

"Prof. Dr. Assen Zlatarov" University - Burgas

Approved!
Rector



(Prof. M. Mitkova)

Higher Education Curriculum for the studies of Artificial Intelligence and Virtual Reality and the acquisition of the academic degree of Master of Science

Higher education area: 5. Technical Sciences
Professional filed: 5.3 Communication and computer technics
Professional qualification: Master Engineer
3 semesters after Bachelor degree in 5.3.Communication and computer technics

Duration: 2 years
Form of education: Full-time

Accepted at FS on _____ Protocol № _____
Accepted at AC on _____ Protocol № _____

I. TIMETABLE

Year	Curricular activity	Exam sessions	Practice:			State exam	Holidays	Total
			Studies	Studies in Industry	Specialization			
			weeks	weeks	weeks			
I.	30	11				11	52	
II.	15	5			2	18	44	
III.								

II. CURRICULUM PARAMETERS

1. Curricular activity, hrs.	(C)	825	%
Lectures	(L)	435	52.7
Seminar classes	(S)	75	9.1
Practical classes	(P)	315	38.2
Physical Education and Sports		0	hours

Practice	count	hours
Studies (st)	0	0
Studies in Industry (si)	0	0
Specialization (sp)	1	60

2. Subjects	count	hours	%
Compulsory (c)	13	690	80.7
Selectable (s)	3	135	15.8
Facultative (f)	1	30	3.5

Extracurricular activity, hrs. (E) 1875 hrs.

Curricular/Extracurricular ratio (C/E) = 44.0 %

	count	hours
Course projects (cp)	1	30
Course works (cw)	0	0

3. **Assessment (AM):** Exams (e) 11 | In-class assessment (i) 7 | Participation signature (p) 0
4. **Form of graduation:** Master Thesis
5. **Schedule of Classes:** Approved annually by the Academic Council.

III. PLAN

First semester													
№	Subject	Type	L		S		P		C	E	C/E	AM	Credits
			hrs.	type	hrs.	type	hrs.	hrs.	hrs.	hrs.	%		
1.	Programming with Microsoft .NET Framework	c	30	cp	15		15	60	90	66.7	e	5	
2.	Internet Databases	c	30				30	60	90	66.7	e	5	
3.	UNIX/LINUX	c	30				30	60	90	66.7	i	5	
4.	Selectable subject from List 2	s	30				15	45	75	60.0	i	4	
5.	Software Technologies	c	15				30	45	75	60.0	e	4	
6.	3D Design	c	30				15	45	75	60.0	e	4	
7.	Selectable subject from List 1	s	30				15	45	45	100.0	i	3	
8.													
9.													
10.													
Total:			195		15		150	360	540	66.7		30	

Second semester													
№	Subject	Type	L		S		P		C	E	C/E	AM	Credits
			hrs.	type	hrs.	type	hrs.	hrs.	hrs.	hrs.	%		
1.	Fuzzy Sets	c	30				15	45	45	100.0	e	3	
2.	Network Administration	c	30				30	60	90	66.7	e	5	
3.	Augmented Reality	c	30				15	45	45	100.0	i	3	
4.	Selectable subject from List 3	s	30				15	45	45	100.0	e	3	
5.	Neural Networks	c	30				30	60	90	66.7	i	5	
6.	Computer Vision	c	30				15	45	45	100.0	e	3	
7.	Systems with Intelligent Behaviour	c	30				15	45	45	100.0	e	3	
8.	Virtual Reality	c	30				30	60	90	66.7	i	5	
9.													
10.													
Total:			240				165	405	495	81.8		30	

Third semester													
№	Subject	Type	L		S		P		C	E	C/E	AM	Credits
			hrs.	type	hrs.	type	hrs.	hrs.	hrs.	hrs.	%		
1.	Pre-Thesis Practice	c		sp	60			60	390	15.4	e	15	
2.	Facultative subject from List 4	f									i		
3.													
4.													
5.													
6.													
7.													
8.													
9.													
10.	Master Thesis								450		e	15	
Total:					60			60	840	7.1		30	

Lists of selectable and facultative subjects

List 1	
1.	Data Management
2.	Algorithms for data mining
3.	
4.	
5.	

List 2	
1.	Data mining software
2.	Intelligent agents
3.	
4.	
5.	

List 3	
1.	Business information systems
2.	Java-based technologies
3.	
4.	
5.	

List 4	
1.	Publishing system TEX
2.	
3.	
4.	
5.	

Note 1. The facultative subject from List 4 is being studied with a schedule of 30 hours as 2 credits are awarded. The total workload of 30 hours for a discipline is outside the maximum work schedule for acquiring a professional qualification. The training in the discipline ends with an in-class assessment.

Accepted at FS Protocol №
Accepted at FS Protocol №

Accepted at AC Protocol №
Accepted at AC Protocol №

16/28.07.2020