

# MASTER

Computer Engineering and Information Technology  
"Multimedia-Design"

## Target Skills

- Learn the basics of visual design and conceptualization.
- Develop competence in programming language for web, mobile and other devices;
- Collect and access data from a variety of sources, including traditional relational databases, NoSQL databases, and other web-based sources;
- Acquire basic computer engineering practices and understand how they enable user interaction;
- Learn how to adapt complex functionalities in the easiest way to be perceived and used by the user;
- Collaborate with other software developers to integrate the visual with the algorithmic part, and the complex functionalities within the applications;
- Analyze customer requirements and transform them into contemporary design.
- Collaborate to implement visual and functional solutions.