Faculty of Applied Information Technology
field of study: INFORMATION TECHNOLOGY (ENG)
specialty: Computer Science
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.CPS.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 Awareness	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	Programming Project	GC	4	5	5	50	0	0	0	0	50	0																				50		5																	
31	Human-Computer Communication	GC	4	3	0	30	0	0	0	0	20	10																																						20	10	3
32	Cybersecurity Essentials	GC	3	4	4	40	0	0	0	20	20	0																		20	20		4																		
33	Game Engines and Programming Technologies	GC	4	4	4	40	0	0	0	20	20	0																																									
34	Marketing and Business Aspects of Games	GC	4	4	4	44	0	0	0	24	20	0																																									
35	DevNet Technologies	GC	4	7	7	60	0	0	0	30	30	0																																									
36	Cloud Technologies	GC	4	7	7	60	0	0	0	30	30	0																																									
37	Advanced Network Technologies	GC	5	7	7	60	0	0	0	30	30	0																																									
38	Team Project	GC	3	4	4	40	0	0	0	0	40	0																																									
39	Diploma Seminar	GC	-	10	8	60	0	0	60	0	0	0																																									
40	Vocational Apprenticeship part 1 (3 months)	GC	-	18	18	480	0	0	480	0	0	0																																									
41	Vocational Apprenticeship part 2 (3 months)	GC	-	18	18	480	0	0	480	0	0	0																																									
			Total	181	116	2483	302	110	200	576	290	45	90	12	24	120	20	15	26	88	58	76	132	0	0	31	44	40	40	110	80	20	28	58	0	0	86	30	0	35	0	0	30	80	120	0	27	22	0	30	48	40	10	34
							Number of hours per semester excluding Vocational Apprenticeship						281							354							334							174							230							150						

ECTS obtained through elective courses	61	34%
ECTS obtained through courses in the humanities or social sciences	5	
classes involving direct participation of academic staff or other instructors		
number of classes	2380	
ECTS	95	53%
ECTS credits awarded for practical skills-oriented courses	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