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| Educational program | 7М01503 Informatics |
| EP purpose  | Training of highly qualified specialists who are able to effectively organize and plan educational activities, conduct scientific and pedagogical research, and formulate and solve important applied problems in the field of computer science |
| EP type | Acting  |
| Level on NQF | 7 |
| Level on SQF | 7 |
| The awarded academic degree | Master  |
| Period of study | 2 |
| Volume of the credits | 120 |
| Language of education | Kazakh, Russian, English |
| Date of approval of the OP at the Board meeting | 10.04.2024 |
| Professional standard | Teacher 15.12.2022, Professional standard: Teacher (faculty) of higher and (or) postgraduate education organizations 20.11.2023 |

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| № |  Learning outcomes: |
| 1 | Possess the skills of system vision and system thinking, contributing to the rapid and effective solution of intellectual and practical problems as a scientist and teacher |
| 2 | Speak a foreign language at a professional level that allows you to conduct scientific research |
| 3 | Have a high level of professional culture, including the culture of professional communication, successfully carry out research and management activities |
| 4 | Master the fundamental principles of building efficient and reliable algorithms |
| 5 | Ensuring information security in information systems and networks |
| 6 | Conduct a comparative analysis of the latest approaches and methods of computer science, express and justify their position on the issues of informatization of society |
| 7 | To analyze, systematize and generalize the results of scientific research in the field of education by applying a set of research methods |
| 8 | Organize teaching activities in the context of modern learning technologies and develop educational electronic publications and knowledge assessment systems |
| 9 | Develop curricula, programs and appropriate methodological support for the teaching of computer science disciplines in higher educational institutions |
| 10 | Develop educational multimedia applications and is proficient in programming technologies |
| 11 | Develop electronic publications, resources, and websites used in the educational process |