


AGREED

Executive director of  
«Internet Society Kazakhstan» PO  
Nurlybayev T.A.  
2023



APPROVED

Rector  
of JSC «International Information  
Technology University»  
Hikmetov A.U.  
2023



## EDUCATIONAL PROGRAM

### 6B06106 «Computer Systems and Software Engineering»

Code and classification of the field of education: 6B06 – Information and Communication Technology

Code and classification of training area: 6B061 – Information and Communication Technology

Group of educational programs: B057 – Information Technology

ISCED level: 6

NQR level: 6

ORC level: 6

Duration: 4 years

Number of credits: 240

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Director of  
«KnewIT Programming School» LLC  
Bekaulov N.M.  
2023



AGREED

Executive director of  
«KazRENA Association» ALE  
Tatybayev S.K.  
2023



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## List of abbreviations and notation

BC	Basic competence
BM	Base module
HE	Higher education
SCES	State compulsory education standard
EQF	European qualification framework
EEF	European Education Foundation
KSC	Knowledge, skills, cum-savvy
NCO	National Classification of Occupations
NQF	National Qualifications Framework
NQS	National qualifications system
HM	Humanitarian module
CM	Common module
EP	Educational program
GPM	General Professional Module
IQF	Industry Qualifications Framework
PS	Professional standard
PE	Postgraduate education
PC	Professional competence
PM	Professional module
SW	Software
WG	Working group
RK	The Republic of Kazakhstan
LO	Learning outcome
SM	Special module
QMS	Quality Management System
SEM	Socio-economic module
TVE	Technical and vocational education
TaVPE	Technical and vocational education and post-secondary education
UNESCO	United Nations Educational, Scientific and Cultural Organization
UNESCO	Specialized agency of the United Nations Educational, Scientific and Cultural Organization
Cedefop	European Center for Development of Vocational Training
DACUM	from Eng. Developing curriculum
ECVET	European Credit System for vocational education and training
EQAVET	European Quality Assurance in Vocational Education and Training
ENQA	European Association for Quality Assurance in Higher Education / Europe-Skye association by to ensure qualities at higher education
ESG	Standards and Guidelines for Quality Assurance in the European Higher Education Area
FIBAA	International Agency (non-profit foundation) for accreditation and examination of the quality of higher education (Bonn, Germany)
IQM-HE	Internal Quality Management in Higher Education
TACIS	Technical Assistance for the Commonwealth of Independent States
WSI	WorldSkills International

## 1 Description of the educational program

The educational program 6B06106 «Computer Systems and Software Engineering» is designed to implement the principles of a democratic nature of educational management, expanding the boundaries of academic freedom and the authority of educational institutions, which will ensure the adaptation of the technical and vocational education system to the changing needs of society, the labor market economy. The flexibility of the program will allow you to take into account the abilities and needs of the individual, production and society.

The educational program ensures the application of an individual approach to students, ensures the transformation of professional competencies from professional standards and qualification standards into learning outcomes. Provides student-centered learning - the principle of education, involving a shift in emphasis in the educational process from teaching to learning.

The educational program «Computer Systems and Software Engineering» prepares specialists of a wide profile in the field of software development for any areas of human activity. Preparation for this educational program includes disciplines that form competencies in the field of data analysis and machine learning, network technologies, robotic systems and graphic computing.

The area of professional activity of graduates is state and private enterprises and organizations that develop, implement and use computer hardware and software in various fields, namely: telecommunications, science and education, healthcare, agriculture, mechanical engineering, metallurgy, transport, services, administrative management, economics, business, various technology management, etc.

## 2 The goal and objectives of the educational program

**The goal of the EP** – is to provide practice-oriented training of highly qualified specialists in software development in various fields with competencies in the field of data analysis, network technologies, robotics and graphic computing.

### **The objectives of the EP:**

1. To prepare a universal specialist who has knowledge in mathematics, ICT, computer sciences; able to use modern information and communication technologies in substantive activities.
2. To teach students how to formalize the subject area of a software project and develop specifications for software product components.
3. To develop the ability to design software architecture and provide a high level of continuity and quality of complex software development.
4. To teach students to design and develop user interfaces, commercial software components, databases and embedded software modules.
5. To acquaint students with the methods and tools for researching software code to identify / eliminate errors and malfunctions in the software.
6. To provide knowledge to students on the design of logical database schemes using relational, object-oriented, object-relational, key-value schemes for simple and complex defined systems.
7. To acquaint students with data analysis methods and machine learning algorithms for their application in various fields of human detail.
8. To develop students' skills in developing multi-robotic systems using artificial intelligence, sensory technologies, IoT, etc.
9. To train students in network technologies to configure networks of various sizes, prevent threats and troubleshoot.
10. To acquaint students with advanced technologies of three-dimensional visualization.

### 3 Requirements for the results of the mastering of the educational program

The following examination forms are used as an assessment of learning outcomes: computer testing, a written exam (answers on the sheets), an oral exam, a project (passing a course project), practical (open questions on a computer, solving problems on a computer, including in ACM format) comprehensive (test / written / oral + others). In accordance with table 1, the following exams are recommended:

Table 1

№	Exams form	Recommended share, %
1	Test	10%
2	Written	10%
3	Oral	5%
4	Project	30%
5	Practical	30%
6	Complex	15%

Final attestation is help on the form of defending a diploma project.

### 4 Passport of the educational program

#### 4.1 General information

№	Field name	Note
1	Code and classification of the field of education	6B06 – Information and Communication Technology
2	Code and classification of training areas	6B061 – Information and Communication Technology
3	Group of educational programs	B057 – Information Technology
4	Name of the educational program	6B06106 Computer Systems and Software Engineering
5	Short description of the program	The educational program «Computer Systems and Software Engineering» prepares specialists of a wide profile in the field of software development for any areas of human activity. Preparation for this educational program includes disciplines that form competencies in the field of data analysis and machine learning, network technologies, robotic systems and graphic computing.
6	Purpose of EP	To provide practice-oriented training of highly qualified specialists in software development in various fields with competencies in the field of data analysis, network technologies, robotics and graphic computing
7	ISCED level	6
8	NQF level	6
9	IQF level	6
10	List of competencies :	GC1: To know: socio-ethical values based on public opinion, traditions, customs, social norms and focus on them in their professional activities; history, traditions and culture of the peoples of Kazakhstan; human and civil rights and freedoms; fundamentals of the legal system and legislation of Kazakhstan; trends in the social development of society; the basics of physical culture and the principles of a healthy lifestyle. GC2: To be capable of written and oral communication, including professional in the state language, the language of interethnic communication and English; ability is logically true,

	<p>reasoned and clearly build oral and written speech.</p> <p>BC1: To be competent in the choice of mathematical modeling methods for solving specific engineering problems, including the willingness to identify the natural science essence of the problems arising in the process of professional activity, and the ability to attract the appropriate physical and mathematical apparatus for its solution.</p> <p>BC2: The ability to use modern information and communication technologies in substantive activities, to analyze information sources.</p> <p>BC3: The ability to analyze the architecture of computer systems, the main components of a computer.</p> <p>PC1: The ability to formalize the subject area of a software project and develop specifications for software product components.</p> <p>PC2: The ability to design and develop user interfaces, commercial software components, databases and embedded software modules.</p> <p>PC3: To be competent in choosing software, DBMS, programming language.</p> <p>PC4: The ability to manage the software development process, the development team, as well as evaluate the economic efficiency of the project.</p> <p>PC5: The ability to design, configure, operate computer systems and networks.</p> <p>PC6: The ability to analyze various types of data, apply knowledge extraction methods.</p> <p>PC7: The ability to design, develop and operate robotic systems.</p> <p>PC8: The ability to develop three-dimensional visualizations using modern technologies.</p>	
11	<p>Learning outcomes. Students will be able to:</p> <p>LO1: Demonstrate the ability to use basic math tools to solve professional problems.</p> <p>LO2: Analyze the structure of the main components of the computer, use a wide range of technologies of internal and external memory; write program code for manipulating bits in the processor.</p> <p>LO3: Apply suitable data structures and develop appropriate algorithms for solving various computational problems.</p> <p>LO4: Apply various tools for software development, user interface, storage and data processing systems.</p> <p>LO5: Use various software development methodologies, draw up software documentation using the required diagrams, develop models of the logical and physical architecture of the software system, database, and manage the development process.</p> <p>LO6: Develop effective data storage systems and methods for their processing and analysis using machine learning algorithms.</p> <p>LO7: Own technologies for administering systems and networks of any configuration, troubleshooting and threat prevention.</p> <p>LO8: Design, operate and maintain robotic systems.</p> <p>LO9: Demonstrate the skills to develop complex three-dimensional visualizations using computer vision technologies, augmented and virtual realities.</p> <p>LO10: Independently critically analyze modern sources, draw conclusions, argue them and make decisions based on information.</p>	
12	Form of study	Full-time
13	Language of instruction	English
14	Number of credits	240 ECTS credits
15	Awarded academic degree	Bachelor in Information and Communication Technology in educational program 6B06106 «Computer Systems and Software Engineering»
16	Developers and authors:	«International Information Technology University» JSC, Computer Engineering and Information Security Department: - Chinibayeva T.T., PhD, head of the «CEIS»

		department, Assistant prof., - Tokanov O.S., MSc, senior lecturer
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**4.2 Matrix of correlation of learning outcomes of the educational program with competencies**

	LO1	LO2	LO3	LO4	LO5	LO6	LO7	LO8	LO9	LO10
BC1	V									
BC2										V
BC3		V								
PC1					V					
PC2			V	V		V				
PC3			V	V						
PC4					V					
PC5							V			
PC6						V				
PC7								V		
PC8									V	

## 4.4 List of modules and learning outcomes

Module name	Total number of credits	Learning outcomes	Criteria for assessing learning outcomes	Module-forming disciplines
<b>GENERAL EDUCATION MODULES</b>				
<b>General education module</b>	10	The student has an idea of the principles and laws of the historical development of society, the historical periodization of the history of Kazakhstan, the place of the history of Kazakhstan in world history and the history of Eurasia, the place and role of philosophy in the life of society and man; the main stages of development of world and Kazakh philosophical thought.	Testing, interview, term presentation, midterm. oral report, paper.	history of Kazakhstan
<b>Social and political knowledge module</b>	16	The student has an idea of socio-ethical values based on public opinion, traditions, customs, social norms and focuses on them in their professional activities; traditions and culture of the peoples of Kazakhstan; the rights and freedoms of man and citizen; the foundations of the legal system and legislation of Kazakhstan; social development trends in society; the basics of physical culture and the principles of a healthy lifestyle.	Testing, interview, term presentation, midterm. oral report, paper.	Philosophy Political science Sociology Psychology Cultural studies Physical training
<b>Language module</b>	25	The student can freely express himself in writing and verbally, including professionally in the state language, the language of interethnic communication and English; knows how to logically correctly, reasonably and clearly build oral and written speech.	Testing, interview, paper, presentation, midterm. oral term	Foreign language Kazakh (Russian) language Professional Kazakh (Russian) language Professionally-oriented foreign language
<b>BASIC MODULES</b>				
<b>Basic module</b>	9	The student is able to use modern ICT in professional activities, independently versatile and critically analyze modern sources, draw conclusions, argue them and make decisions based on information.	Testing, oral interview, report, term paper, presentation, laboratory work, midterm control.	Information and communication technology
<b>Math module</b>	18	The student is able to use basic mathematical tools to solve professional problems.	Testing, oral interview, course, laboratory, control work, midterm.	Research fundamentals Algebra and geometry Mathematical analysis Theory of probability and mathematical statistics Discrete math
<b>Hardware module</b>	24	The student is able to analyze the structure of the main components of the computer, use a wide range of technologies of internal and external memory; write program code for manipulating bits in the processor.	Testing, oral interview, course, laboratory, control work, midterm.	Physics Basic circuit theory Design and simulation of electronic devices Fundamentals of logic design Architecture and organization of computer systems



<b>PROFESSIONAL MODULES</b>			
<b>Programming module</b>	40	<p>The student is able to apply suitable data structures and develop appropriate algorithms to solve various computational problems.</p> <p>The student is able to use various tools for software development, user interface, storage and data processing systems.</p>	<p>Testing, oral interview, course, laboratory, control work, midterm.</p> <p>Introduction to programming Algorithmization and programming Object oriented programming Algorithms and data structures Programming in PL/SQL Database design. Introduction to SQL Programming in Python Web technologies UX/UI development Web-component Development (Java EE) Application development foundation .NET Business component and Web-services development (Java EE) Mobile technologies and applications Full stack development ASP.NET application development Introduction to computer networks Operating systems Fundamentals of information security Switching, routing, and wireless essentials Enterprise networking, security, and automation Network programming Cloud computing and virtualization Administration of systems System level programming Economics and organization of production Project management</p>
<b>Advanced programming module</b>	40	<p>The student is able to use various tools for software development, user interface, storage and data processing systems.</p>	<p>Testing, oral interview, course, laboratory, control work, midterm.</p>
<b>Network and system administration module</b>	46	<p>The student is able to administer systems and networks of any configuration, troubleshoot and prevent threats.</p>	<p>Testing, oral interview, course, laboratory, control work, midterm.</p>
<b>Project module</b>	13	<p>The student is able to use various software development methodologies, draw up program documentation using the required diagrams, develop models of the logical and physical architecture of the software system, database, and manage the development process.</p>	<p>Testing, oral interview, course, laboratory, control work, midterm.</p> <p>Software architecture and design</p>

### 4.3 Information about courses

Code	Name of the course	Short description of the course	Number of credits	Formed competencies (codes)
<b>1 General disciplines (GD)</b>				
<b>1.1 Mandatory component (MC)</b>				
HK 6002	Modern history of Kazakhstan	The laws of the historical process, the place of man in the historical process are studied. Historical knowledge is given about the main stages of development of modern Kazakhstan; focuses on the problems of historical and cultural processes and the development of Kazakhstan.	5	GC1
SPS 6001	Philosophy	Studying the principles of understanding philosophy as a methodology of human activity, the main directions and problems of the world. The formation of a holistic vision of philosophy as a special form of knowledge of the world, its main problems and methods of studying them in the context of future professional activity.	5	GC1
LAN 6001A	Foreign language	Written and oral communication skills in English are taught.	5	GC2
LAN 6002A	Foreign language	Written and oral communication skills in English are taught.	5	GC2
LAN6001K R	Kazakh (Russian) language	The skills of written and oral communication in the state language (the language of interethnic communication) are inculcated.	5	GC2
LAN6002K R	Kazakh (Russian) language	The skills of written and oral communication in the state language (the language of interethnic communication) are inculcated.	5	GC2
ICT6001	Information and communication technology	The skills of applying information and communication technologies in substantive activities are taught.	5	
SPS6003	Political science	The fundamentals of global political processes and the laws of political life are being studied.	2	GC1
SPS 6002	Sociology	The development of sociological imagination, understanding of sociology as a science. The study of sociological subject areas, directions and research methods. The basic concepts of sociological theories are discussed, as well as how society and social processes determine our life.	2	GC1
SPS6005	Psychology	The course is aimed at teaching students of non-psychological specialties. The basics of psychological science are considered, including topics such as an introduction to psychology, activity psychology, cognitive processes, personality psychology.	2	GC1
SPS6004	Cultural studies	The course is aimed at implementing fundamental ideas for the preservation of the cultural heritage of Kazakhstan and the national code in the context of globalization, the modernization of public consciousness and human spirituality in the process of developing national art and cultural institutions.	2	GC1
PhC6005	Physical training	The ability to understand the practical use of healthy living standards, including prevention issues, is being instilled.	2	GC1
PhC6006	Physical training		2	GC1
<b>1.2 University component (UC)</b>				
ECO6002	Economics and organization of	New trends in the economy and organization of production are discussed with examples from real life	5	PC4

	production	and practice. The structure of the national economy, the enterprise and the organization of its production, capital and property of enterprises, material resources, wages and costs of production, income, profit, profitability, competitiveness, economic efficiency of production are considered.		
<b>2 Basic disciplines (BD)</b>				
<b>2.1 University component (UC)</b>				
PHY6001	Physics	Studying the basic laws of classical mechanics, electricity, magnetism, thermodynamics, quantum mechanics, special relativity in search of ways to solve physical problems.	7	BC1, BC3
MAT6001**	Algebra and geometry	Studying the elements of linear algebra and analytic geometry using real life and various science examples.	4	BC1
SFT6301	Algorithmization and programming	More complex, advanced algorithms and data structures using the C ++ programming language are considered.	6	PC2, PC3
MAT6002	Mathematical analysis	We consider such concepts as limits and differentiation of functions of one variable, indefinite and definite (Riemannian) integrals of functions with applications, as well as an introduction to topics related to ordinary differential equations.	6	BC1
MAT6006	Theory of probability and mathematical statistics	The course focuses on the probability and statistics of any events, as well as on the relationship between mathematics and programming through an interdisciplinary training program that deepens the mathematical understanding of probability and develops the skills of logical and algorithmic thinking.	4	BC1
MAT6005	Discrete math	The study of discrete objects, the solution of combinatorial problems, the study of types of mappings and binary relations, the reduction of propositional algebra formulas to normal forms, the application of logic algebra to the theory of switching circuits. The capabilities for analysis and synthesis, and mathematical maturity are developing.	4	BC1
HRD6302	Architecture and organization of computer systems	We study computer architecture with an emphasis on a quantitative approach to the trade-off between cost and performance. Command sets, pipelining, caching, physical memory, virtual memory, superscalar and disordered execution of I / O commands, multithreading, and introduction to multiprocessors with shared memory are considered.	5	BC3
OOP 2209	Information theory	Information theory is a branch of applied mathematics and computer science involving the quantification of information. The aim of course is to form a system of knowledge on the basics of information theory and its application to the practice of modern information systems. Objectives of the course: concept and types of information systems, the concept of entropy and ways of its assess, the concept of information, ways of quantify the information, theoretical and practical aspects of efficient coding, theoretical and practical aspects of noiseless coding, data transfer systems, modulation and demodulation.	4	BC1
SFT6302	Algorithms and data structures	The principles of algorithm development, analysis of algorithms and fundamental data structures are considered. The emphasis is on choosing appropriate data structures and developing effective and correct algorithms for their implementation. Important elements of the course are measuring the performance	2	PC2, PC3

		and effectiveness of programs when comparing and comparing the results of small programs written in different languages.		
LAN6007K	Business correspondence in the state language	Business language skills are taught. The formation and development of listening, speaking, reading and writing skills on topics related to professional activities, as well as the development of social skills such as presentations.	2	GC2
PP6301	Educational practice	The acquisition of primary professional skills and the consolidation of skills by independently solving the problems of algorithmization, design and practical implementation of programs using modern programming technologies.	2	BC2, PC2, PC3
RM6301	Research fundamentals	Studying the issues of practical organization of scientific research, analysis and generalization of research results, mastery of the theory of engineering decision making, the basics of project management, requirements analysis, architecture development, detailed design, development of user interfaces and testing methods.	4	BC2
<b>2.2 Elective courses (EC)</b>				
SFT6308	System level programming	This course is based on a class of basic concepts that are necessary for systems based on hardware, firmware, operating systems, applications, platforms and libraries. Key and fundamental aspects of computers are used to develop complex interactions between several independent computing elements that underpin modern machines, with a special emphasis on parallelism.	6	BC3
SFT6305	Database design. Introduction to SQL	During the course, students will learn how to create relational databases, going through all the stages of the database design process (conceptual, logical and physical). In the second part of the course, students will learn the basics of Structured Query Language (SQL).	4	PC2, PC3, PC6
NET6301	Introduction to computer networks	Acquaintance with the basic network concepts and technologies, as well as developing the skills of planning and implementing small networks. The architecture, structure, functions, components and models of the Internet and other computer networks are considered. The principles and structure of IP addressing, as well as the basics of Ethernet concepts, media and operations, are presented as the basis for the curriculum.	4	PC5
SFT6304	Programming in Python	Familiarity with the Python programming language and its libraries. The emphasis is on procedural programming, non-strict types of variables, designing algorithms, working forms of applications (libraries), object-oriented programming, creating web and database applications, as well as data preprocessing.	4	PC2, PC3
EGR6301	Operating systems	Acquaintance with modern operating systems, their functionality and structure. Methods of process planning, interprocess communication, process synchronization, deadlock processing, main memory management during process execution, classical internal algorithms and storage management structures, and design of an input-output system are considered.	5	BC3, PC5
SFT6306	Software architecture and design	The study of large systems and how they are decomposed into subsystems and components. Various notations and formalisms, detailed design and architecture are considered. The use of various notation with an emphasis on UML is explored. The role of	4	PC1

		architecture and detailed project specifications are considered in terms of risk management.		
SEC6301	Fundamentals of information security	It covers basic security concepts, principles and technologies, cryptography, attack methods and security monitoring. Studying basic security methods for searching for threats on the network using various popular security tools in a real network infrastructure.	4	BC2, PC5
<b>3 Professional disciplines (PD)</b>				
<b>3.1 University component (UC)</b>				
PM6301	Project management	Learning the basics of project management and the necessary steps to ensure successful project management. Studying the main characteristics of project management and various roles in the project to ensure success. Application of key skills to the project to evaluate, plan and develop control mechanisms.	4	PC1, PC4
LAN6003P A	Professionally-oriented foreign language	Business English skills are taught. The formation and development of listening, speaking, reading and writing skills in English on topics related to professional activities, as well as the development of social skills such as presentations.	3	GC2
PP6302	Industrial practice	The consolidation of theoretical knowledge and the acquisition of practical skills in enterprises.	4	PC2, PC3
PP6303	Industrial practice	Systematization, consolidation and expansion of theoretical knowledge, development of practical skills, mastery of the elements of independent practical and research work in enterprises.	4	PC2, PC3
PP6304	Pre-diploma practice	Search for information for writing the diploma project	5	BC2, PC1, PC2, PC3
<b>3.2 Elective courses (EC)</b>				
EEC6001	Basic Circuit Theory	The course has been designed to introduce fundamental principles of circuit theory commonly used in engineering research and science applications. Techniques and principles of electrical circuit analysis including basic concepts such as voltage, current, resistance, impedance, Ohm's and Kirchoff's law; basic electric circuit analysis techniques, resistive circuits, 1st order and 2nd order circuits; circuits with DC and AC sources.	4	BC3
SFT6320	Microcontroller programming	The course teaches the skills of designing professionally-oriented information systems by type of software: technical, software, information; methods for the technical design of electronic devices based on microcontrollers; programming skills and microcontroller administration; skills of carrying out integration and modular testing of microcontroller scenarios.	7	BC3
SFT6309	UX/UI development	The course introduces students to the concept of designing systems that can effectively interact with people. Students will learn the principles of design and human behavior, as well as empirical research methods used to solve real problems in developing the interface.	5	PC2
SFT6310	Web-component development (Java EE)	Introduction to Java Enterprise Edition (J2EE) technology. Learning the basic concepts of developing enterprise dynamic web applications in the Java programming language with high performance.		PC2, PC3
NET6202	Switching, Routing, and Wireless Essentials	The course is devoted to switching technologies and the operation of routers for small and medium-sized businesses. The course also includes topics such as	6	PC5

		wireless LANs and security concepts. Students will be able to perform basic network settings and troubleshoot, identify and prevent local network security threats, and configure and protect the core WLAN.		
NSA3 3308	Design and simulation of electronic devices	The study of semiconductor materials, their characteristics, principles of operation and application. The physics of semiconductors, diodes of p-n junctions, heterojunctions, transistors, metal-semiconductor contacts are considered.	5	BC3
EEC6004	Fundamentals of logic design	Acquaintance, development and application of digital logic circuits, including combinational and sequential logic circuits.	4	BC3
SFT6313	Mobile technologies and applications (Android)	The purpose of the discipline "Mobile Technologies and Applications (Android)" is to teach students how to develop mobile applications for the Android platform. Upon completion of the course, students should be able to create functional and intuitive mobile applications using the Android toolkit.	6	PC2, PC3
EEC6006	Digital signal processing	The discipline studies basic methods and algorithms for digital signal processing and their computer modeling using the software package (MATLAB). The specifics of the representation of signals and digital signal processing systems in MATLAB are considered in detail. Linear discrete systems, the synthesis of digital filters and the modeling of these objects and processes using the MATLAB software are described.	4	PC6
SFT6312	Business component and Web-services development (Java EE)	The concepts of business components and web services, the search for differences between business logic and display logic, the distribution of tasks between the developer and Typesetter, training in working with a database connection, as well as object-relational mapping are considered. Topics include EJB3.0, Hibernate, JPA2.0, MDB technologies, writing business logic, identifying differences between web servers and application servers.	5	PC2, PC3
NET6303	Network programming	The study of network connectivity from local networks to the global Internet. We study standard problems and a number of solutions for each of them with special emphasis on the set of TCP / IP protocols. This course provides students with a working vocabulary, as well as the knowledge and skills necessary to implement, debug, and improve basic network applications.	5	PC5
HRD6304	Sensor technologies	Familiarity with the various types of sensors that are used for industrial automation, environmental assessment, as well as for human-computer interaction.	6	PC7
NET6304	Cloud Computing and Virtualization	Introductory course from Linux Foundation experts. Learning the basics of cloud computing, terminology, tools and technologies associated with modern cloud platforms. The course displays the entire cloudy landscape and explains how various tools and platforms interact with each other.	5	BC3
MIN601	Minor 1	Additional educational program (minor) - a set of disciplines and (or) modules and other types of educational work, determined by students for study in order to form additional competencies	5	PC7
MIN602	Minor 2	Additional educational program (minor) - a set of disciplines and (or) modules and other types of educational work, determined by students for study in order to form additional competencies	5	PC8

SFT6319	Blockchain technology	The Blockchain course is for those who want to learn more about blockchain technology and its applications. The course will look at how blockchain works, what its advantages and disadvantages are, what cryptocurrencies and tokens use blockchain, how to create and use smart contracts, and what are the examples of blockchain applications in various fields such as finance, logistics, medicine, etc. others	4	PC2, PC3
MIN603	Minor 3	Additional educational program (minor) - a set of disciplines and (or) modules and other types of educational work, determined by students for study in order to form additional competencies	4	PC6
NET6302	Systems Administration	The course is based on the Linux operating system. It describes the architecture, components, file systems, regular expressions, user administration, access control, server configuration.	5	PC5
NET6308	Connecting Networks	This course focuses on the LAN and WAN technologies and network services required in a complex network. Students will be able to integrate several LAN technologies and protocols from previous networking courses, implement WAN interconnection, provide security solutions for IP networks, manage networks in a unified manner.	7	PC7
SFT6315	DevOps	The course examines the key concepts and principles of DevOps, organizational factors and automation tools in the development of software products using this method.	7	PC8
<b>5 Final State Attestation:</b>				
NZDP	Writing and defending a thesis, diploma project or preparing and passing a state exam	Writing and defending a thesis, diploma project or preparing and passing a state exam	12	

## 5 Curriculum of the educational program

№	Code	Subject	Total			Number of hours			Study language	Result control	Distribution of credits per semester		Extra term
			ST	SH	Aud	PS	L	Lab			SP	1	
Core subjects													
1	LAN6001A	Foreign language	150	15	90	45	0	0	0	by exam.	5		
2	ICT6001	Information and Communication Technologies	150	15	90	45	0	15	30	by exam.	5		
3	LAN6002A	Foreign language	150	15	90	45	0	0	0	by exam.		5	
4	PhC6005	Physical Culture	120	15	60	45	0	0	0	by exam.		4	
Catalogue of University disciplines													
5	MAT6001**	Algebra and Geometry	120	15	60	45	30	15	0	by exam.	4		
6	SFT6301	Algorithmization and Programming	180	15	105	60	15	15	30	by exam.	6		
7	SFT6305	Database Design. Introduction to SQL	120	15	60	45	0	15	30	by exam.	4		
8	NET6301	Introduction to computer networks	120	15	60	45	0	15	30	by exam.	4		
9	PHY6001	Physics	210	15	120	75	30	15	30	by exam.		7	
10	MAT6002	Mathematical analysis	180	15	105	60	30	30	0	by exam.		6	
11	PP6301	Educational practice	60	0	0	60	0	0	0	pract		2	
12	SFT6304	Programming in Python language	120	15	60	45	0	15	30	by exam.		4	
13	SFT6306	Software Architecture and Design	120	15	60	45	0	15	30	by exam.		4	
		Total:	1800	180	960	660	240	150	210		28.0	32.0	0.0




№	Code	Subject	Total			Number of hours			Study language	Result control	Distribution of credits per semester		Extra term
			STSH	SSH	Aud.	PS	L	Lab			YP	1	
<b>Core subjects</b>													
1	LAN6001KR	Kazakh (Russian) language	150	15	90	45	0	0	0	exam.	5		
2	PhC6006	Physical Culture	120	15	60	45	0	0	0	exam.	4		
3	HK6002	History of Kazakhstan	150	15	90	45	30	15	0	exam.		5	
4	SPS6001	Philosophy	150	15	90	45	30	15	0	exam.		5	
5	LAN6002KR	Kazakh (Russian) language	150	15	90	45	0	0	0	exam.		5	
<b>Catalogue of University disciplines</b>													
6	EEC6001	Basic Circuit Theory	120	15	60	45	0	15	30	0	exam.	4	
7	MAT6005	Discrete mathematics	120	15	60	45	0	15	30	0	exam.	4	
8	HRD6302	Architecture and Organization of Computer Systems	150	15	90	45	0	15	30	0	exam.	5	
9	SFT6302	Algorithms and Data Structures	60	15	15	30	0	15	15	0	exam.	2	
10	EGR6302	Information theory	120	15	60	45	0	15	30	0	exam.	4	
11	EGR6301	Operating Systems	150	15	90	45	0	15	30	0	exam.		5
12	EEC6004	Fundamentals of Logic Design	120	15	60	45	0	15	30	0	exam.		4
13	MAT6006	Probability theory and mathematical statistics	120	15	60	45	0	15	30	0	exam.		4
14	PP6302	Industrial practice	120	0	0	120	0	0	0	120	pract		4
<b>Qualification examination</b>													
15		История Казахстана	1800	195	915	690	195	150	225	120		28.0	5
		Total:										32.0	0.0

№	Code	Subject	Total S.T.S.H			Number of hours			Contact hours			Study language	Result control	Distribution of credits per semester			
			SSH	Aud	L	PS	L	PS	Lab/VP	1	2			Number of academic credits	Number of academic credits	Number of academic credits	Extra term
Core subjects																	
1	SPS6006	Psychology	60	15	15	30	15	15	0	0	0	by exam.		2			
2	SPS6004	Cultural studies	60	15	15	30	15	15	0	0	0	by exam.		2			
3	SPS6003	Political science	60	15	15	30	15	15	0	0	0	by exam.		2			
4	SPS 6002	Sociology	60	15	15	30	15	15	0	0	0	by exam.		2			
Catalogue of University disciplines																	
5	ECO6002	Economics and organization of production	160	15	60	45	15	30	0	0	0	by exam.		5			
6	LANG007K	Business correspondence in the state language	60	15	15	30	0	30	0	0	0	by exam.		2			
7	LANG003PA	Professionally oriented foreign language	120	15	60	45	0	45	0	0	0	by exam.		4			
8	PP6303	Industrial practice	120	0	0	120	0	0	0	120	0	pract		4			
Electives																	
9	NET6202	Switching, Routing, and Wireless Essentials	0	0	0	0	0	0	0	0	0	by exam.		6			
10	SFT6310	Web-Component Development (Java EE)	0	0	0	0	0	0	0	0	0	by exam.					
11	NET6302	Systems Administration	160	15	60	45	15	30	0	0	0	by exam.		5			
12	SFT630P	UX/UI development	120	15	60	45	15	30	0	0	0	by exam.					
13	HRC6304	Sensor Technologies	0	0	0	0	0	0	0	0	0	by exam.		6			
14	NET6306	Dev-Net	160	15	105	60	15	15	30	0	0	by exam.					
15	SFT6312	Mobile technologies and applications (Android)	160	15	105	60	15	15	30	0	0	by exam.					
16	MIN501	Minor 1	160	15	75	60	15	15	30	0	0	by exam.		5			
17	NET6303	Network programming	160	15	60	45	15	30	0	0	0	by exam.					
18	SFT6312	Business Component and Web-services Development (Java EE)	160	15	105	60	15	15	30	0	0	by exam.					
19	NET6304	Cloud Computing and Virtualization	160	15	60	45	15	30	0	0	0	by exam.		5			
20	EECB002	Design and simulation of electronic devices	120	15	60	45	15	30	0	0	0	by exam.					
21	MIN502	Minor 2	120	15	75	60	15	15	30	0	0	by exam.		5			
Total:			2220	255	1060	885	225	240	300	120				30.0		30.0	0.0

№ Code	Subject	Number of hours						Study language	Result control	Distribution of credits per semester				
		Total		Contact hours						1	2	Extra term		
		SSH	Aud	L	PS	Lab	UGP						Number of academic credits	Number of academic credits
<b>Catalogue of University disciplines</b>														
1	ISEC6301 Fundamentals of information security	120	15	60	45	15	0	30	0	by exam.	4			
2	RM6301 Research fundamentals	120	15	60	45	15	20	0	0	t.w.	4			
3	IEEC6006 Digital signal processing	120	15	45	60	15	15	30	0	by exam.	4			
4	SFT6319 Blockchain technology	180	15	106	80	15	15	30	0	by exam.	6			
5	SFT6320 Microcontroller programming	210	15	120	75	15	30	30	0	by exam.	7			
6	SFT6308 System Level Programming	180	15	106	80	15	15	30	0	by exam.	6			
7	PM6301 Project management	120	15	60	45	15	0	30	0	by exam.		4		
8	PP6304 Pre-diploma practice	150	0	0	150	0	0	0	150	pract			6	
<b>Electives</b>														
9	NET6308 Connecting Networks	210	15	120	75	15	30	30	0	by exam.	7			
10	SFT6315 DevOps	210	15	120	75	15	30	30	0	by exam.				
11	MIN503 Minor 3	150	15	76	60	15	15	30	0	by exam.	5			
<b>Qualification examination</b>														
12	Diploma thesis/project												8	
<b>Total:</b>		<b>1770</b>	<b>150</b>	<b>870</b>	<b>750</b>	<b>150</b>	<b>180</b>	<b>270</b>	<b>150</b>		<b>43.0</b>		<b>17.0</b>	<b>0.0</b>

**6 Developer approval sheet**

The title of the educational program: 6B06106 «Computer Systems and Software Engineering»

№ п/п	Position, degree, last name and initials of a developer of the educational program	Date	Signature	Note
1	PhD, head of the «CE» department, ass professor T.T. Chinibayeva	30.03.2023		
2	MSc, senior-lector of the «CEIS» department Tokanov O.S..	30.03.2023	