



The "Cybersystems" curriculum revolves around network scenarios where computing applications meet the real world, and everything is connected over the Internet. Its fields include the cyberspace (online social networks, web applications, big data), cyberservices (the Internet of things, smart cities, the cloud), and cybersecurity (cryptography, digital forensics).

MANDATORY or ELECTIVE	MODULE	ECTS CREDITS (b)	SEMESTER (c)	SCIENTIFIC AREA
<b>M</b>	Network systems:	12	1	networks
	1) Internet			
	2) Network science			
<b>M</b>	Databases	6	2	computer science
<b>CHOOSE 7</b>	3D augmented reality	6	1	signal processing
	Communication network design	6	1	networks
	Computer vision	6	2	signal processing
	Digital forensics	6	2	signal processing
	Digital signal processing	6	1	signal processing
	Game theory	6	1	networks
	Human data analytics	6	2	signal processing
	Information security	6	1	networks
	Internet of things and smart cities	6	1	networks
	Machine learning	6	1	signal processing
	Multimedia coding	6	1	signal processing
	Network analysis and simulation	6	2	networks
	Network coding	6	2	networks
	Stochastic processes	6	2	networks
	Wireless communications	6	1	telecommunications
<b>CHOOSE 2</b>	Big data	6	2	computer science
	Cryptography	6	1	maths
	Graph theory	6	2	maths
	High level programming	6	1	computer science
	Non verbal communications	6	1	soft skills
	Optimization	6	2	maths
	Web applications	6	2	computer science
<b>M</b>	Fully elective credits <sup>(a)</sup>	12		
<b>CHOOSE 1</b>	Public speaking lab.	3	1	soft skills
	Project management	3	1	soft skills
<b>M</b>	English language proficiency test	3		
<b>M</b>	Internship	9		
<b>M</b>	Final project	21		

(a) Fully elective credits can be taken from any subject also from another curriculum.

(b) 3 ECTS credits typically correspond to 2 hours per week, for a total duration of 12 weeks.

(c) Semester 1 is from September/October to January, Semester 2 is from March to June.