APPROVED
Mykolas Romeris University
Senate 2019 m. sausio d.
No. 1SN-

DESCRIPTION OF DEGREE PROGRAMME (admission year: 2019-2020)

1.

Title of the degree programme	National Code
Informatics and Visual Contents Master`s Degree Programme (Specialization - Informatics and visual Contents), Full-time study	6281BX001

2.

Official name of the awarding institution(s)	Language of instruction
Mykolas Romeris University	English

3.

Kind of study	Cycle of studies	Level of qualification
University studies	II cycle	VII level

4.

Mode of study and length of programme in years	Length of the degree programme in ECTS credits	Student's workload	Contact work hours	Independent work hours
Full-time study 2 years	120	3240	1184	2056

5.

Group of Study Fields	Field of the programme
Computer Sciences	Informatics

6.

Degree and/or qualification awarded
Master of Informatics (MRU)/Master of Science (DSU)

7.

Programme Director	Contact information
Prof. Dr. Tadas Limba	Faculty of Economics and Business, Ateities st. 20, Vilnius, tlimba@mruni.eu, +370 5 2714571

8.

Accreditation organization	Period of reference
	2019.08.31

9.

Purpose of the programme
to prepare visual content specialists in the field of informatics, capable of creating, using and evaluating digital media systems and tools, thus enabling the application of interdisciplinary knowledge through technical and creative interactions for digital production.

10.

Profile of the programme		
Study content: discipline(s)/subject area(s)	**Orientation of the programme**	**Distinctive features**
Study course units, practical training: Study field course units (102 ECTS credits): Research Methodology for Master Thesis, ICT Convergence Contents, Computer Graphics for Film Making, Python for Visual Effects, Computer Vision, Applied Character Design and Animation, Visual Effects Implementation, Visual Contents for Media Systems, Digital Media Business, Digital Compositing, Houdini FX, Technical Director Master Class, Master Thesis, Digital Lighting, Collaborative Project, Finalizing of Master Thesis.	Programme is orientated towards the application of informatics in the specific domains and levels of visual production.	Language of instruction English, after successful completion of the study program (including one year mobility to Dongseo University, South Korea) a dual diploma (of Mykolas Romeris University and Dongseo University) can be received.
Qualification requirements and regulations		

11.

Admission requirements	**Specific arrangements for recognition of prior learning**	**Specific requirements for graduation**
Admission to the study criteria; Competitive scores and minimum requirements; Determining minimum requirements for international programmes; study workload, curriculum and forms of bridging courses.In accordance with the Programme assessment description and methodology set by the Centre for Study Quality Assessment, a key requirement for admission is the study legitimacy. It includes rating a competitive score and the minimum requirements as well as specific requirements. Informatics and Visual Contents master study programme currently defines the following requirements for applicants: To study under this programme are eligible persons having a university bachelor's degree in informatics, information technology or other related field or professional bachelor‘s degree (in this case 60 ECTS studies before starting this master degree programme are required).Applicants to the Informatics and Visual Contents study programme must have at least	The minimum requirements for joining the Master’s study programme of Informatics and Visual Contents are to have basic knowledge in courses– programming basics, data structures and algorythms, data basis - (if these study subjects are not completed in Bachelor cycle studies, the entrant will have to take bridging courses of the subjects during master study cycle. Bridging courses are based on independent work of student. Consulting teacher will be assigned to each of the course. If prospective student has professional bachelor degree, 60 ECTS studies before starting this master degree programme are required. Upon request of the person (hereinafter referred to as the applicant), the University can assess his non-formal study achievements and recognize the competences acquired on their basis. The University recognizes only those non-formal study achievements that can be justified by the applicant and	To obtain a diploma

B2 level of English (according to the European Language Portfolio).	proven to be included into study outcomes of a relevant study programme.	

12.

Access to further studies
Graduates will be able to seek for PhD in the field of informatics.

13.

Occupational profiles of graduates with examples
The creative workers who specialize in digital media and visual content production are required in movie, television, game, and advertising industries. Also graduates of the Informatics and Visual Content programme may work in related businesses such as design studios, multimedia companies, science and educational institutions, or to become entrepreneurs on their own. Graduates of the programme are also skilled specialists of informatics and they can find their place of employment in ICT sector. Dongseo University has a wide spectrum of South Korean and international partners in the digital contents.

14.

Teaching and learning methods	Assessment methods
Lectures, training exercises, active methods, distance learning, practical work, critique, presentation. Lectures are combined with the use of remote environmental opportunities for practical work in computer classes, workshops, case studies and case presentation of the options, remote group discussions and exchange of knowledge and literature of analytical evaluations, self-study, work in small group, pair work, class discussion, simulation, reading and analysis of texts, completion of tasks, home reading, interactive tasks using Moodle, Sanako language lab, Internet resources oral discussions on topics covered in the course, individual/Consultations.	Study program results are evaluated according to the students' work during the semester and the final exam results. During semester activity, individual and group presentations, projects, case studies, demonstration of reactively designed components, general discussion of their realization methods, defending the project, colloquium and other types of tasks are evaluated. Problem-based learning and reflection are applied. Assessing students' knowledge, used a cumulative score: student knowledge and skills assessed in computer practical work payments, the use of a remote environment. Oral assessment methods: survey method, individual oral interview, discussion, presentation method (individual, group).

15.

Generic competences		Programme learning outcomes	
1.	design and implement visual contents projects	**1.1**	Is able to design and implement visual contents projects by using advanced knowledge in the field of informatics.
2.	core informatics competences of the profession	**2.1**	Is able to create visual effects by using the core informatics competences.
3.	ability to conduct analysis and synthesis	**3.1**	Is able to develop research plan, study and analyze the scientific literature, systematize and summarize information, draw conclusions.
		3.2	Is able to select suitable quantitative and qualitative research methods for the specific scientific domain, as well as design, apply, and discuss research methods and to evaluate collected data.
4.	ability to work in a team	**4.1**	Is able to gather a team for creative projects, as well as plan and implement managerial activities for distribution of visual contents production.

5.	ability to work individually	**5.1**	Is able to independently acquire knowledge in the field of informatics and visual contents, follow technological and creative trends in global scale.
6.	ability to communicate with experts of other fields	**6.1**	Is able to communicate the creative ideas to interested parties, consult on technical issues related with the projects, and to select best suited methods for implementation of the creative tasks.
7.	ability to organize and plan	**7.1**	Is able to choose, analyze, and evaluate creative tools, human-machine interaction systems, and technical solutions for advanced visual content creation.
Subject specific competences		**Programme learning outcomes**	
8.	ability to use the core informatics competences in practise	**8.1**	Is able to apply creative technologies for visual content distribution.
		8.2	Is able to use design and modeling tools for visual contents creation.
9.	ability to generate new ideas (creativity)	**9.1**	Is able to create working business model for production and distribution of visual creative project.

16. COURSE STRUCTURE DIAGRAM WITH CREDITS

Code	Course units	ECTS credits	Student's workload	Contact work hours	Independent work hours	Programme competences										
						Generic competences								Subject specific competences		
						1	2	3		6	7	9	10	4		5
						Key learning outcomes										
						1.1	2.1	3.1	3.2	4.1	4.2	5.1	6.1	7.1	9.1	10.1
1st YEAR		**60**	**1620**	**692**	**928**											
1 SEMESTER		**30**	**810**	**330**	**480**											
Compulsory course		**30**	**810**	**330**	**480**											
	Computer Graphics for Film Making	6	162	66	96		x						x	x		
	Computer Vision	6	162	66	96	x	x							x		
	ICT Convergence Contents	6	162	66	96								x			x
	Python for Visual Effects	6	162	66	96	x							x			
	Research Methodology for Master Thesis	6	162	66	96			x	x							
2 SEMESTER		**30**	**810**	**362**	**448**											
Compulsory course		**30**	**810**	**362**	**448**											
	Advanced Programming for Visual Contents	6	162	66	96	x	x						x			
	Applied Character Design and Animation	6	162	66	96					x	x					
	Python for Visual Effects advanced	6	162	66	96	x							x			
	Visual Contents for Media Systems	6	162	98	64								x	x		
	Visual Effects Implementation	6	162	66	96					x	x		x			

2nd YEAR		**60**	**1620**	**526**	**1094**											
3 SEMESTER		**30**	**810**	**328**	**482**											
Compulsory course		**30**	**810**	**328**	**482**											
	Digital Composition	6	162	66	96						x					
	Digital Media Business	6	162	66	96							x	x			x
	Houdini FX	6	162	66	96					x	x					
	Master Thesis	6	162	0	162				x							
	Technical Director Master Class	6	162	130	32								x	x	x	
4 SEMESTER		**30**	**810**	**198**	**612**											
Compulsory course		**30**	**810**	**198**	**612**											
	Collaborative Project	6	162	66	96	x			x		x	x			x	
	Digital Lighting	6	162	66	96					x	x					
	Effects Master Class	6	162	66	96						x		x	x		
	Finalizing of Master Thesis	12	324	0	324				x							