

Information Technology and Mathematics

Far Eastern Federal University

Degree or qualification is awarded: **Bachelor**

Language of study: **Russian**

Mode of study: **full-time**

Duration: **4 years**

Availability of free education: **yes**

Price: **190 000 rubles in year**

Programme webpage at the university website:

https://www.dvfu.ru/upload/medialibrary/f5e/0fi2lw57vf3faevovez2nvcpg4v1dp4o/+%D0%91_44.03.05_%20%D0%98%D0%A2%D0%9C_2022.pdf

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The program is aimed at training modern teachers who have the necessary set of competencies and psychological and pedagogical literacy for successful work in the field of accompanying activities in education, including those who are ready to implement the adaptation of students. The program will allow for greater freedom of choice of the subjects studied, as well as the realization of the opportunity for students to manage their own educational trajectory: the transition to related areas of training after the second year of study, and will also create conditions for individualization of educational trajectories. Students will have the opportunity to continuously implement practices in partnership with leading schools of the region, as well as the opportunity to participate in scientific and other types of internships.

Key modules and disciplines:

History; Philosophy; Russian language and Speech Culture; Foreign Language; Age anatomy; Physiology and Hygiene; Life safety; Psychology; Teamwork and Leadership training; Pedagogy; Education of Persons with Disabilities; Law; Information Technology; Physical Culture and Sports; Fundamentals of Design and Research Activities; Fundamentals of Leadership Skills; Fundamentals of medical knowledge; Educational quality assessment system; Volunteer activity.

Technologies, tools and software studied:

Distance and e-learning; Active practice in educational projects; WorldSkills formats; Mentoring; Classroom Management; Professional Identity trainings; Computer Architecture; 2D Graphics Processing Technology (CorelDRAW vector Graphics); Graphic Animation Technology (Flash); 3D Graphics Technology (Blender 3-dimensional object design); Augmented Reality Technology; Technology virtual reality; Procedural Programming Technology (Pascal); Object-oriented programming technology (Java); Integrated Programming Technology; Python; Computer Security; Remote Technologies in Education (Fundamentals of Network Pedagogy); Educational Robotics (EV3 Mindstorm); Game Application Development Technology (Scratch); Mobile Application Development Technology; Fundamentals of Artificial Intelligence (SWI-Prolog); Numerical Data Processing (Excel); Mathematical Methods of data Processing (MathCad); Computer modeling.

Specializations within this programme