



Co-funded by the
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**Schedule for MAGnUS online Summer School held by
Astrakhan State University**

20 - 27 July 2021

Current Time Zone: Baku, Astrakhan - UTC/GMT +4

Voronezh, Rostov-on-Don, Tallin Time - UTC/GMT +3

Stokholm Time - UTC/GMT +2

London, Lisbon Time - UTC/GMT +1

Tuesday, 20th July 2021

10:00 – 10:10	<i>Opening speech by vice-rector of ASU, Baeva Ludmila</i>
10:10 – 11:20	Vod and video streaming mobile applications, Viacheslav Tarasov, Voronezh State University (Russia)
11:20 – 11:30	Break
11:30 – 12:40	Mobile cross-platform development with Xamarin.Forms, Sergio Rodrigues, Polytechnic Institute of Tomar (Portugal)
12:40 – 14:00	Break
14:00 – 15:10	Data Structures: Stacks and Queues, Etibar Seyidzade, Baku Engineering University (Azerbaijan)
15:10 – 15:30	Break
15:30 – 16:40	Introduction to the Moodle platform possibilities, Alexey Rybakov, Astrakhan State University (Russia)

Wednesday, 21th July 2020

10:00 – 11:10	Mobile application for medicine, Olga Vybornova, Astrakhan State University (Russia)
11:10 – 11:30	Break
11:30 – 12:40	Mental health research using modern game design, Pavel Oganessian, Southern Federal University (Russia)
12:40 – 14:00	Break
14:00 – 15:10	Workshop. Designing and Balancing Trading Card Games, Pavel Oganessian, Southern Federal University (Russia)
15:10 – 15:30	Break
15:30 – 16:40	Workshop. Python Tkinter for simple interface design, Alexey Rybakov, Astrakhan State University (Russia)

Thursday, 22th July 2020

10:00 – 11:10	Computer vision for medical applications, Alexey Rybakov, Astrakhan State University (Russia)
11:10 – 11:30	Break
11:30 – 12:40	Mobile Networks infrastructure: Packet Tracer simulation, Andrey Koval, Voronezh State University (Russia)
12:40 – 14:00	Break
14:00 – 15:10	Mobile Product Management, Vladislav Polyanskiy, Voronezh State University
15:10 – 15:30	Break
15:30 – 16:40	Data Structures: Binary Search Tree, Ali Hasanov, Baku Engineering University (Azerbaijan)

Friday, 23th July 2020

10:00 – 11:10	Challenges and opportunities in European healthcare-themed startups, Mikhail Fiadotau, Tallinn University (Estonia)
11:10 – 11:30	Break
11:30 – 12:40	Medical intervention games: An overview, Peadar Callaghan. Tallinn University (Estonia)
12:40 – 14:00	Break
14:00 – 15:10	IT vs COVID-19: Actual Solutions and Perspectives, Kirill Zenin, Voronezh State University (Russia)
15:10 – 15:30	Break
15:30 – 16:40	Genetics algorithms in game design, Nigar İsmayilova, Azerbaijan State Oil and Industry University (Azerbaijan)

Saturday, 24th July 2020

10:00 – 11:10	Multi-threaded Game Engine Design and Development, Samir Guliyev, Azerbaijan State Oil and Industry University (Azerbaijan)
11:10 – 11:30	Break
11:30 – 12:40	Mental health research using modern game design, Pavel Oganessian, Southern Federal University (Russia)
12:40 – 14:00	Break
14:00 – 15:10	Workshop. Designing and Balancing Trading Card Games, Pavel Oganessian, Southern Federal University (Russia)
15:10 – 15:30	Break
15:30 – 16:40	Workshop. Python Tkinter for simple interface design, Alexey Rybakov, Astrakhan State University (Russia)

Monday, 26th July 2021

10:00 – 11:10	Software for Telemedicine and Healthcare, Viktor Akishkin, Astrakhan State University (Russia)
11:10 – 11:30	Break
11:30 – 12:40	Application for diagnosing diseases based on images of dried blood drops, Alexey Rybakov, Astrakhan State University (Russia)
12:40 – 14:00	Break
14:00 – 15:10	Software and Mobile Application for Telemedicine and Healthcare, Viktor Akishkin, Astrakhan State University (Russia)
15:10 – 15:30	Break
15:30 – 16:40	<i>Reserved (Additional work with Moodle Platform)</i>

Tuesday, 27th July 2021

10:00 – 11:10	<i>Reserved (Additional work with Moodle Platform)</i>
11:10 – 11:30	Break
11:30 – 12:30	VR technologies in healthcare, Patrick Merritt, University of Derby (UK)
12:30 – 14:00	Break
14:00 – 15:10	Workshop. Python Tkinter for simple interface design, Alexey Rybakov, Astrakhan State University (Russia)
15:10 – 15:30	Break
15:30 – 16:40	<i>Closing of the summer school, Summing up the results</i>