Subjects	Shortcuts
First year, Semestar 1	
English for IT	ENGIT
Mathematics	MAT
Programming	PROG
Introduction to computer networks	URM
Basics of digital electronics	ODE
Business software tools	RAUP
Kinesiological culture 1	KK1
Graduate study, Semestar 1	
Behavioral economics	BE
Strategic marketing	SM
Marketing data and metrics	MPM
Principles of sales and negotiation	OPP
Creativity and Critical Thinking	KKM1
Programming in Python	PUP
Quantitative methods and modeling	KMM
Administering cloud solutions	ARO
Cyber security defences	ZIS
Computer game planning	PRI
Computer games development	RRI
General programming techniques	TTP
Mathematical foundations of game development	MORI
Graduate study , Semestar 2	
Security, privacy and ethics of digital data	SPEDP
International Marketing	MM
Application of game theory in marketing	PTIM
Marketing Strategies based on Data Sets	MSTNP
Network Analysis and social CRM	AMSC
Creativity and Critical Thinking	KKM2
Management of Innovation	UINOV
Advanced Application Development Based on Development Templates	NRAKO
Rapid Development of Java Applications Using Programming Frameworks	BRJAKPO
Cryptography	RK
Discovering Knowledge from Databases	OZBP
Quantitative methods of data processing	KMOP
Machine Learning Methods	MSU
Security, privacy and ethics of digital data	SPEDP
Internet of things	IOT
Graduate study, Semestar 3	
CRM - Customer Management	CRM
Multicultural design	DM
Creative Tools 3 - Interactive Media	KA3
Lateral Marketing	LM
Project Management in Market Communications	VPTK
Film Ideas in Market Communications	FITK
Photography Ideas in Market Communications	IFTK