

**Curriculum at Lahti University of Applied Sciences  
2017-2018**

**Master's Degree Programme in Digital Technologies 17**

Code	Name	1 y	ECTS total
<b>TEYDIT17-1000 CORE COMPETENCE</b>			<b>50</b>
<b>TEYDIT17-1001 Advanced Professional Studies</b>			<b>20</b>
<b>TEYDIT17-1004 Future ICT Services</b>			<b>10</b>
TE00BF32	Gamification	5	5
TE00BF33	ICT Workshop	5	5
<b>TEYDIT17-1005 Developing ICT Services</b>			<b>10</b>
TE00BF34	Virtualization and Cloud Services	5	5
TE00BF35	Big Data	5	5
<b>TEYDIT17-1002 Thesis</b>			<b>30</b>
LA00BF06	Thesis	30	30
<b>TEYDIT17-1003 COMPLEMENTARY COMPETENCE</b>			<b>10</b>

**TEYDIT17-1000 CORE COMPETENCE: 50 ECTS**

**TEYDIT17-1001 Advanced Professional Studies: 20 ECTS**

**TEYDIT17-1004 Future ICT Services: 10 ECTS**

**TE00BF32 Gamification: 5 ECTS**

**Learning outcomes**

The student is able to

- identify game-like activities and gamification possibilities in digitally operating environments
- design strategies and tactics to be integrated in the game mechanics of a digital service
- use core concepts, design patterns and meaningful code samples to be applied in a game

**TE00BF33 ICT Workshop: 5 ECTS**

**Learning outcomes**

The student

- is able to acquire information and knowledge independently and use it to carry out an ICT project
- is able to define a problem and find an appropriate solution that fulfills the requirements of the customer
- is able to plan and implement an ICT project
- is able to document the plan and implementation according to ICT standards

- can act both independently and as a part of a team, as required, to achieve project objectives

## **TEYDIT17-1005 Developing ICT Services: 10 ECTS**

## **TE00BF34 Virtualization and Cloud Services: 5 ECTS**

### **Learning outcomes**

The student is able to

- describe and identify the possibilities of virtualization and cloud services to increase the efficiency of an ICT service
- design and implement a digital service using virtualization and cloud services on a selected platform
- discuss and justify the selection of virtualization and cloud services to be used as a platform for a digital service

## **TE00BF35 Big Data: 5 ECTS**

### **Learning outcomes**

The student is able to

- describe and identify big data; the main components, technologies and opportunities
- design the use of big data to achieve competitive advantage, to increase flexibility and to bring cost savings for companies of all sizes and public sector organizations
- discuss phenomena and to justify their opinions

## **TEYDIT17-1002 Thesis: 30 ECTS**

## **LA00BF06 Thesis: 30 ECTS**

### **Learning outcomes**

The student is able to

- generate new knowledge and renew ways of working combining competencies from various sectors
- manage research, development and innovation projects and apply research and development methods
- utilise the research data in operational management and development
- critically analyse, reflect on and combine different approaches to operational development

## **TEYDIT17-1003 COMPLEMENTARY COMPETENCE: 10 ECTS**

### **Courses included in the study module**

You can find Complementary competence courses from separate "Complementary competence courses taught in English, Master's Degree, 17S-" Curriculum.

In addition, you can choose Professional Core Competence courses of other Master's Degree Programmes as Complementary competence courses.