



<b>Name of Educational Programme</b>	Computer Science 3- Year Joint Program (with Fairleigh Dickinson University – FDU, USA)
<b>Name of Educational Programme in English</b>	კომპიუტერული მეცნიერების 3-წლიანი ერთობლივი პროგრამა (ფერლი დიკინსონის უნივერსიტეტთან ერთად - FDU, აშშ)
<b>Level of Higher Education</b>	Bachelor's
<b>Type of the educational program</b>	Academic
<b>Language of Instruction</b>	English
<b>Awarded Qualification, Code</b>	
<b>From Caucasus University</b>	In English - Bachelor of Science in Computer Science, 0613 In Georgian - მეცნიერების ბაკალავრი კომპიუტერულ მეცნიერებაში, 0613
<b>From Fairleigh Dickinson University</b>	In English - Bachelor of Science In Georgian - მეცნიერების ბაკალავრი
<b>Date of Program Approval</b>	18 November, 2022 (Order №01/01-65); Order #01/01-17, 18.03.2025
<b>Program Coordinator</b>	Maksim Iavich PhD. Professor at Caucasus University
<b>Program Co-Coordinator</b>	Giorgi Iashvili, PhD, Associated Professor at Caucasus University
<b>Program Volume in Credits</b>	<p>200 ECTS (120 US credits) credits are envisaged to achieve the results of the Joint Bachelor's Program in Computer Science (with Fairleigh Dickinson University – FDU, USA) and the standard duration of the Program is 3 (three) academic years, the first two years (150 ECTS / 75 ECTS a year) at Caucasus University and the last 3rd year (50 ECTS) at FDU.</p> <p>1 ECTS equals to 25 hours, which includes class hours and time spent on independent work (midterm and final examinations, as well as homework assignments).</p> <p>The program is envisages a narrow sphere and free components learning courses:</p> <p><u>Learning courses of a narrow sphere (159 ECTS credits)</u></p> <ul style="list-style-type: none"> <li>– Mandatory learning courses -119 ECTS credits;</li> <li>– Optional learning courses - 15 ECTS</li> <li>– Concentration - 25 ECTS</li> </ul> <p><u>Learning courses of free component (41 ECTS credits)</u></p> <ul style="list-style-type: none"> <li>– University Mandatory learning courses - 30 ECTS credits;</li> <li>– University Optional learning course - 5 ECTS credits;</li> <li>– Free courses - 6 ECTS credits;</li> </ul>
<b>Program Admission Precondition</b>	<ul style="list-style-type: none"> <li>• Any person having a secondary education is entitled to enroll in the Undergraduate Program in Computer Science. The precondition for admission to the program is to pass the Unified National Examination. Any exceptions to the Law on Enrolment at Higher Education Institutions are allowed only in the cases prescribed by Law.</li> </ul>

- Passing the English Language as a foreign language in the Unified National Examinations is a mandatory requirement for program enrollment.
- Prospective students eligible for the program without having passed the Unified National Examinations must:
  - Confirm English language B2 level proficiency (IELTS-6.0; TOEFL-78; or other relevant international certificate confirming B2 level proficiency) or he/she has to pass an English language B2 level exam administered by the Caucasus University;
  - Pass an exam in Mathematics administered by the Caucasus University.
- Mobility to the program is allowed in accordance with procedures set by the relevant law.

## Qualification Description of the Program

### Program Objective

The objectives of the Program in Computer Science are to:

- Provide the student with a relatively deep knowledge of theoretical aspects of higher-level learning disciplines than the complete general education, which prepares the person for further study at the Master's degree program or work with a received qualification.
- Give the student education in Computer Science, based on fundamental theories and principles of mathematics and Computer Science, which will enable him / her to develop professionally and contribute to the development of the field.
- Prepare high-level, competitive specialists with the broad theoretical knowledge and practice-oriented, transferable skills necessary for professional activities in modern CS field in Georgia and abroad as well.

### Program Learning Outcomes

Upon completion of the Bachelor's degree program in Computer Science, the graduate:

1. Defines key issues in fundamental knowledge areas of Computer Science. Describes the basic concepts of computer science. Based on the knowledge of the principles of mathematical and computer technology, explains the theoretical and practical aspects of the field, the main features of the field and modern trends;
2. Analyzes complex computational problems and selects the appropriate algorithm for their solution;
3. In accordance with computer science disciplines, participates in developing computer technology-based solutions, implementing and evaluating assigned tasks. Determines and connects client and user interests during Computer Science task/project development/evolution/implementation processes;
4. Participates effectively in teamwork in program-related activities;
5. Applies the principles of programming, computer systems, the latest approaches and technological tools in practice.
6. Determines individual learning needs and plans personal development in both professional and Computer Science fields. Conducts oral and written communication.
7. Appreciates computer science-related values, ethical and social responsibilities with others;

With a concentration in Big Data Analytics additionally:

8. Analyzes data analytics algorithms and Big Data analytics frameworks;
9. Applies data and Big Data analytics methods to projects and products;

With a concentration in Game and Mobile Application Development additionally:

10. Applies multimedia data processing algorithms;
11. Develops applications on different platforms.

### Areas of Employment

#### Internships and Job Placements

The program structure allows students to be "job ready" early in the program and offers opportunities for career advancement. Students will be offered to be part of the coordinated internship programs or get a job placement through the support of the CU Career Center.

#### Career Opportunities

Program graduates will have an opportunity to work in a variety of environments such as industry, media, government, private and business organizations. As a rule, the work of graduates involves the following types of activities: analyzing problems for solutions, formulating and testing, using advanced communications or multimedia equipment, or working in teams for product development. Examples of job titles of program graduates may include: Software Developer, Computer Communications Specialist, Data Communications Analyst, IT Business Management Consultant, Product Line Manager, Multimedia Developer, Animator etc

### Possibility to Continue Studies

The program graduates can continue their studies at any of Master's Degree programs in Georgia or abroad, in accordance with the regulation required by the law.

**Program Curriculum**  
(With the indication of modules, courses, relevant credits)

№	Course Code	Prerequisite	Course/Module	Study Year							ECTS
				I		II		III			
				Semester							
				I	II	III	IV	V	VI		
Learning courses of a narrow sphere											
Mandatory learning courses -119 ECTS											
1.	CALC 1140		Calculus I	x							6
2.	DSM 1140		Discrete Mathematics	x							5
3.	PCP 1140		Principles of Computer Programming I	x							5
4.	ICS 1140		Introduction to Computer Science	x							5
5.	IDB 1140		Introduction to Database Systems	x							5
6.	CALC 1240	CALC 1140	Calculus II		x						6
7.	PCP 1240	PCP 1140	Principles of Computer Programming II		x						5
8.	NW 1240		Principles of Networking		x						5
9.	OS 1240		Operating Systems		x						5
10.	CARC 1240		Computer Architecture		x						5
11.	ALGE 2140	CALC 1240	Linear Algebra			x					5
12.	PHS 2140	CALC 1240	Physics I (Lecture and Lab)			x					6
13.	ALGO 2140	PCP 1240	Data Structures & Algorithms			x					5
14.	STAT 2140	CALC 1240	Probability & Statistics			x					5
15.	MT 2140		Modern Technologies			x					5
16.	PHS 2240	PHS 2140	Physics II (Lecture and Lab)				x				6
17.	CPL 2240	PCP 1240	Compilers				x				5
18.	CSCI 2247		Introduction To Assembly Language					x			5
19.	CSCI 4384		Preparation for Computer Science Senior Project					x			2
20.	CSCI 3251		Design of Software Systems					x			5

№	Course Code	Prerequisite	Course/Module	Study Year							ECTS
				I		II		III			
				Semester							
				I	II	III	IV	V	VI		
21.	ENGR 2286		Digital System Design					x		5	
22.	CSCI 2235		Survey of Computing Security						x	5	
23.	CSCI 3255	DSM 1140	Mathematical Foundations of Computer Science						x	5	
24.	CSCI 4386		Computer Science Senior Project						x	3	
Optional learning courses -15 ECTS											
25.	WEB 1240	PCP 1140	Web Technologies I		x					5	
26.	DMK 1240		Digital Marketing							5	
27.	NET 2140	PCP 1240	.NET Technologies I			x				5	
28.	WEB 2140	WEB 1240	Web Technologies II							5	
29.	SYS 2140	OS 1240	System Administration I							5	
30.	NET 2240	NET 2140	.NET Technologies II				x			5	
31.	SYS 2240	OS 1240	System Administration II							5	
32.	ITPM 2240		IT Project Management							5	
Concentration - Big Data Analytics – 25 ECTS											
33.	ML 2240	STAT 2140	Machine Learning				x			5	
34.	CSCI 3331	IDB 1140	Advanced Database					x		5	
35.	CSCI 3485	IDB 1140	Big Data Analytics					x		5	
36.	CSCI 3318	ICS 1140	Cloud Computing						x	5	
37.	CSCI 3460	IDB 1140	Data Warehouse and Data Mining						x	5	
Concentration - Game and Mobile Application Development – 25 ECTS											
38.	ML 2240	STAT 2140	Machine Learning				x			5	
39.	CSCI 3314	PCP 1240	Mobile Application Development					x		5	
40.	CSCI 3444	ICS 1140	Programming for the Internet					x		5	
41.	CSCI 3317	PCP 1240	Computer Game Programming						x	5	
42.	CSCI 3385		Artificial Intelligence						x	5	
Learning courses of free component											
University Mandatory learning courses - 30 ECTS											

№	Course Code	Prerequisite	Course/Module	Study Year							ECTS
				I	II		III				
				Semester							
				I	II	III	IV	V		VI	
43.	ACWR 1140		Academic Writing I	x							5
44.	ACWR 1240	ACWR 1140	Academic Writing II		x						5
45.	TCOM 2140		Technical Communication			x					5
46.	GL 2240		Global Issues				x				5
47.	CULT 2240		Cross-cultural Perspectives				x				5
48.	MEEA 2240	CALC 1240	Managerial/Engineering Economic Analysis				x				5
University Optional learning course - 5 ECTS											
49.	CSHC 0001		Introduction to World History & Civilization	x							5
50.	CCPH 0005		Philosophy								5
51.	CCPS 0006		Psychology								5
52.	CCNT 0009		Entrepreneurship								5
Free Courses – 6 ECTS											
53.			Free Credit	x		x					3
ECTS Credits Per Year				75		75		50			
Courses Per Year				15		15		11			