

POLITECNICO MILANO 1863

A photograph of three students in a classroom or lab setting. Two students in the foreground are looking at a laptop screen, while a third student is partially visible in the background. The laptop screen shows a web browser with a dark interface. The text 'Laurea Magistrale (MSc) in Computer Science and Engineering' is overlaid on the bottom left of the image.

Laurea Magistrale (MSc) in **Computer Science and Engineering**

Milano Leonardo Campus

www.polinternational.polimi.it

Presentation

The Master of Science programme in Computer Science and Engineering provides the student with a comprehensive background on state-of-the-art technologies enriched by a strong connection with leading edge research. Through an interdisciplinary approach, the programme forms engineers endowed with a rich cultural basis and able to develop and to exploit the methods and the tools of computer science with an engineering attitude. The programme develops the student's ability to design and to implement hardware and software systems, which find application in the area of industry and of services. Graduates are highly skilled professionals who can plan and manage complex IT projects thanks to a deep knowledge of engineering methodologies and technologies. A large number of tracks is offered, which cover the full spectrum of computer science applications. The programme is taught in **English**.

Eligible students

Students holding at least a BSc degree, in the areas of Information and Communication Technologies or equivalent, are eligible for application.

Fees

For **EU students** fees are based on students' family income and on the presented study plan. They range from about €900 to €3,900 per year.

For **Non-EU students** fees amount to about €3,900 per year.

Subjects

- Big Data Analytics and Advanced databases
- Ambient and Data Intelligence
- Advanced Software Engineering
- Artificial Intelligence, Machine Learning and Soft Computing
- Bioinformatics and e-health
- Design of Safety-critical, Concurrent and Real-time Systems
- Distributed Systems and Middleware Technologies
- Mobile Applications
- High Performance Computer Architectures
- Design of Embedded Systems
- Pervasive Computing
- Robotics and Image Analysis
- Web, and Multimedia Technologies, Videogames Design
- Networked Enterprises and Services
- Business Information Systems
- Cyber security