**The name of the academic discipline:**

**“Computer historical Geography”**

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| **Specialty code and name** | 6-05-0222-01 History |
| **Year of study** | 2 |
| **Semester of study** | 4 |
| **Number of in-class academic hours:** | 46 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 16 |
| - |
| 30 |
| - |
| **Form of the current assessment (*credit/ graded credit /exam*)** | credit |
| **Number of credit points** | 3 |
| **Competences** | Solve standard tasks of professional activity based on the use of information and communication technologies; apply modern computing technologies to conduct historical research, taking into account the requirements of digital culture. |
| **Summary of the academic discipline:**  Interactive historical maps and atlases. Methods of computer processing of historical sources: chronicles, letters. Methods of constructing geographical maps using modern computer technologies. Work with archaeological artifacts using computer programs. Information technology capabilities for working with historical data and transferring them to a virtual geographical environment. | |