data Management Technologies
- Electronic Business

Module: Informatics
- Data Business

Module: Informatics
- Multimedia Systems
- Platform-based Development

Module: Media Technologies
- Computer Graphics and Game Technology

Module: Artificial Intelligence
- Intelligent Systems
- Machine Perception
- Introduction to Data Mining

Module: Computer Systems and Networks
- Distributed Systems
- Computer Networks Modelling
- Computer Networks and Modelling

Module: Software
- Software Development Processes
- System Software
- Analysis of Algorithms and Heuristic Problem Solving

Module: Software
- Analysis of Software Systems