

MASTER

Computer Engineering and Information Technology
"Multimedia-Design"

Target Skills

- Ability to understand all aspects of the software development process from the early design stages to long-term software maintenance and evolution;
- the ability to construct and evaluate software in the context of physical systems and real-world applications;
- the ability to apply engineering design principles to software development including trade-off analyses;
- the ability to understand the criteria of software quality and assurance;
- the ability to plan and manage large software projects;
- the ability to work independently and in the team;
- the ability to understand engineering economics and entrepreneurship in software practice;
- the ability to understand the underlying principles on which physical systems and real-world applications are built on;
- the ability to integrate and participate in the design process of these systems and applications;
- the capability to communicate effectively both orally and in writing; and a breadth of knowledge and skills in software engineering, as well as related areas of engineering, computer science, mathematics, and complementary studies.

