

Bachelor's Degree Program

APPLIED COMPUTER SCIENCE IN ARTS AND HUMANITIES

Augmented and virtual reality, 3D modeling and 3D sculpting, UI / UX design, video editing, motion and print design, mobile app development and programming are the technologies demanded everywhere.

However, technical skills alone are not enough to create any type of media (games, movies, blogs, websites, ads, mobile apps). High-quality content comes to the fore: texts, images, animation, scripts.

Art history, world cultural heritage, visual psychology, interactive media directing and other disciplines of the humanities integrated into the curriculum of the direction allow graduates to become creators of useful and sought-after media products in a wide variety of professional fields.

Program length: 4 years

Starting date: September 1

Language of instruction: Russian language

Tuition fee per year: 170,622 roubles

Program Leader: Alexander Usachev



Cand.Sc. (Engineering), Acting Head of the Department of Information Technologies in Creative and Cultural Industries, School of Humanities

Prerequisites:

Only persons with an appropriate level of education, confirmed by a document on secondary education or a document on secondary vocational education and qualifications, are enrolled to the bachelor's program.

Skills/ objectives:

- Ability to create any kind of media (games, movies, blogs, websites, advertising, mobile applications) using augmented and virtual reality technologies, 3D modeling and 3D sculpting, UI / UX design.
- Ability to be creative and to make scripts for digital products: games, films, applications.

Contacts:

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CURRICULUM

- Foreign Language
- History
- Philosophy
- Economic Theory
- Safety of Vital Activity
- Physical Education and sport
- Ecology
- Concepts of Modern Natural Science
- Mathematics
- Discrete Mathematics
- Theory of Probability and Mathematical Statistics
- Systems Theory and Systematic analysis

- Operational Systems
- Software Engineering
- Information Systems and Technologies
- Information Systems Design
- Project Workshop
- Databases
- Information Security
- Computer Science and Programming
- Theory and Practice of Effective Speech Communication
- History of Art
- Computer Graphics

- Digital Audio and Video Creation and Processing
- Augmented and Virtual Reality Technologies: AR and VR
- Graphic Design & Infographics / Adobe InDesign
- 3D Modeling / Autodesk 3ds Max
- Development of Mobile Applications
- Motion Design
- Computer Analysis of Text
- Information Ethics and Digital Law
- Digital Photography & Professional Photo Editing / Adobe Photoshop
- Social Media Marketing
- Directing of Interactive Media
- Applied PE and Sports
- 3D sculpting / Pixologic ZBrush
- Development of Computer Games
- Web Analytics / Yandex.Metrica, Google Analytics
- Project Management and Time Management
- Ethics
- Web Design
- Expert Systems
- Culturology

- History of Siberia
- World Cultural Heritage
- Anthropology
- Art Theory: composition, shape, colour
- Logics
- Psychology of Visual Perception
- Fundamentals of Interpersonal Communication
- Special Historical Disciplines
- Archeology
- Basics of Research Work
- Innovative Management
- Introduction to the Specialty
- Humanitarian Computer Science
- Printing design and layout / Adobe Illustrator
- UI / UX design

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