# Digital Technology in Socio-Humanitarian Practices

## National Research Tomsk State University

Degree or qualification is awarded: Master's degree

Language of study: **Russian** Mode of study: **full-time** 

Duration: 2 years

Availability of free education: **no** Price: **201 500 RUB per year** 

Programme webpage at the university website: <a href="http://ido.tsu.ru/magistr/dist\_master/bioinformatics.php">http://ido.tsu.ru/magistr/dist\_master/bioinformatics.php</a>

Programme curator: Nadezhda I. Zilberman

Tel.: **+7 (3822) 529494** E-mail: <u>zilberman@ido.tsu.ru</u>

The program is a part of an interdisciplinary project "Digital humanities" it is implemented in cooperation with Siberian Federal University (Krasnoyarsk) and such partners as Federal University of Rio de Janeiro, Folkuniversitetet (Uppsala, Sweden).

The program aims to broaden knowledge of technical specialists in the area of development of information systems and principles of their implementation and adaptation in socio-humanitarian sphere; the structure and specificity of this sphere, marketing, advertising, and management. On the other hand those majoring in Liberal Arts will develop knowledge and skills in the field of applied computer science, required to participate in the creation and management of IT-products.

The program covers such areas as the study of regularities of formation and development of the information society, information properties and characteristics of information processes; research and development of effective methods for implementing information processes and building information systems in social and humanitarian fields; modeling applications and information processes, elaborating requirements for the establishment and development of information system and its components; managing the projects of informatization at the enterprises, project management in socio-humanitarian sphere connected with IT and information systems.

### **Key disciplines:**

Basics of Graphic Design; Technology of Creating Digital Cultural Objects; Theory and Practice of Virtual Reality;
Principles of Developing Computer Games and their place in Contemporary Culture; Social Robotics; Basics Of
Programming and Algorithmization, Methodology and Technology of Designing Information Systems etc.

#### Admission.

There are no requirements for basic education. Knowledge of English is not below Intermediate. To study under the program "Digital Humanities" applicants, who successfully passed the entrance examinations in applied computer science and passed an interview, can be enrolled.

#### Specializations within this programme