



02.04.02 /Fundamental informatics and informational technologies (master programme Mobile Applications Development and Game Design)



This master program was developed under the Erasmus + project «MAGnUS: Developing Master Programs in Mobile Applications and Game Design at Partner Universities» 598342-EPP-1-2018-1-SE-EPPKA2-CBHE-JP/MAGnUS, which is funded with the support of the European Commissions.



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Programme advantages:

- Interdisciplinary two-track programme designed in accordance with Bologna regulations, that has adapted EU best practises
- Several disciplines are taught in English
- Student Labs: mobile development and game development
- Student mobility between partner universities

Speciality courses: Game Design, Cross-platform developnet, UI/UX Design, Android/iOS Development, Mathematical models and physics for game development, Neural netforcs for mobil devices, Mobile Application Security, Games Development with Unity, AR for mobile development, VR for game development

Base courses: Programming languages, Machine learning, Computer Vision, Artificial Intellegence, Server programming, Computer graphics, GPU programming, Innovation and enterpreneurship, Psychology and teamwork

Carrer prospects:
Graduates of the programme are employed by: Playrix, Google, Microsoft, Yandex, Visual Concepts Entertainment, GameNuts, Sbertech, Tinkoff, Kinoplan

- Internships for students are available

Education Format: full-time

Language: Russian

Education period: 2 years

Project Design training

Language training

Internships network

Scholarship programmes

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