

# Curriculum Bachelor Informatica 2025 - 2026



Research / Skills		Systems / Hardware	Programming / Software	Theory		Data / AI		Mathematics
Year 1	Semester 1	Digital Systems Design	Programmeermethoden	Foundations of Computer Science		Studying & Presenting		Calculus 1
						Orientatie Informatica		Linear Algebra
	Semester 2	Programmeertechnieken	Algoritmiek	Logic 1		Databases	Calculus 2	
				Automaten			Probability Theory	
Year 2	Semester 1	Computerarchitectuur	Datastructuren	Concepts of Programming Languages	Formele Talen & Berekenbaarheid		Research Methods in CS	Statistics
								Semester 2
	Logic 2		Artificial Intelligence					
	Year 3	Semester 1 30 ECTS Elective Space, LDE Minor or Study Abroad	Compiler Construction	Human Computer Interaction and Information Visualization	Quantum Computing*			Computer Vision
Multiprocessor Programming			Video Game Making	Mathematical Structures in Computer Science		Natural Computing	Generative AI	
Computer Graphics			Cybersecurity Governance	Ethics of Cybersecurity				
Semester 2 6 ECTS Elective Space		Neural Computing	Requirements Engineering	Program Correctness		Reinforcement Learning	Applied Data Science and Explainable AI	
			Software Engineering	AI and Ethics	Bachelor Thesis Project			
Extra-curricular		CTF: Cyber Security in Practice	Programmeerwedstrijden*	AI & Robotics Challenge				

Bold courses are mandatory. Courses marked \* are not taught yearly. Scheme above is indicative and non-binding.