

Skills/Research		Systems/Hardware	Programming/Software	Theory	Data/AI	Mathematics
Year 1	Semester 1	Digital Systems Design	Programmeermethoden	Foundations of Computer Science	Studying and Presenting	Calculus 1
					Oriëntatie Informatica	Linear Algebra 1
	Semester 2	Programming Techniques	Algoritmiek	Logic	Databases	Linear Algebra 2
				Probability Theory		Calculus 2
Year 2	Semester 1	Computerarchitectuur	Datastructuren	Automata Theory	Concepts of Programming Languages	Statistics
	Semester 2	Operating Systems & Networks	Security	Computability	Complexity	Artificial Intelligence
				Research Methods in CS		
Year 3	Semester 1	Compiler Construction	Human Computer Interaction and Information Visualization		Computer Vision	30 ECTS Minor or 30 ECTS Electives
		Multiprocessor Programming	Video Game Making	Quantum Computing*	Natural Computing	Natural Language Processing
		Computer Graphics		Data Protection	Internet Governance	
	Semester 2		Requirements Engineering	Program Correctness	Reinforcement Learning	Data Science
		Machine Learning	Software Engineering	Bachelorproject		
Extra-curricular	AI & Robotics Challenge	Programmeerwedstrijden*				

N.B.: Bold courses are mandatory. Courses marked * are not taught every year.

Scheme above is indicative, non-binding and subject to OER changes.