

Subject code: R.2(1234)	Subject name: Research Practice						
Study load: 21 ECTS	Load of contact hours: 5	Study semester: 1 year, autumn and spring, 2 year, autumn and spring	Assessment: 5-points grade credit				
Objectives:	The goal of the research practice is to solve an applied problem in a limited time.						
Course outline:	The research practice includes the following stages: formulation of the research task and project topics together with the supervisor; study of scientific literature, research articles; development of a project implementation plan and research; software product development and research; writing a scientific report.						
Learning Outcomes:	After successfully completing the practice, students will be able to: 1 – critically evaluate state of the art research in computer science; 2 – conduct research in the field of mobile applications and computer games; 3 – present research results at workshops; 4 – prepare reports on scientific work.						
Assessment Methods:	Pass/failed (in each 1-4 period), set by the supervisor on the basis of the volume and quality of work performed						
Teacher(s):							
Prerequisite subject(s):	–						
Compulsory Literature:	Recommended by the supervisor						
Replacement Literature:	Recommended by the supervisor						
Participation requirements:	–						
Independent work:	Research Practice is carried out independently, with periodic consultations with the supervisor.						
Grading criteria scale or the minimal level necessary for passing the subject:	<table border="1"> <tr> <td>Failed</td> <td>< 50 points</td> </tr> <tr> <td>Passed</td> <td>≥ 50 points: 50–69: score 3 (satisfactory), 70–89: score 4 (good), 90–100: score 5 (excellent),</td> </tr> </table> <p>Graduation (in each 1-4 period) is set by the supervisor on the basis of the volume and quality of work performed.</p>			Failed	< 50 points	Passed	≥ 50 points: 50–69: score 3 (satisfactory), 70–89: score 4 (good), 90–100: score 5 (excellent),
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Information about the course:	Room ____, on ____ at ____						