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Magnus: Mobile Applications and Game Development Master Study programme

Educational Institution: Azerbaijan State Oil and Industry University

The programme aims to create conditions for the formation of a true gaming, programming and criticizing professionals who know how to integrate developing and design knowledge with modern information and communications technology, as well as to enable students to continue their studies and to introduce them to scientific work in the areas of virtual reality, computer graphics, artificial intelligence,. The curriculum consists of three core areas:

- a) Mobile applications development
- b) Interaction Design
- c) Game development

Curriculum consist three integrated areas: creativity, technical knowledge and management.

The curriculum is practice oriented. In ideal after graduation, teams will start working as mobile application developers, game designers and creators, entrepreneurs and supporters of the mobile applications and games industry.

The curriculum is based on the total enrolment for the mandatory basic subjects, and then according to the chosen field of specialization modules taught in specialty subjects (mobile developer, game designer).

Learning outcomes of the study programme: after graduation of the programme students will:

- Be able to implement and apply principles of user-friendly design, to work with a wide range of technologies
- Be able to identify and apply theoretical knowledge and practical skills related to the development of efficient and secure software applications
- Be able to work in and integrate within an intercultural team, show leadership skills, respect ethical issues
- Be able to analyze current market trends to create highly demanded commercial software
- Be able to acquire and develop the skills of structuring research and development projects, of adopting existing process models, of planning individual and group tasks, to gain experience of project, time and team management, and reporting techniques
- Be able to develop skills of project planning, to effectively apply principles of game design
- Is able to critically evaluate and justify the use of programming tools and techniques for developing native and cross platform applications
- Be able to evaluate their own and others' professional activities as an autonomous and lifelong learner
- Be able to write, present and publish scientific papers based on research in professional areas

Structure of the study programme:

Main field of study: Mobile applications and Games Development

Mathematics 12/5

Programming 18/6

Interdisciplinary 17/4

Game development Module or Mobile applications development Module 14/5

Internship 12/0

Master's Thesis 18/0