

## INTERNATIONAL SEMESTERS

Academic year 2024-2025

# School of ICT

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International semester in Embedded Systems is available only autumn or full academic year.

## Autumn semester 2024

| Embedded Systems * (needs to be taken as a whole) |             |              |  |
|---|-------------|--------------|--|
| Course name + link to study guide                 | Course code | ECTS credits | Prerequisites / quota of students / weekly schedule etc. |
| <a href="#">Sensors and signal conditioning</a>   | 5051229     | 5            |  |
| <a href="#">Electronics</a>                       | 5051225     | 5            |  |
| <a href="#">VHDL</a>                              | 5051158     | 5            |  |
| <a href="#">Innovation Project</a>                | TE00BL66    | 10           |  |
| <a href="#">Cryptology</a>                        | 5051156     | 5            |  |
| <b>Total</b>                                      |             | <b>30</b>    |  |

\*Prerequisites: Fundamental skills in Mathematics, Computer architecture and Programming. The semester courses are mainly 3rd year ICT engineering (B.Eng.) courses. It is possible to join the semester only for the autumn part, or for full academic year. ECS network students / double degree students have priority to join the semester.

| Game Development * (needs to be taken as a whole)                                      |                        |              |  |
|--|------------------------|--------------|--|
| Course name + link to study guide  | Course code            | ECTS credits | Prerequisites / quota of students / weekly schedule etc. |
| <a href="#">Game Development Essentials</a>  | 5051259                | 5            |  |
| <a href="#">Object-oriented Programming</a>  | 5051125                | 5            |  |
| <a href="#">Intro to Game Development Tools</a>  | 5051234                | 5            |  |
| <a href="#">Gamification and Serious Games</a>   | 5051235                | 5            |  |
| <a href="#">Game Mathematics and Algorithms</a> or<br><a href="#">2D Game Graphics</a> | 5051236 or<br>TE00BL90 | 5 or 5       |  |
| <a href="#">Game Physics and Algorithms</a> or<br><a href="#">3D Game Graphics</a>     | 5051233 or<br>TE00BL91 | 5 or 5       |  |
| <b>Total</b>   |                        | <b>30</b>    |  |

\*Prerequisites: Fundamental skills in Mathematics, Computer Science, Programming and/or Graphical Design (2D/3D). The semester courses are mainly 3rd year ICT engineering (B.Eng.) courses.

(\* Choose either Game Mathematics and Algorithms and Game Physics and Algorithms or 2D Game Graphics and 3D Game Graphics

| <b>ICT Projects and Cybersecurity * (needs to be taken as a whole)</b> |                    |                     |   |
|--|--------------------|---------------------|---|
| <b>Course name + link to study guide</b>                               | <b>Course code</b> | <b>ECTS credits</b> | <b>Prerequisites / quota of students / weekly schedule etc.</b> |
| <a href="#">Innovation Project</a>                                     | TE00BL66           | 10                  | max 5 students  |
| <a href="#">Cryptology</a>   | 5051156            | 5                   | max 5 students  |
| <a href="#">Information Security Risk Management</a>                   | 3011369            | 5                   | max 5 students  |
| <a href="#">Operational Security</a>                                   | 5051245            | 5                   | max 5 students  |
| <a href="#">Wireless Communications Systems</a>                        | TT00CD89           | 5                   | max 5 students  |
| <b>Total</b>   |                    | <b>25</b>           |   |

## Spring semester 2025 (January - end of April)

| <b>Embedded Systems * (needs to be taken as a whole)</b> |                    |                     |   |
|--|--------------------|---------------------|---|
| <b>Course name + link to study guide</b>                 | <b>Course code</b> | <b>ECTS credits</b> | <b>Prerequisites / quota of students / weekly schedule etc.</b> |
| <a href="#">Embedded Linux</a>                           | 5051227            | 15                  |   |
| <a href="#">IoT Essentials</a>                           | 5051224            | 5                   |   |
| <a href="#">IoT Big Data and Analytics</a>               | 5000BL72           | 5                   |   |
| <a href="#">IoT Security</a>                             | TT00BO24           | 5                   |   |
| <b>Total</b>   |                    | <b>30</b>           |   |

\*Prerequisites: Fundamental skills in Mathematics, Computer architecture and Programming. The semester courses are mainly 3rd year ICT engineering (B.Eng.) courses. It is possible to join the semester only for the autumn part, or for full academic year. ECS network students / double degree students have priority to join the semester.

| <b>Game Development * (needs to be taken as a whole)</b>                              |                     |                     |   |
|---|---------------------|---------------------|---|
| <b>Course name + link to study guide</b>  | <b>Course code</b>  | <b>ECTS credits</b> | <b>Prerequisites / quota of students / weekly schedule etc.</b> |
| <a href="#">Advanced UX and UI Technologies</a>                                       | 5051238             | 5                   |   |
| <a href="#">Serious Games Project</a>   | 5051239             | 10                  |   |
| <a href="#">Innovation Project</a>  | TE00BL66            | 10                  |   |
| <a href="#">3D Modelling</a> or<br><a href="#">Project Course in Game Development</a> | TE00BG30<br>5051237 | 5 or 5              |   |
| <b>Total</b>  |                     | <b>30</b>           |   |

\*Prerequisites: Fundamental skills in Mathematics, Computer Science, Programming and/or Graphical Design (2D/3D). The semester courses are mainly 3rd year ICT engineering (B.Eng.) courses.

Choose either 3D Modelling or [Project Course in Game Development](#)

| ICT Projects and Cybersecurity * (needs to be taken as a whole) |             |              |  |
|---|-------------|--------------|--|
| Course name + link to study guide                               | Course code | ECTS credits | Prerequisites / quota of students / weekly schedule etc. |
| <a href="#">Routing, Switching and Wireless Essentials</a>      | TE00BU42    | 5            | max 5 students   |
| <a href="#">Network Security</a>                                | TE00BL63    | 5            | max 5 students   |
| <a href="#">Enterprise Networking, Security and Automation</a>  | TE00BU43    | 5            | max 5 students   |
| <a href="#">Information Security Testing and Assessment</a>     | 5051244     | 5            | max 5 students   |
| <a href="#">Cybersecurity Situational Awareness</a>             | TE00BZ70    | 5            | max 5 students   |
| <a href="#">Advanced Information Security Risk Management</a>   | TE00CP91    | 5            | max 5 students   |
| <b>Total</b>  |             | <b>30</b>    |  |

\*Prerequisites: Fundamental skills in Office applications, Programming and Operating systems. The semester courses are mainly 3rd year Business ICT (B.BA.) courses.