

Tabela kierunkowych efektów uczenia się

program studiów (kierunek studiów): Computer Engineering poziom studiów: Wydział Elektrotechniki, Automatyki i Informatyki profil studiów: Ogólnoakademicki	
symbol kierunkowych efektów uczenia się	efekty uczenia się (treść)
Wiedza: zna i rozumie	
K1_W01	A student has knowledge in the area of basic education, i.e. mathematics, physics, and others necessary for solving engineering problems
K1_W02	A student knows basic topics in the area work safety and ergonomics, economy, economy law, entrepreneurship principles and copyright protection regulations.
K1_W03	A student has general knowledge of humanities and social education.
K1_W04	A student knows and understands a foreign language theory and terminology at the B2 level of the European language evaluation scale.
K1_W05	A student has a general knowledge in the engineering disciplines associated with the computer science.
K1_W06	A student has knowledge in programming and software engineering. Understands basic processes in the computer systems' life cycle.
K1_W07	A student has knowledge in the computer networks and operating systems area.
K1_W08	A student has knowledge in data bases area.
K1_W09	A student has knowledge in computer graphics area.
K1_W10	A student has knowledge in selected methods of artificial intelligence and their applications in computer science.
Umiejętności: potrafi	
K1_U01	A student can utilize gained knowledge in the area of basic education, i.e. mathematics, physics, and others necessary for solving engineering problems.
K1_U02	A student can practically use his knowledge of the area work safety and ergonomics, economy, economy law, entrepreneurship principles and copyright protection regulations and perform economical evaluation of proposed engineering solutions.
K1_U03	A student can perceive metatechnical, system, social and ethical aspects of the proposed engineering tasks and their solutions.
K1_U04	A student can use a foreign language at the B2 level of the European language evaluation scale.
K1_U05	A student can individually plan and run a live-long self-education process.

K1_U06	A student can select the sources of information with the use of advanced ICT techniques in the correct way. He can validate and synthesize data from various sources.
K1_U07	A student can individually and in a team perform engineering tasks and run basic scientific research, interpret its results and make conclusions.
K1_U08	A student can use specialist terminology (also in a foreign language) and judge other opinions in a debate.
K1_U09	A student can utilize knowledge in the engineering disciplines associated with the computer science.
K1_U10	A student can design, according to a given specification, perform and maintain computer systems. Can provide a critical evaluation and propose improvements to existing solutions.
K1_U11	A student can design, according to a given specification, perform and maintain computer networks with appropriate methods and techniques.
K1_U12	A student can install, configure and administer operating systems, with the use of appropriate methods and techniques.
K1_U13	A student can design, according to a given specification, perform and maintain data bases with appropriate methods and techniques.
K1_U14	A student can use the tools for the processing and analysis of digital images, with appropriate methods and techniques.
K1_U15	A student can apply selected methods of AI to basic computer science tasks with appropriate methods and techniques.
Kompetencje społeczne: jest gotów do	
K1_K01	A student can make decisions, also in difficult situations, critically validate his knowledge and the range of problems solved both individually and in a team.
K1_K02	A student is aware of the impact of the tasks performed on the social environment and the ability to act for the public interest.
K1_K03	A student can think and act entrepreneurially.
K1_K04	A student can act in accordance with ethics and respect to the professional tradition. Promotes a pro-quality culture and the right standards of behaviour both in the professional environment and private life.

Objaśnienia

Symbol efektu tworzą:

- litera K - wyróżnik efektów kierunkowych,
- liczba 1 - studia pierwszego stopnia,
- znak _ (podkreślnik),
- litery W, U lub K - oznaczenie kategorii efektów (W - wiedza, U - umiejętności, K - kompetencje społeczne),
- 01, ... - numer efektu w obrębie danej kategorii, zapisany w postaci dwóch cyfr (numery 1-9 należy poprzedzić cyfrą 0).