

Curriculum “General Computer Science” – Optional Courses

This is the full list of optional courses available for this curriculum.

To see which courses are actually offered in each Academic Year, please refer to the “Courses” page.

Courses	Exam	Credit Points
Advanced Human Computer Interaction	yes	4
Advanced Internet Technologies	yes	8
Advanced Network Management	yes	4
Advanced Object-Oriented Development	yes	4
Advanced Programming Techniques for Software Engineering	yes	8
Advanced Software Engineering Methodology	yes	4
Advanced Topics in Machine Learning	yes	4
Advanced Web Systems	yes	4
Agile Software Engineering	yes	4
Applied Natural Language Processing	yes	4
Applied Ontologies for Software Engineering	yes	4
Automatic Speech Recognition	yes	4
Business Processes Modelling and Tools	yes	4
Computational Biology	yes	4
Computational Linguistics	yes	4
Computational Logic	yes	8
Computer Graphics	yes	4
Conceptual Modelling for Information Systems	yes	4
Cross-Language Information Technologies	yes	4
Database Management and Tuning	yes	4
Decision Making and Support Systems	yes	4
Design and Development of Open Collaboration Environments	yes	4
Digital Libraries	yes	4
Distributed Databases	yes	4
eGovernment	yes	4
Embedded and Real-Time Systems	yes	4
Empirical Software Measurements	yes	8
Enterprise Application Integration	yes	4
Formal Methods	yes	4
Foundations of Databases	yes	4
Foundations of Logic and Constraint Programming	yes	4

Graph Theory	yes	4
Information Integration	yes	4
Information Search and Retrieval	yes	8
Infrastructures for open service oriented architectures	yes	4
Intelligent Agents	yes	4
Intelligent Interfaces	yes	4
Intelligent Systems	yes	4
Internet and Mobile Services	yes	4
Introduction to Artificial Intelligence	yes	4
Introduction to Linguistics	yes	4
Knowledge and Content Management Systems	yes	4
Knowledge Bases and Databases	yes	4
Knowledge Representation and Ontologies	yes	8
Legal Issues in Computer Science	yes	4
Machine Learning: Algorithms and Applications	yes	4
Model Driven Software Engineering	yes	4
Moving Objects Databases	yes	4
Multimedia and Hypermedia Systems	yes	4
Multimedia Software Development	yes	4
Non Classical Logics	yes	4
Open Business Intelligence Techniques	yes	4
Open Infrastructures for Location-Based Services	yes	4
Open Modelling Frameworks	yes	4
Open Source Software Engineering	yes	4
Open Tools and Technologies for IT Management	yes	4
Project 4	yes	4
Project 8	yes	8
Project 12	yes	12
Qualitative Research Methods in Software Engineering	yes	4
Randomized Algorithms	yes	4
Requirements and Design of Software Systems	yes	8
Scientific Computing	yes	4
Scripting Languages for the Internet	yes	4
Semantic Web Technologies	yes	8
Seminar in Databases	yes	4
Seminar in Knowledge Representation	yes	8
Seminar in Software Engineering	yes	4

Similarity Search	yes	4
Software Architectures	yes	4
Software Engineering 2	yes	4
Software Engineering for Distributed Systems	yes	4
Software Engineering for Open Mobile and Embedded Platforms	yes	4
Software Engineering in Videogames	yes	4
Software Engineering Standards and Models	yes	4
Software Evolution	yes	4
Software Process Improvement	yes	4
Software Quality Management	yes	4
Software Reliability and Testing	yes	8
Software Testing	yes	4
Strategies for Software Production	yes	8
System Security	yes	4
Temporal and spatial Databases	yes	4
Text Processing	yes	4
Theories and Techniques of Optimization	yes	8
Ubiquitous Computing	yes	4
XML Data Management	yes	4
XML Storage and Indexing	yes	4