

**Academic discipline:  
" Design and research activities of students "**

<b>Code and name of specialty</b>	1-40 01 01 Information Technology Software
<b>Training course</b>	2/3
<b>Semester of training</b>	3/6
<b>Number of class hours:</b>	68
<b>Lectures</b>	20
<b>Seminar classes</b>	-
<b>Practical classes</b>	48
<b>Laboratory classes</b>	
<b>Form of current assessment (credit/differential credit/exam)</b>	credit
<b>Number of credits</b>	-
<b>Competencies to be formed</b>	To analyze the approaches and standards used in the regulated processes of creating complex, replicated software products that meet the formal requirements of the customer. To use methods of requirements development and analysis to create software with increased criticality requirements
<b>Summary of the content of the academic discipline:</b>	
The discipline is the most important part of the training of highly qualified specialists and provides for the independent performance of individual work by the student in accordance with the task formulated by the teacher, which is relevant from the point of view of the development of creative and research potential of students. The study of the discipline allows: to instill skills of independent analytical and project work, to familiarize with modern methods of analytical research, real conditions of work on a technical task in a team, to form the ability to analyze the results of research and formulate conclusions and recommendations.	