Л.Б.ГОНЧАРОВ АТЫНДАҒЫ ҚАЗАҚ АВТОМОБИЛЬ-ЖОЛ ИНСТИТУТЫ



КАЗАХСКИЙ АВТОМОБИЛЬНО-ДОРОЖНЫЙ ИНСТИТУТ ИМ. Л.Б.ГОНЧАРОВА

KAZAKH AUTOMOBILE ROAD INSTITUTE named after L. B. GONCHAROV

"APPROVED"

Rector KazARI named after L.B. Goncharov R.A. Kabashev

16 april 2024

MODULAR EDUCATIONAL PROGRAM

Code and classification of training areas: 6B061 Information and communication technology

Name: 6B06106 - «Information Systems»

Level of training: bachelor degree

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The modular educational program in the direction of the preparation of the ICT educational program 6B06106 - "Information Systems" was drawn up in accordance with the State Educational Standard of Higher Education, approved by the Order of the Minister of Education and Science of the Republic of Kazakhstan dated October 31, 2018 № 604 (as amended on 20.07.2022); Classifier of areas for training personnel with higher and postgraduate education, approved by the Order of the Minister of Education and Science of the Republic of Kazakhstan dated October 13, 2018 № 569 (as amended on Jule 21, 2023); Classifier of occupations of the NK RK 01-2017, approved by the Order of the Committee for Technical Regulation and Metrology of the Ministry for Investment and Development of the Republic of Kazakhstan dated May 11, 2017 № 130) -od., Methodological recommendations for universities on the design of educational programs, MES RK, 06.11.2020, normative documents of KazARI.

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The modular educational program was discussed at the meeting of the Department "HK, GED and IS" and recommended for approval.

Protocol №10 from "16" april 2024

The modular educational program was reviewed at the meeting of KazARI Education and Methodological Council and recommended for approval.

Protocol №9 from "23" april 2024

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1 PASSPORT OF THE EDUCATIONAL PROGRAM

1.1 Explanatory note

With the intensification of globalization and integration processes, human capital acts as a tool to increase the country's competitiveness. For successful competition on the world stage, countries need to train highly qualified personnel who can use their knowledge and skills to develop the country's economy. Human capital is considered as the basis for economic growth in connection with the departure of many countries from the raw material orientation of the economy, labor-intensive production and stimulating the development of innovations and technologies. Therefore, special emphasis is placed on the development and improvement of the quality of higher education, which is aimed at the formation of demanded personnel in accordance with the new realities. The new education system in Kazakhstan is a stage in the creation of an effective educational model, the purpose of which is to increase the functional literacy of university graduates.

The educational program is developed in accordance with the following regulatory documents:

- 1) State program for the development of education and science of the Republic of Kazakhstan for 2020-2025 Decree of the Government of the Republic of Kazakhstan dated December 27, 2019 №988
- 2) Law of the Republic of Kazakhstan dated July 27, 2007 No. 319-III "On Education" (with amendments and additions as of 23.02.2024)
- 3) Rules for organizing the educational process in credit education technology, approved by Order of the Minister of the Ministry of Education and Science of the Republic of Kazakhstan №152 dated April 20, 2011 (as amended on May 6, 2021);
- 4) State compulsory standard of higher education, approved by Order of the Minister of Education and Science of the Republic of Kazakhstan dated October 31, 2018 No. 604. Registered with the Ministry of Justice of the Republic of Kazakhstan on November 1, 2018 №17669 (as amended on August 3, 2022)
- 5) Professional standard "Development of high-load and real-time applications" Appendix №32 to the order of the Deputy Chairman of the Board of the National Chamber of Entrepreneurs of the Republic of Kazakhstan "Atameken" dated December 24, 2019. №259
- 6) Professional standard "Business analysis in information and communication technologies" Appendix No. 2 to the order of the acting Chairman of the Board of the National Chamber of Entrepreneurs of the Republic of Kazakhstan "Atameken" №222 dated December 5, 2022.
- 7) Professional standard "Software developers and specialists in testing, web and multimedia applications" Appendix No. 2 to the order of the Deputy Chairman of the Board of the National Chamber of Entrepreneurs of the Republic of Kazakhstan "Atameken" №330 dated December 5, 2018
- 8) Professional standard "Creation and management of information resources" Appendix No. 8 to the order of the Deputy Chairman of the Board of the National Chamber of Entrepreneurs of the Republic of Kazakhstan "Atameken" №171 dated July 17, 2017
- 9) Professional standard "Development of technical documentation" Appendix №8 to the order of the acting Chairman of the Board of the National Chamber of Entrepreneurs of the Republic of Kazakhstan "Atameken" №222 dated December 5, 2022.

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- 10) Professional standard "Database Administration" Appendix No. 1 to the order of the Acting Chairman of the Board of the National Chamber of Entrepreneurs of the Republic of Kazakhstan "Atameken" №222 dated December 5, 2022.
- 11) Professional standard "Testing multimedia applications (including computer games)" Appendix No. 21 to the order of the Acting Chairman of the Board of the National Chamber of Entrepreneurs of the Republic of Kazakhstan "Atameken" №222 dated December 5, 2022.
- 12) Industry qualification framework "Information and communication technologies" Approved by the minutes of the meeting of the Industry Commission in the field of information, informatization, communications and telecommunications dated December 20, 2016 №1
- 13) National classifier of the Republic of Kazakhstan. Classifier of occupations NK RK 01-2017
 - 14) Regulatory documents of KazADI.

The educational program of specialty 6B06106 - "Information Systems" is implemented on the basis of State license number KZ59LAA00017181, issued by the Committee for Control in the Field of Education and Science of the Ministry of Education and Science of the Republic of Kazakhstan dated October 10, 2019 and certificate HE-SA №00218 dated April 5, 2024, specialized accreditation Independent Kazakhstan Accreditation Center and rating for the educational program 6B06106 "Information Systems" for a period of five years (05.04.2024 − 04.04.2029)

The educational program "Information Systems" has two learning paths:

- 1) Information systems in the road sector.
- 2) Information systems in business and management.

The mission of the educational program is focused on providing high quality educational services in the field of higher education while training spRCialists who will have knowledge of the methodological foundations of designing and implementing automated information systems, modern technologies of developing information systems, administering and designing databases, server and network infrastructure in implementation projects.

The objective of the educational program is to train broad-based specialists with a focus on the implementation of Kazakhstan and international high-tech projects and work in companies with significant intellectual capital, as well as in high-tech companies offering innovative methods and developments in the field of automated information systems, the information technology industry and the automotive transport.

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1.2 Terms and definitions

In this educational program, terms and definitions are used in accordance with the Law of the Republic of Kazakhstan "On Education", as well as terms adopted in the Kazakh Automobile and Road Institute named after L.B.Goncharov (KazARI):

Higher special education is an educational program of higher education aimed at training specialists with qualification in the relevant specialty with a normative education period of at least 4 years.

Bachelor - an academic degree awarded to persons who have mastered the relevant educational programs of higher education.

Type of professional activity – methods, ways, techniques, the nature of professional activity impact on the objects in order to change it, transform.

Dublin Handle - The European Higher Education Qualification Framework. Describes in a generalized form the learning outcomes for different skill levels. The system of descriptors is invariant, i.e. not tied to a specific educational context, which facilitates the comparison of qualifications. Dublin descriptors represent the agreed requirements for the assessment of learning outcomes in each cycle of higher education and can be applied in national higher education systems with a greater degree of detail.

Credit unit (credit) - a measure of the complexity of the educational program.

Competences - the ability to practical use acquired in the process of learning knowledge and skills in professional activities;

Inclusive education is a process that ensures equal access to education for all students, taking into account special educational needs and individual opportunities.

Module - a set of parts of the discipline (course) or disciplines (courses), which has a certain logical completeness in relation to the established goals and results of education, training.

National qualification framework - a structured description of the qualification levels recognized in the labor market.

National qualifications system - a set of mechanisms of legal and institutional regulation of supply and demand for qualifications of specialists from the labor market.

The direction of training is a set of educational programs of various levels aimed at training specialists for the relevant professional field.

Sectoral Qualifications Framework - A structured description of the qualification levels recognized in the industry.

The field of professional activity is a set of objects of professional activity in their scientific, social, economic, industrial manifestation.

The object of professional activity - systems, objects, phenomena, processes, which are dirRCted to impact.

A professional group is a set of professional subgroups that has a common integration basis (similar or similar purpose, objects, technologies, including means of labor) and assumes a similar set of labor functions and competencies for their implementation.

A professional subgroup is a set of professions formed by an integral set of labor functions and competencies necessary for their fulfillment.

Professional standard - a standard that defines the requirements for the level of qualification and competence, content, quality and working conditions in a specific field of professional activity.

Profession is the main occupation of a person's labor activity, requiring certain knowledge, skills and practical skills acquired as a result of special training and confirmed by relevant documents on education.

Learning outcomes - acquired knowledge, skills and acquired competencies.

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Labor function - a set of interrelated actions aimed at solving one or more tasks of the labor process.

KazARI is a higher education institution that:

- implements educational programs of higher and postgraduate professional education in a wide range of areas of training;
 - performs fundamental and applied research in a wide range of sciences.

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2 DESCRIPTION OF THE EDUCATIONAL PROGRAM

The purpose of the educational program Providing comprehensive and high-quality training of qualified competitive specialists for research, development, implementation as maintenance of information systems and technologies through the development of personal qualities in students and the formation general cultural and professional competencies in accordance with SE Training of the map dirRCtion in the educational program Code and 6B06 Information and communication technology						
classification of the field of education						
Code and classification of the edacational training	6B061 Information and communication technology					
Code and name of the educational program	6B06106 - Information sistems					
	Qualification characteristics of the graduate					
Academic degree	Bachelor in Information and Communication Technology for the educational program 6B06106-Information Systems					
The list of professions	Graduates of the specialty 6B06106 - "Information Systems" can work in the following positions: software engineer; analyst programmer; Specialist in support of EP / PP; software architect; Mobile app developer; multimedia developer; software developer; web master; website designer; ICT business analyst; ICT auditor; artificial intelligence engineer; systems consultant; system engineer; computer game developer; IT designer; System Administrator; network engineer; network administrator; information security auditor; information security specialist; database maintenance engineer; DB administrator; IT infrastructure architect; BigDate Specialist; Project Manager in the field of information technology; Highly loaded application development specialist; specialist for the development of technical documentation (technical writer); Content manager;					
Professional field	Industry, science, education, culture, health, agriculture, government and other areas of human activity, directly or indirectly related to information systems and technologies.					
The object of professional activity	The objects of professional activity of bachelors are: information processes, technologies, systems and networks, their instrumental (software, technical, organizational) software, methods and methods of design, debugging, production and operation of information technologies and systems.					
Functions of professional activity	Design and development of highly loaded systems. Administration and operation of software and hardware of highly loaded systems. Monitoring the content of the organization's Internet resources.					

	Office of IP organization. Support for the processes of modernization and promotion of the organization's Internet resources. Planning and
	designing a game architecture and developing a code algorithm. Implementation of technical standards in the gameplay, graphics, sound and functionality. Obtaining source materials for the development of
	technical documentation. Development of a documentation plan. Development of technical documentation. Testing technical documentation. Duplication and distribution of technical
	documentation. Installation and configuration of software. Maintenance and functioning of the database. Monitoring and managing database backups. Provision of information security database. Analysis and tuning of DBMS performance. Ensuring the uninterrupted operation of the DBMS. Database Development Management. Planning for business analysis and monitoring their implementation. Management of requirements for business processes and / or ICT projects of an organization. Evaluation and decision-making to improve the business processes and / or ICT projects of the organization. Design and development of highly loaded systems. Administration and operation of
	the software and hardware of highly loaded systems. Analysis of software requirements and coordination of the development of technical specifications. Coordination and design of software.
Types of professional activity	Execution and management activities within the framework of the enterprise's activity strategy, involving work on complex tasks, where the analysis of the situation or information requires an indepth assessment of various factors, as well as the management of employees with responsibility for the result on a specific part of the technological process in a structured unpredictable environment. Developed ability to show in-depth knowledge and skills in the technical field. Demonstrates leadership and is responsible for the effectiveness of the team, for its development in an unpredictable environment. Management activities in the framework of the enterprise's activity strategy, which involves the management of a group or at the unit level with the adoption of responsibility for their own activities and the effectiveness of the team in a structured, unpredictable
	environment. Developed ability to apply communication skills depending on the specific situation.
Personal competency requirements	Responsibility. Diligence. Logical thinking. The flexibility of thinking. Focus on the result. Organization. Initiative. Mindfulness. Discipline. Decision making. The desire to improve the professional level of creativity, teamwork.
List of competencies	(EC-1): understand the surrounding reality on the basis of ideological positions, formed by the knowledge of the foundations of philosophy, which provide scientific understanding and study of the natural and social world by the methods of scientific and philosophical knowledge. (EC-2): own a cognitive-linguistic-cultural methodology for solving communication problems in a multilingual and multicultural society of

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the Republic of Kazakhstan.

- (EC-3): show citizenship based on a deep understanding and scientific analysis of the main stages, patterns and originality of the historical development of Kazakhstan.
- **(EC -4)** use scientific methods and techniques for researching a specific science; summarize the results of the study; synthesize new knowledge and present it in the form of humanitarian socially significant products; make a choice of methodology and analysis.
- (EC-5): to develop one's own moral and civic position: to operate on the social, business, cultural, legal and ethical standards of Kazakhstani society; put into practice knowledge in the field of social sciences and humanities, which are recognized worldwide.
- (EC-6) assess situations in various spheres of interpersonal, social and professional communication, taking into account the basic knowledge of sociology, political science, cultural studies, psychology.
- (EC-7): to analyze the particular and general problems of the functioning of the biosphere and environmental management in order to reduce the impact on human health and the environment.
- (EC-8): independently apply modern computer technologies to solve research and production-technological problems of professional activity.
- (EC-9): demonstrate personal and professional competitiveness: build a personal educational path for self-development and career growth, focus on a healthy lifestyle to ensure a full social and professional activity through physical culture methods and means.
- **(BC-1):** demonstrate basic knowledge in the field of mathematics and natural sciences, their use in their professional activities.
- **(BC-2):** to realize the need to form new competencies to solve practical problems in the field of information systems and tRChnologies.
- **(BC -3):** use communication opportunities in oral and written form in the state, Russian and foreign languages for solving problems of interpersonal and intercultural interaction.
- **(BC-4):** build work in a team, tolerate social, ethnic, confessional and cultural differences.
- (BC-5): to realize the need for self-organization and self-education, to critically rethink the accumulated experience, to change, if nRCessary, the type and nature of their professional activities.
- **(BC-6):** understand the nature of entrepreneurship and ways of managing it as a process, identifying areas in which entrepreneurship manifests itself, including a startup in professional activities.
- **(BC -7):** use in the professional and personal activities various types of ICT (Internet resources, cloud and mobile services for searching, storing, processing, protRCting and distributing information).
- **(PC-1):** demonstrate possession of the tRChniques and methods of operation of modern computing equipment and equipment.
- **(PC -2):** apply methods and means of protRCting information infrastructure, information resources and tRChnologies.
- **(PC-3):** dentify requirements for the design of network architRCture, software and hardware of the computer network.
- (PC-4): develop, adapt and implement highly loaded applications

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materials, as well as other interactive tools.

systems and developing software.

databases, operating systems, application software, etc.

develop information systems infrastructure,

(PC-6): apply software solutions that combine text, graphic, multimedia

(PC -7): prepare tRChnical documentation for designing information

After successful completion of the educational program, the student

including

software.

(PC-5):

Training results

will:
ON1: Possess a system of subject, psychological, methodological, social, humanitarian, environmental, economic knowledge, the ability to carry out their further professional development, including using their own physical activity in combination with other cultural values. ON 2: Convince, argue your position during discussions, both on
historical and professional topics, legally competently present legal acts; have the ability to quickly adapt when the situation changes due to the possession of extra-functional and multi-professional knowledge and abilities.
ON3: Engage in communication in oral and written forms in Kazakh, Russian and foreign languages to solve problems of interpersonal, intercultural and industrial-professional communication (know the terminology for drawing up software and technical documentation for supporting information systems in Kazakh, Russian and English).
ON4: Master mathematical modeling methods for solving specific engineering problems, including the ability to identify the natural scientific essence of problems arising in the process of professional activity, and the ability to attract the appropriate physical and mathematical apparatus to solve them.
ON5: Possess in-depth knowledge of modern methods and means of designing information systems, create technical documentation of the designed system, organize its information protection, used in computer systems to solve intellectual tasks, principles of expert systems development;
ON6: Work in an international context, using innovative experience in the field of information systems and ICT from leading countries of the world; generalize and synthesize new knowledge.
ON7: Possess skills in using application software packages for calculations, modeling and automation of the design of information processes and systems.
ON8: Use various types of ICT: Internet resources, cloud and mobile services for searching, storing, processing, protecting and distributing information, comply with requirements for the accessibility of information resources for persons with disabilities.
ON9: Use computer technology and programming tools for the effective implementation of hardware and software systems ON10: Develop and use technical, software, supporting documentation
of various types based on domestic and foreign documentation standards (ISO 9000 series, ISO 14000 series, ISO 22000 series standards, standards in the field of occupational safety management,

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elements of social responsibility, etc.).

ON11: Apply skills of entrepreneurship, innovation, creativity, business process reengineering, in order to manage possible risks in business processes, develop startups, digitalize business processes; develop business cases; use benchmarking for the effective functioning of the organization and proposed solutions to improve the organization's business processes and/or ICT projects.

ON12: Be able to develop models of information system components, models of human-electronic computer interfaces, computer games based on the principles of the circuitry fundamentals of computer technology, principles of organizing internal and external storage devices, adapt and modernize DBMS applications, ensure the security and integrity of data information systems.

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3 MATRIX OF COMPLIANCE OF TRAINING RESULTS ON THE EDUCATIONAL PROGRAM IN GENERAL WITH FORMED COMPETENCES

ON1	ON2	ON3	ON4	ON5	ON6	ON7	ON8	ON9	ON10	ON11	ON12
+	+										
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4 COMPETENCE MAP

General educational	Training results
competencies	
(BC 1)	TD 1. TD 2
(RC-1)	TR1; TR 2
(RC -2)	TR 3, TR 4
(GRC -3)	TR2, TR 3
(GRC -4)	TR 1, TR 2
(GRC -5)	TR 2, TR 4, TR 10
(GRC -6)	TR 1, TR 3, TR 4
(GRC -7)	TR 1, TR 6
(GRC -8)	TR 5, TR6, TR 7, TR 8
(GRC -9)	TR1, TR 3, TR 6
Basic competencies	Training results
(BC-1)	TR 1, TR 5, TR 9, TR 11
(BC -2)	TR 6, TR 8, TR 10, TR 11
(BC -3)	TR 3, TR 4
(BC -4)	TR 2, TR 3, TR 4
(BC -5)	TR 3, TR 6, TR 8, TR 11
(BC -6)	TR 6, TR 11
(BC -7)	TR 5, TR 7, TR 8, TR 9
Professional competences	Training results
(PC-1)	TR 3, TR 7, TR 8
(PC -2)	TR 5, TR8, TR 9
(PC -3)	TR 5, TR 7, TR 10, TR 12
(PC -4)	TR 5, TR 7, TR 9, TR 10, TR 12
(PC -5)	TR 8, TR 9, TR 12
(PC -6)	TR 5, TR 6, TR 8
(PC -7)	TR 5, TR 7, TR 10

5 TRAINING MODULE MAP

Module Name	Competencies	Training results						
	General educational competencies							
Module of	EC1,EC3,EC4,EC5	RE1,RE2, RE3,RE4						
socio-political								
knowledge								
Multilingual	EC2, EC6, EC9,BC3	RE3,RE4						
training module								
Professional	EC8, PC1,PC2,BC7	RE5,RE7,RE9						
foreign language								
module								
Security	EC7	RE6						
technology								
module								
Physical training	EC9	RE6						

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module						
Module of	EC1, EC7,	RE1, RE2, RE4, RE6,				
ecology and		RE10				
scientific						
activity						
	Basic disciplines					
Math Module	EC4,BC1,BC7	RE1, RE5,RE9				
Technical	EC4, BC1,BC2,BC7,PC1,PC6	RE1,RE5,RE7,RE9				
module						
Multilingual	EC2,EC6,EC9,BC3	RE3,RE4				
training module						
Professional	EC7, PC1,PC2,BC7	RE5,RE7,RE8,RE9				
foreign module						
Information	EC4, EC8, BC2, BC5, BC7	RE5,RE6,				
Technology	PC1,PC2,PC3,PC4,PC5,PC6,PC7	RE7,RE8,RE9,				
Module		RE10,RE12				
Module of	EC8, BC2, BC6,BC7,PC1, PC3,PC4, PC6,PC7	RE5, RE7,RE8,RE9,				
programming		RE10,RE12				
Control module	EC8, BC2,BC4,BC5,BC6,BC7,PC4,PC6,PC7	RE3, RE5,RE6,RE8,				
		RE10, RE11				
Security	ES8, BC2, БК7, ПК2, ПК3	RE5, RE6, RE7, RE9				
technology						
module						
	Profiling disciplines					
Information	EC4, EC8, BC2, BC5, BC7	RE5,RE6,				
Technology	PC1,PC2,PC3,PC4,PC5,PC6,PC7	RE7,RE8,RE9,				
Module		RE10,RE12				
Professional	EC7, PC1,PC2,BC7	RE5,RE7,RE8,RE9				
foreign module						
Technical	EC4, BC1,BC2,BC7,PC1,PC6	RE1,RE5,PO7,RE9				
module						
Programming	EC8, BC2, BC6,BC7,PC1, PC3,PC4, PC6,PC7	RE5, RE7,RE8,RE9,				
module		RE10,RE12				
ATT						
Module of	EC1, BC1, BC3, BC5	RE2, RE4, RE10, RE11				
additional						
education						

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6 INFORMATION ABOUT THE DISCIPLINES OF THE EDUCATIONAL PROGRAM

No	Discipline name	Brief description of the	Number of	Generated					
	•	discipline	credits	learning outcomes					
		(50-60 words)		(codes)					
	Cycle of general education disciplines - 56 credits								
1	Mandatory component of OOD -51 credit 1 History of Kazakhstan The discipline provides objective 5 ON 1, ON 2								
1	History of Kazaktistan	historical knowledge about the	3	ON 1, ON 2					
		main stages of the history of							
		Kazakhstan; directs students'							
		attention to the problems of							
		formation and development of							
		independent statehood in							
		Kazakhstan, spiritual culture,							
		continuity and continuity of ethnogenesis; brings to the							
		consciousness of students the							
		essence of fundamental problems							
		of history, teaches them scientific							
		methods of historical knowledge,							
		forms their scientific worldview							
		and civic position.							
		Active learning methods used:							
		interactive and digital technologies, project-based							
		teaching methods, problem-based							
		learning technology, gamification.							
2	Foreign language	The discipline is intended to	10	ON 3, ON 6					
		provide training for students in							
		the general education discipline							
		"Foreign Language", as one of the							
		mandatory disciplines that contribute to the formation of							
		intercultural communicative							
		competence at a sufficient level.							
		Students use language material							
		with language tools sufficient for							
		a given level, correct errors in a							
		timely manner and independently,							
		analyze the causes and consequences of events in texts							
		and choose forms and types of							
		speech. Active learning methods							
		<i>used:</i> design method, role-playing							
		games, round tables, etc.							
3	Kazakh (Russian) language	The discipline is aimed at	10	ON 1, ON 3					
		developing students' speech skills							
		in mastering additional means of communication in relation to the							
		Kazakh (Russian) language and							
		obtaining professional education.							
		Development of lexical and							
		grammatical skills; improving							
		listening skills; development of							
		information culture, language							
		acquisition. During the learning process, students learn methods							
		and techniques of various text							
		analysis, use a system of subject							

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		and language knowledge to solve		
		problems of educational and		
		professional communication.		
		Used active teaching methods:		
		case-study, syncwine, pair and		
		group work, discussion.		
4	Module of socio-political	The discipline "Psychology"	8	ON 1, ON 2, ON 3
'	knowledge (Psychology,	forms a holistic understanding of		01, 1, 01, 2, 01, 3
	Culturology, Sociology and	the psychological and personal		
	Political Science)	characteristics of a person, reveals		
	2 5333503	issues such as emotions,		
		emotional intelligence, human		
		will, psychology of self-		
		regulation, individual typological		
		characteristics, values, interests,		
		norms - a spiritual basis.		
		Considers the psychology of the		
		meaning of life, professional self-		
1		determination, health,		
1		communication between		
		individuals and groups, as well as		
		techniques for effective		
		communication. Active learning		
		methods used: discussion, case		
		method, fishbone, cinquain,		
		flipped classroom method, project		
		method.		
		The discipline "Culturology"		
		reveals the fundamentals of the		
		nature of cultural phenomena and		
		processes, the specifics of the		
		laws of functioning and		
		development of culture; gives an		
		idea of the basic concepts of		
		cultural studies; methods of		
		analysis of specific cultural		
		phenomena, typology of cultures;		
		ethnic and national, elite and mass		
		culture; forms modern knowledge		
		about culture, knowledge in the		
1		field of anti-corruption culture		
		and contains concepts relating to		
		criminal offenses and all		
		corruption phenomena. Used		
		active teaching methods:		
		problem-based lectures, round		
1		table, discussion, presentations.		
1		Sociology is the science of social		
		life and social interactions of		
		individuals. Globalization,		
		economic progress, division of labor in society lead to the need to		
		develop entrepreneurship skills.		
		Sociology is a way to understand		
		complex social systems and		
		processes, the problem of		
		preserving society as an integrity.		
		Sociological knowledge allows us		
		to consider any phenomenon in the		
			•	

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		human dimension, to see its social		
		mechanisms and social		
		consequences. Used active teaching		
		methods: problem-based lectures,		
		round table, discussion,		
		, , ,		
		presentations.		
		In the modern world, political		
		science is an integration science,		
		including the entire complex of		
		sciences about politics and its		
		relationship with man and society,		
		there is a modernization of public		
		consciousness and the strengthening		
		of the national patriotic idea		
		"Mangilik El. Rukhani zhangyru."		
		Its object is politics as an aspect of		
		the life of modern society. Political		
		science studies the laws of the		
		functioning of politics and its		
1		historical development. <i>Used active</i>		
		teaching methods: problem-based		
		lectures, round tables, discussions,		
		presentations.		0.7.4
5	Physical education	The discipline develops	8	ON 1
		knowledge in the field of		
		conditions for maintaining and		
		strengthening human health, the		
		ability to build a personal		
		educational trajectory for self-		
		development, focused on a		
		healthy lifestyle to ensure full-		
		fledged social and professional		
		activity through methods and		
		means of physical culture,		
		including planning activities		
		aimed at maintaining and		
		strengthening health, safety		
		precautions during physical		
		education, organization and		
		,		
		conduct of physical education and		
		health activities.		
		Used active teaching methods:		
		situational-problem-based,		
		situation dossier, game learning,		
		heuristic conversations, work in		
		•		
	D1 2 1	small groups.		0)11 0)12
6	Philosophy	Philosophy is a special form of	5	ON 1, ON 2
		knowledge of the world,		
		developing a system of		
		knowledge about the fundamental		
		principles and foundations of		
1				
		human existence, about the most		
		general essential characteristics of		
		human relations to nature, society		
		and spiritual life in all its main		
		manifestations. Philosophy		
		synthesizes and generalizes the		
		results of the practical and		
		spiritual development of the		
L		world, offering possible strategies		
			-	•

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		and choices for the sociocultural development of public life. <i>Used active teaching methods:</i> problem-based round table lectures, discussion, commented reading of primary sources.		
7	Information and Communication Technologies (in English)	The purpose of studying the discipline is to develop the ability to critically understand the meaning of ICT in digital globalization, to acquire knowledge and skills in using modern ICT in various types of professional and social activities. The result of the training is the ability to apply modern programming languages, systems engineering methodology, ICT technological standards, and an understanding of methods and means of constructing information security systems in professional activities. Used active teaching methods: problem-based lectures, casestudy, round table, discussion, presentations.	5	ON 5, ON 6, ON 8
	University c	omponent / Elective component - 5	credits	
2	Methods of scientific research in IS	The discipline forms knowledge in the field of ecology, determines its role in solving modern economic and political problems, considers the basic ecological concepts and laws of the functioning of natural systems, the tasks of ecology as a science. Management in the field of environmental safety. Legal aspects of nature protection. Ensuring the protection of the population from the consequences of accidents, catastrophes, natural disasters; carrying out rescue and other urgent work in the affected areas. Used active teaching methods: lecture press conference; method "515"; "Case study"; the "Chain" method, etc. The discipline allows you to gain knowledge on the basic theoretical provisions,	5	ON 4, ON 6, ON 10
		theoretical provisions, technologies, operations, practical methods and techniques of conducting scientific research on the basis of modern achievements of domestic and foreign scientists and to master the skills of choosing the topic of scientific research, scientific search,		

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		analysis, experimentation, data		
		processing, obtaining sound		
		effective solutions using.		
		Information technology. Used		
		active teaching methods: problem		
		lectures; brainstorming; round tables; game exercise.		
3	Economics and the basics of	The discipline is aimed at		ON 1, ON 9, ON
	entrepreneurship	revealing current problems of two		10, ON 11
		sciences - economics and		
		entrepreneurship: development of		
		the foundations of economic		
		theory and various concepts of the		
		market economic system in		
		relation to Kazakhstan reality,		
		forms and legal aspects of		
		property, methodological and		
		practical aspects of economic		
		growth, social policy of the state,		
		knowledge about the forms and methods of doing business, and		
		also describes the role of		
		entrepreneurship in economic		
		development.		
	Cyc	cle of basic disciplines-112 credits		
		niversity component -54 credits		
1	Discrete Mathematics	The discipline forms knowledge	4	ON 4, ON9, ON12
		in the use of basic mathematical		
		models and algorithms that allow		
		you to professionally formulate		
		and solve many problems in		
		specific areas of computer		
		science. The following are		
		considered: the concept of a set,		
		operations on sets; relations,		
		binary relations, properties of binary relations, operations on		
		binary relations; operations on binary relations; Boolean		
		functions, laws of Boolean		
		algebra, disjunctive and		
		conjunctive normal forms;		
		fundamentals of propositional		
		logic and predicate logic; the		
		concept of a graph, etc. Used		
		active teaching methods: lecture		
		visualization; case study;		
		contextual learning; learning		
<u></u>	North-marking I	based on experience.	4	ON 4 ONG ONG
2	Mathematics I	The discipline is the foundation of mathematical education of a	4	ON 4, ON6, ON9
		specialist, contributes to the		
		development of mathematical		
		intuition, the education of		
		mathematical culture, within the		
		framework of this course, the		
		basic concepts of linear and		
		vector algebra, analytical		
		geometry, mathematical analysis		
		of the function of one variable are		

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	T			
		formed, simple mathematical		
		models of specific tasks are		
		studied; orientation is carried out		
		on the implementation of logical		
		analysis of specific tasks, on the		
		application of mathematical		
		methods in professional activity,		
		to create mathematical models of		
		simple professional tasks. Used		
		active teaching methods: lecture		
		visualization; case study;		
		contextual learning.		
3	Physics	The discipline is based on the	5	ON 3, ON 4, ON12
'	1 Hysics	attitude to the formation of		01\ 3, 01\ 4, 01\12
		students' system of basic concepts		
		of physics and ideas about the		
		modern physical picture of the		
		world, as well as the development		
		of skills to apply physical		
		knowledge both in professional		
		activities and to solve life		
		problems. Having a logical		
		harmony and relying on		
		experimental facts, the discipline		
		forms a truly scientific worldview		
		among students. The active		
		teaching methods used are:		
		lecture visualization; case study;		
		contextual learning; experience-		
		based learning.		
4	Algorithms, data structures and	The discipline forms a systematic	4	ON 5, ON 7, ON 9,
	programming	and holistic view of the theory of		ON 12
		the development of algorithms,		
1		the development of algorithms, methods and technologies for		
		methods and technologies for		
		methods and technologies for solving practical and scientific		
		methods and technologies for solving practical and scientific problems in the Python		
		methods and technologies for solving practical and scientific problems in the Python programming language. The		
		methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the		
		methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic		
		methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python		
		methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable		
		methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural		
		methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on		
		methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive		
		methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive functions and principles of their		
		methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive functions and principles of their development; algorithms for		
		methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive functions and principles of their development; algorithms for sorting and searching data, greedy		
		methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive functions and principles of their development; algorithms for sorting and searching data, greedy algorithms, etc. <i>Used active</i>		
		methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive functions and principles of their development; algorithms for sorting and searching data, greedy algorithms, etc. <i>Used active teaching methods:</i> problem		
		methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive functions and principles of their development; algorithms for sorting and searching data, greedy algorithms, etc. <i>Used active teaching methods:</i> problem lectures; problem-business games;		
		methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive functions and principles of their development; algorithms for sorting and searching data, greedy algorithms, etc. <i>Used active teaching methods:</i> problem lectures; problem-business games; case study; the decision tree		
		methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive functions and principles of their development; algorithms for sorting and searching data, greedy algorithms, etc. <i>Used active teaching methods:</i> problem lectures; problem-business games; case study; the decision tree method.		
5	Professionally oriented foreign	methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive functions and principles of their development; algorithms for sorting and searching data, greedy algorithms, etc. <i>Used active teaching methods:</i> problem lectures; problem-business games; case study; the decision tree method. Professionally-oriented foreign	5	ON1, ON2, ON3,
5	Professionally oriented foreign language	methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive functions and principles of their development; algorithms for sorting and searching data, greedy algorithms, etc. <i>Used active teaching methods:</i> problem lectures; problem-business games; case study; the decision tree method. Professionally-oriented foreign language (English) provides	5	ON1, ON2, ON3, ON6
5	,	methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive functions and principles of their development; algorithms for sorting and searching data, greedy algorithms, etc. <i>Used active teaching methods:</i> problem lectures; problem-business games; case study; the decision tree method. Professionally-oriented foreign language (English) provides training to speak and write in a	5	
5	,	methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive functions and principles of their development; algorithms for sorting and searching data, greedy algorithms, etc. <i>Used active teaching methods:</i> problem lectures; problem-business games; case study; the decision tree method. Professionally-oriented foreign language (English) provides training to speak and write in a foreign language, forms a set of	5	
5	,	methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive functions and principles of their development; algorithms for sorting and searching data, greedy algorithms, etc. <i>Used active teaching methods:</i> problem lectures; problem-business games; case study; the decision tree method. Professionally-oriented foreign language (English) provides training to speak and write in a foreign language, forms a set of knowledge, skills and abilities in	5	
5	,	methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive functions and principles of their development; algorithms for sorting and searching data, greedy algorithms, etc. <i>Used active teaching methods:</i> problem lectures; problem-business games; case study; the decision tree method. Professionally-oriented foreign language (English) provides training to speak and write in a foreign language, forms a set of	5	
5	,	methods and technologies for solving practical and scientific problems in the Python programming language. The following are considered: the concept of an algorithm; basic algorithmic structures; Python operators; mutable and immutable data types, simple and structural data types and operations on them; functions, recursive functions and principles of their development; algorithms for sorting and searching data, greedy algorithms, etc. <i>Used active teaching methods:</i> problem lectures; problem-business games; case study; the decision tree method. Professionally-oriented foreign language (English) provides training to speak and write in a foreign language, forms a set of knowledge, skills and abilities in	5	

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		accordance with international standards, the specifics of project management. The program provides an introduction to the subject area of a specialty in a professional foreign language, as a disciplinary phenomenon serving all spheres of human activity. The active teaching methods used are the design method, role-playing games, casestudy, cinquain, pair and group forms of work.		
6	Mathematics II	The discipline forms the fundamental concepts of differentiation and integration in solving mathematical problems; teaches to analyze numerical data presented in the form of diagrams, graphs, analyze statistical information; work with scientific literature, with information and reference material. Used active teaching methods: lecture visualization; case study; contextual learning.	5	ON 4, ON6, ON 9, ON 12
7	Basics of information systems	The discipline forms a complex of interrelated knowledge in the field of theoretical and methodological foundations of information systems, the laws of their functioning and development; the basic provisions of information theory, measurement; the basic concepts of data compression, information transmission over a communication channel, finding the most economical coding methods that allow transmitting a given information using a minimum number of characters, determining the amount of storage devices intended for for storing information. Used active teaching methods: lecture discussion; contextual learning; educational discussion; analysis of a specific situation.	5	ON 6, ON 8, ON10, ON 12
8	IT infrastructure	The discipline examines issues related to the concept of infrastructure, its role in IP and in OT. The place of information infrastructure management in the general structure of enterprise management is determined. Introduces ITIL and ITSM methodologies. Considers methods and means of information infrastructure	4	ON 6, ON 7, ON8, ON11, ON12

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		management. Describes the		
		business architecture and IT		
		architecture of the organization,		
		the methodological foundations of enterprise IT infrastructure		
		management, modern standards in		
		the field of information		
		technology service management		
		(ITIL, COBIT). Used active		
		teaching methods: lecture with		
		analysis of micro-situations; case-		
		study; solving practical problem		
		problems.		
9	Object Oriented Programming	The discipline forms knowledge	5	ON6, ON7, ON9,
		in application development using		ON12
		modern technologies of the Java		
		development environment		
		(IntelliJ IDEA, NetBeans,		
		Eclipse, Android Studio), various		
		tools, solving specific mobile		
		tasks: refactoring, assembly,		
		templating, finding the causes of		
		low performance and its increase,		
		also the difference between the		
		methodology of procedural		
		programming from object		
		programming, the stages of		
		program development, features of		
		object-oriented programming,		
		graphical capabilities of		
		Embarcadero RAD Studio XE8.		
		The active teaching methods used		
		are: problem lectures; problem-		
		business games; case study; the		
		decision tree method.		
10	Web technologies	The discipline is focused on the	5	ON 5, ON 8, ON
		study and application in		12
		professional activity of concepts		
		and practical techniques of the		
		organization and functioning of		
		the Internet, teaching methods of		
		designing applications for use in		
		the Internet environment. Studies		
		the basics of web design, graphic		
		programs; common web		
		browsers, HTML, CSS,		
		JavaScript, technologies for		
		creating and editing Internet		
		advertising objects (banners,		
		buttons, flash objects); basics of		
		web design; technology for		
		creating hypertext documents.		
		Used active teaching methods:		
		lecture-discussion; solving		
		practical problem problems;		
		method-projects; presentation.		
11	Computer graphics and design	The discipline characterizes the	4	ON 4, ON 10,
**	compater grapmes and design	ability to consider the final		ON12
		product at the initial stage of its		01,12
		product at the finial stage of its	l .	I

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		construction using 3D modeling. Thanks to special programs, it is possible to recreate the design model in real time with minimal time and money. The use of computer visualization is suitable not only for large projects, but also for the design of small objects. The active teaching methods used are: lecture-visualization; situation-		
12	Educational practice	problem; case-study. Educational practice is a necessary component of the educational process for training specialists in the specialty "Information Systems". During the training practice, the skills of working on a personal computer, using the capabilities of application software packages, special literature, searching for necessary information on the Internet, developing algorithms for solving problems, writing and debugging programs in Python, preparing and processing technical documentation are consolidated. Used active teaching methods:	1	ON 1, ON 6
13	The practical training	solving practical problem problems; situation-exercise. The students' industrial practice is aimed at the stages of facilitating the training of qualified specialists, the purpose of which is to consolidate in practice the theoretical knowledge acquired by students in the learning process, as well as to deepen and develop practical work skills at enterprises, taking into account the peculiarities of the development and implementation of information technologies and information systems. The active teaching methods used are: analysis of a specific situation; situation-exercise; solving practical problem problems. Optional Component - 58 Credits	3	ON 5, ON 7
1	Theory of electrical circuits.	The discipline is aimed at studying the theoretical and methodological foundations and experience in using the laws of electrical and magnetic circuits, the physical foundations of the	4	ON 4, ON9, ON 12

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		theory of electrical and magnetic circuits, elements of linear electrical circuits, nonlinear elements of electrical circuits, basic concepts of the structure of an electrical circuit, analysis of complex DC electrical circuits. The discipline reveals the basic laws, properties and characteristics of electrical circuits. Introduces students to methods for analyzing electrical circuits in steady-state and transient conditions. Active teaching methods used: problem situations; learning through play; method of heuristic questions; game design, etc.		
2	Theoretical foundations of electrical engineering	The discipline is aimed at studying the theoretical and methodological foundations and experience of using linear electrical circuits, sinusoidal current, the principles of operation of the simplest sinusoidal emf generator, Ohm's and Kirchhoff's laws for sinusoidal current circuits, three-phase electrical circuits, principles of operation of a three-phase emf generator. d.s., devices and principles of operation of DC machines, electromechanical analog devices, physical foundations of semiconductor devices. Active teaching methods used: problem situations; learning through play; method of heuristic	4	ON 4, ON9, ON 12
3	Architecture of computer systems	questions; game design, etc. The discipline forms knowledge in the field of architectural features of modern computers and computer systems, the composition and purpose of computer system elements, computer classification, main computer devices and their purpose, classification of networks, network architecture, their standards and network equipment. He studies the basics of the theory of logical design of digital devices, computer elements and functional units, as well as the arithmetic basics of computers. The active teaching methods used are: analysis of a specific situation; discussion; project method.	4	ON 3, ON 5, ON 9, ON12

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4	A1:44 C :C4:	The		ON 2 ON 5 ON
4	Architecture of information systems	The use of systematic approaches in information management and information technology in the course. Management of information systems resources. Design and implementation. Management of information systems resources. Management of information systems resources. Architectural approach to the implementation of information systems (approach): concepts and definitions. The connection of the architecture of information systems with the strategy of the organization. Formation of information system application		ON 3, ON 5, ON 9, ON12
5	Operating systems	architecture development skills The discipline forms a complex of knowledge, skills and abilities in the field of operating systems application, considers: memory management, file systems, dispatching disciplines, input and output of information, deadlocks, virtualization and cloud, multiprocessor systems, security, operating system architecture and application programming interfaces; design of parallel interacting computing processes, the problem of deadlocks and methods of dealing with them, installation and configuration of modern programs for various virtual machines, classification of modern operating systems. Active teaching methods used: solving practical problem problems;	4	ON8, ON9, ON12
6	The basics of the Linux operating system	presentations; discussions. The discipline defines the Linux operating system, scope and purpose, discusses: processes and threads, OS functions for process management; provides mechanisms for interprocessor interaction; memory management functions; memory allocation methods; OS tasks for managing files and devices; file systems; fault tolerance of file and disk systems; architecture of the operating system and application programming interfaces; design of parallel interacting computing processes, installation and configuration of modern programs for various virtual machines. Active teaching methods used:		ON8, ON9, ON12

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		solving practical problem problems; presentations; discussions.		
7	The basics of artificial intelligence	The course focuses on the architecture of artificial intelligence systems, pattern recognition systems, adaptation of artificial intelligence systems, learning and self-learning problems, perceptron's, methods of analysis and algorithmic models of multidimensional data structures, methods of human speech synthesis, the use of modern integrated instrumental development environments (in particular, the Anaconda 3 development environment - Jupyter Notebook), high-and middle-level Python programming and machine learning, Data Science, Deep Neural Networks and artificial intelligence	4	ON3, ON5, ON11, ON12
8	Methods and means of designing information systems	The course provides: the composition and structure of various subjects as design objects; modern design technologies and methods of substantiating the effectiveness of their application; the content of IP stages and design stages in the application of various design technologies and their features; goals and objectives of pre-design research of informatization tools; methods of modeling information processes in the subject area; classification and general characteristics of existing CASE studiestools. Active teaching methods used: lectures, project work, group discussions, problem solving, technology use, presentations		ON3, ON5, ON7, ON10
9	Creating a startup**	The discipline is aimed at studying modern approaches to the development of new ideas in the form of a startup, starting with the formation of a business plan, further step-by-step verification of each of the hypotheses of the initial business plan and reversal, if necessary (identification of consumers), ending with the verification of consumers for a startup. During the course, all knowledge and skills are given in the form of theory, with	4	ON 8, ON 10, ON 11

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		consolidation in practice in team	
		projects. Used active teaching	
		methods: problem lecture; case-	
		study; basket method; discussion,	
		presentations.	
10	Automation of business	The discipline helps to understand	ON 4, ON8, ON10,
	documentation **	the need to implement electronic	ON11
		document management systems in	
		the business processes of any	
		organization, gain experience in	
		assessing the capabilities and	
		complexity of the selected system.	
		Introduces the principles of	
		automated document management	
		systems. The theoretical	
		foundations of electronic document	
		management technologies and the	
		practice of their application in the	
		IP of enterprises for the purpose of	
		documentation management are	
		considered. The use of technologies	
		for the collection, management, storage, protection and delivery of	
		information related to	
		organizational processes. Used	
		active teaching methods: problem	
		lectures, round table, discussion,	
		presentations.	
11	Digital interfaces of data	The discipline forms a complex of	ON3, ON5, ON11,
11	transmission **	knowledge, skills and abilities in	ON12
	uansinission ·	the field of using digital data	ONIZ
		transfer interfaces, discusses the	
		main functions of digital	
		input/output interfaces, structures,	
		exchange channels, technical and	
		operational characteristics of the	
		main, most common digital	
		interfaces of information and	
		computing systems Used active	
		teaching methods: problem	
		situations; "Brainstorming";	
		discussion, method projects.	
12		The discipline forms students'	ON4, ON6, ON11
		complex of knowledge related to	
		measurements, methods and means	
		of ensuring their unity and ways to	
		achieve the required accuracy, the	
		essence of technical	
		standardization, conformity	
		assessment, standardization and	
		certification. Improves practical	
	Metrology, standardization and	skills in the use of various	
	quality management	measuring instruments and high-	
		precision instruments, the ability to	
		assess the compliance of technical	
		products with the requirements of	
I		compliance and quality standards	
		based on knowledge of	
		based on knowledge of international and national systems	
		based on knowledge of international and national systems of relevant regulatory documents.	
		based on knowledge of international and national systems	

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		discussion, presentations, etc.		
13	Methods, models in the management of the road industry	The discipline forms knowledge about modern methods of constructing mathematical models of technical systems, about transport modeling, the current state of transport system theories, various tools and simulation packages for modeling traffic flows; practical skills in using specialized software for transport modeling, research and creation of predictive transport models. Used active teaching methods: individual projects (computer modeling, presentation and discussion).	5	ON 3, ON 4, ON 11
14	Business process modeling	The discipline forms knowledge of methods of analysis and modeling of business processes, principles of construction and architecture of computing systems, types of content of information resources of the enterprise, processes of digital content management, processes of creation and use of information services; practical skills of modeling, analysis and improvement of business processes, IT project planning, selection of rational IS for business and content management enterprises. Used active teaching methods: individual projects (computer modeling, presentation and discussion).		ON 1, ON 4, ON 11
15	Digital road infrastructure management *	The discipline forms knowledge of the world experience in the development of intelligent transport systems, about the main elements of intelligent transport logistics systems, traffic management, operation and maintenance of road infrastructure and road safety; forms practical skills in the development and use of hardware and software for the implementation of digital management of road infrastructure. Used active teaching methods: team projects (brainstorming, presentation and discussion).	5	ON 1, ON 3, ON8, ON11
16	Digital logistics *	The discipline forms knowledge about the specifics of the transition to digital logistics, introduces modern solutions of Logistics 4.0 and Smart Supply chains, the Internet of Things, solutions to the problems of hybrid supply chains, robots and cobots in logistics; forms practical		ON 3, ON8, ON12

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		skills in the application and		
		development of solutions for the		
		use of hardware and software for		
		the implementation of digital		
		logistics. Used active teaching		
		methods: team projects		
		(brainstorming, presentation and		
		discussion).		
17	Java Programming	The course provides an overview	5	ON5, ON7, ON8,
		of the Java technologies and		ON9, ON10, ON12
		platform. The following issues are		
		studied: creating and maintaining		
		a project, project files;		
		introduction to object-oriented		
		Java programming; data types,		
		variables, I/O operations; program		
		progress control operators;		
		creating and using objects; Java		
		API classes and objects;		
		constructors, methods and class		
		fields; encapsulation, inheritance		
		and polymorphism, interfaces;		
		exception handling mechanism;		
		graphical user interface (GUI)		
		development; containers and		
		components.		
		Active teaching methods used:		
		solving practical problem		
		problems; brainstorming; working		
		in small groups; discussion.		
18		The discipline forms students'		ON 6, ON 11
		knowledge in the field of		
		certification of software and		
		systems, as well as in technical		
		documentation, the application of		
		the requirements of regulatory		
		documents to the main types of		
		services and processes, national and		
	Certification and technical	international standardization and		
	documentation	certification systems, standards for paperwork, regulations, protocols		
		and the organization of their own		
		activities, the choice of standard		
		methods and methods of		
		performing professional tasks,		
		evaluation their effectiveness and		
		quality. Used active teaching		
		methods: lecture-conversation;		
		solving practical problem problems;		
		situation-problem; presentation.		
19	Python Web Application	The course focuses on the	5	ON5, ON7, ON8,
	Development technologies	development of web applications		ON9, ON10, ON12
	_	using Python, the Django		
		framework and the interactive		
		PyCharm development		
		environment. The basic features		
		of Django, its features, the		
		structure of web applications		
		created in it, and ways to integrate		
		with other web libraries are being		
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		studied. The approaches of using		
		modern architecture for building		
		web frameworks are revealed. It		
		describes how to use third-party		
		packages when designing		
		applications on Django. Special		
		attention is paid to practical issues		
		of using the basic features of the		
		framework. Active teaching		
		methods used: solving practical		
		problem problems; brainstorming;		
		group mini-projects; discussion.		
20	Digital media technology	The discipline forms a complex		ON 5, ON11, ON
		of knowledge in the field of the		12
		use of digital media technologies,		
		analysis and visualization of		
		information on specific examples		
		developed in the Python		
		programming language. The		
		following are considered:		
		application development stages		
		with GUI; widgets, tkinter event		
		processing; creation of classes		
		and objects in Python; NumPy		
		array processing; Matplotlib		
		basics, drawing structure in		
		Matplotlib, plotting in Matplotlib,		
		special drawing elements in		
		Matplotlib; Pygal library, design		
		of Pygal graph elements. Used		
		active teaching methods: group		
		mini-projects; brainstorming.		
21	Basics of computer networks	Standardization and unification of	5	ON5, ON7, ON8,
	_	hardware and software		ON9
		components of local and		
		composite computer networks,		
		formation of conceptual aspects		
		of organizational and structural		
		characteristics. Mastering the		
		functional properties of network		
		technologies and the possibilities		
		of their maintenance. Get an idea		
		of the communication systems of		
		Network users. Mastering the		
		skills of managing and managing		
		networks with a limited number		
		of users.		
22	Multiprocessor computing	The discipline forms knowledge		ON 5, ON 7, ON 9,
	systems (OLTP, DM, DW, DSS)	on the use of computer systems		ON12
	· · · · · · · · · · · · · · · · · · ·	based on applied technologies		
		when working with information		
		resources that are used in the		
		business processes of the		
		organization. The directions of		
		using OT for specific applications		
		in solving professional tasks are		
		determined. The use of		
		multiprocessor computing		
		systems involves the practical		
		systems miretres the practical		

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		development of the following		
		sections of parallel processing in		
		computing machines:		
		architectural principles of parallel		
		processing implementation in a		
		VM, as well as in the section of		
		parallel computing methods. Used		
		active teaching methods: analysis		
		of a specific situation; discussion;		
		project method.	_	0)1 0 0)1 7
23	Information security and	The discipline is aimed at	5	ON 2, ON 5,
	information protection	studying the theoretical and		ON10, ON12
		methodological foundations and		
		experience of using information		
		security, levels and models of		
		information security, building and		
		evaluating a security system		
		based on ISO/IEC 15408, the		
		basics of cryptography,		
		information security		
		administration, the use of basic software and technical measures		
		to ensure a high degree of		
		protection of access to		
		information, insider attacks, the		
		use of software code defects,		
		malware, electronic signature of		
		binary programs. The active		
		teaching methods used are:		
		analysis of a specific situation;		
		discussion; project method.		
24	Fundamentals of modern	The content of the discipline	1	ON 5, ON 10, ON
	cryptographic systems	course is aimed at familiarizing		12
		students with the mathematical		
		foundations of encryption theory,		
		the history of cryptography,		
		including current trends, basic	i	1
1		encryption algorithms, stream		
		encryption algorithms, stream ciphers and pseudorandom		
		encryption algorithms, stream ciphers and pseudorandom number generators, European		
		encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption,		
		encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital		
		encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of		
		encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of software code defects, malware,		
		encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of software code defects, malware, cryptographic information		
		encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of software code defects, malware, cryptographic information exchange protocols, methods		
		encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of software code defects, malware, cryptographic information exchange protocols, methods cryptanalysis, steganographic		
		encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of software code defects, malware, cryptographic information exchange protocols, methods cryptanalysis, steganographic methods of hiding transmitted		
		encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of software code defects, malware, cryptographic information exchange protocols, methods cryptanalysis, steganographic methods of hiding transmitted information, modern developing		
		encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of software code defects, malware, cryptographic information exchange protocols, methods cryptanalysis, steganographic methods of hiding transmitted information, modern developing trends in cryptography. The active		
		encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of software code defects, malware, cryptographic information exchange protocols, methods cryptanalysis, steganographic methods of hiding transmitted information, modern developing trends in cryptography. The active teaching methods used are:		
		encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of software code defects, malware, cryptographic information exchange protocols, methods cryptanalysis, steganographic methods of hiding transmitted information, modern developing trends in cryptography. The active teaching methods used are: analysis of a specific situation;		
25	Programming in the 10	encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of software code defects, malware, cryptographic information exchange protocols, methods cryptanalysis, steganographic methods of hiding transmitted information, modern developing trends in cryptography. The active teaching methods used are: analysis of a specific situation; discussion; project method.	5	ON LONS ON 7
25	Programming in the 1C	encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of software code defects, malware, cryptographic information exchange protocols, methods cryptanalysis, steganographic methods of hiding transmitted information, modern developing trends in cryptography. The active teaching methods used are: analysis of a specific situation; discussion; project method. The discipline is focused on the	5	ON 1, ON 5, ON 7,
25	Programming in the 1C environment:Enterprises	encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of software code defects, malware, cryptographic information exchange protocols, methods cryptanalysis, steganographic methods of hiding transmitted information, modern developing trends in cryptography. The active teaching methods used are: analysis of a specific situation; discussion; project method. The discipline is focused on the study and application of modern	5	ON 1, ON 5, ON 7, ON 11
25		encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of software code defects, malware, cryptographic information exchange protocols, methods cryptanalysis, steganographic methods of hiding transmitted information, modern developing trends in cryptography. The active teaching methods used are: analysis of a specific situation; discussion; project method. The discipline is focused on the study and application of modern means of automation of the	5	
25		encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of software code defects, malware, cryptographic information exchange protocols, methods cryptanalysis, steganographic methods of hiding transmitted information, modern developing trends in cryptography. The active teaching methods used are: analysis of a specific situation; discussion; project method. The discipline is focused on the study and application of modern means of automation of the organization's activities in	5	
25		encryption algorithms, stream ciphers and pseudorandom number generators, European standards for data encryption, hashing and electronic digital signature (EDS), the use of software code defects, malware, cryptographic information exchange protocols, methods cryptanalysis, steganographic methods of hiding transmitted information, modern developing trends in cryptography. The active teaching methods used are: analysis of a specific situation; discussion; project method. The discipline is focused on the study and application of modern means of automation of the	5	

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methods of automation of managerial work are considered, the analysis of IT tools is carried out. The principles of building	
the analysis of IT tools is carried	
out. The principles of building	
information systems and the	
criteria for their selection for an	
enterprise based on the	
1C:enterprise platform are	
analyzed. Used active teaching	
methods: classes with elements	
of conversation and the use of	
multimedia tools; case-study;	
work in small groups; discussion.	
26 ERP and business opportunity The discipline forms a complex of ON 8,	ON 11,
management. (ERP "Galaxy") knowledge, skills and abilities in ON12	
the field of using ERP systems,	
which are based on the principle	
of creating a single data	
warehouse containing all	
corporate business information	
and taking into account	
information, material, financial,	
economic and production	
processes in the company. Will	
give an overview of ERP business	
solutions, lay the basic knowledge	
of ERP systems. Used active	
teaching methods: classes with	
elements of conversation and the	
use of multimedia tools; case-	
study; work in small groups;	
discussion.	
	N5; ON7;
studying the basic provisions of ON9.	
the theory of operations research,	
considering various methods of	
operations research: mathematical	
programming, including linear	
and dynamic, network planning	
and management methods,	
queuing systems, matrix games,	
the development and application	
of methods for finding optimal	
solutions and various heuristic	
approaches in various fields of	
human activity, metaheuristic	
approaches and methods artificial	
intelligence, such as constraint	
satisfaction theory and neural	
networks. The active teaching	
methods used are: analysis of a	
specific situation; discussion;	
project method, presentations. 28 Theory of entimization systems The discipline is simple at ONA: ONA: ONA: ONA: ONA: ONA: ONA: ONA:	15. ONT.
	N5; ON7;
studying the methods of ON9.	
formalization of optimization	
I mahlama them alassification !	
problems, their classification	
according to the type of mathematical model; problems,	

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		models and methods of linear		
		programming, linear		
		programming problems		
		interpreted on graphs and		
		methods of their solution,		
		transport problems of linear		
		programming and methods of		
		their solution, the concept of		
		dynamic optimization, models		
		and methods of dynamic		
		programming, problems and		
		models of nonlinear static		
		optimization and their solution by		
		methods of classical mathematical		
		analysis, numerical methods for		
		finding the extremum of the		
		objective function the main		
		approaches to solving vector		
		problems and approaches to		
		solving stochastic optimization		
		problems. The active teaching		
		methods used are: analysis of a		
		specific situation; discussion;		
		project method, presentations.		
	* Major	project means, prosentations.		
	111401			
	**Minor			
1	Cycle	e of profiling disciplines - 60 credits	1	
	Cych	of profiting disciplines of creates		
		niversity component - 46 credits		
1	U;	niversity component - 46 credits	6	ON5, ON7, ON8,
1		niversity component - 46 credits This discipline studies: the basics		ON5, ON7, ON8, ON9, ON10, ON12
1	U;	This discipline studies: the basics of programming algorithms, the		ON5, ON7, ON8, ON9, ON10, ON12
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types,		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming,		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions.		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers.		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers. Lines C (lines ending in zero).		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers. Lines C (lines ending in zero). Custom types. Lessons. Active		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers. Lines C (lines ending in zero).		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers. Lines C (lines ending in zero). Custom types. Lessons. Active teaching methods used: solving		
1	U;	This discipline studies: the basics of programming algorithms, the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers. Lines C (lines ending in zero). Custom types. Lessons. Active teaching methods used: solving practical problem problems;		
	C/C++ programming technology	This discipline studies: the basics of programming algorithms, the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers. Lines C (lines ending in zero). Custom types. Lessons. Active teaching methods used: solving practical problem problems; brainstorming; discussion.	6	ON9, ON10, ON12
2	U;	This discipline studies: the basics of programming algorithms, the basics of programming algorithms, the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers. Lines C (lines ending in zero). Custom types. Lessons. Active teaching methods used: solving practical problem problems; brainstorming; discussion.		ON9, ON10, ON12 ON 3, ON 5, ON
	C/C++ programming technology	This discipline studies: the basics of programming algorithms, the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers. Lines C (lines ending in zero). Custom types. Lessons. Active teaching methods used: solving practical problem problems; brainstorming; discussion. The discipline forms a complex of knowledge, skills and abilities in	6	ON9, ON10, ON12
	C/C++ programming technology	This discipline studies: the basics of programming algorithms, the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers. Lines C (lines ending in zero). Custom types. Lessons. Active teaching methods used: solving practical problem problems; brainstorming; discussion. The discipline forms a complex of knowledge, skills and abilities in the field of database theory,	6	ON9, ON10, ON12 ON 3, ON 5, ON
	C/C++ programming technology	This discipline studies: the basics of programming algorithms, the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers. Lines C (lines ending in zero). Custom types. Lessons. Active teaching methods used: solving practical problem problems; brainstorming; discussion. The discipline forms a complex of knowledge, skills and abilities in the field of database theory, research and use of various data	6	ON9, ON10, ON12 ON 3, ON 5, ON
	C/C++ programming technology	This discipline studies: the basics of programming algorithms, the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers. Lines C (lines ending in zero). Custom types. Lessons. Active teaching methods used: solving practical problem problems; brainstorming; discussion. The discipline forms a complex of knowledge, skills and abilities in the field of database theory, research and use of various data representation models, language	6	ON9, ON10, ON12 ON 3, ON 5, ON
	C/C++ programming technology	This discipline studies: the basics of programming algorithms, the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers. Lines C (lines ending in zero). Custom types. Lessons. Active teaching methods used: solving practical problem problems; brainstorming; discussion. The discipline forms a complex of knowledge, skills and abilities in the field of database theory, research and use of various data representation models, language tools for data representation and	6	ON9, ON10, ON12 ON 3, ON 5, ON
	C/C++ programming technology	This discipline studies: the basics of programming algorithms, the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers. Lines C (lines ending in zero). Custom types. Lessons. Active teaching methods used: solving practical problem problems; brainstorming; discussion. The discipline forms a complex of knowledge, skills and abilities in the field of database theory, research and use of various data representation models, language	6	ON9, ON10, ON12 ON 3, ON 5, ON
	C/C++ programming technology	This discipline studies: the basics of programming algorithms, the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers. Lines C (lines ending in zero). Custom types. Lessons. Active teaching methods used: solving practical problem problems; brainstorming; discussion. The discipline forms a complex of knowledge, skills and abilities in the field of database theory, research and use of various data representation models, language tools for data representation and processing in databases, as well as	6	ON9, ON10, ON12 ON 3, ON 5, ON
	C/C++ programming technology	This discipline studies: the basics of programming algorithms, the basics of programming algorithms, the basics of programming data types, operations, operators; features of software design, programming style, methods of testing and describing programs, the basics of object-oriented programming, program creation and programming in C++. Selection operators. Iterations. Using C++ functions. User-defined functions. Recursion and recursive functions. One-dimensional and two-dimensional arrays. Pointers. Lines C (lines ending in zero). Custom types. Lessons. Active teaching methods used: solving practical problem problems; brainstorming; discussion. The discipline forms a complex of knowledge, skills and abilities in the field of database theory, research and use of various data representation models, language tools for data representation and	6	ON9, ON10, ON12 ON 3, ON 5, ON

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		a DBMS environment using various programming languages. Contributes to the formation of knowledge and skills in the field of database theory, research and use of various data representation models. Used active teaching methods: lecture-discussion; solving practical problem problems; method-projects; presentation.		
3	Fundamentals of robotics	The discipline is aimed at mastering the theoretical foundations of the functioning and design of industrial and household robotic systems; considers methods of creating robotic systems and their programming in special development environments; types of sensors, actuators and other elements necessary for the creation of robotic systems; characteristics of robots and robotic tools. All knowledge and skills are consolidated within the framework of teamwork on projects. Used active teaching methods: lecture-discussion; solving practical problem problems; method-projects; presentation.	5	ON 4, ON 9, ON 12
4	Client server applications	The discipline is aimed at studying the basic concepts of client-server applications: architecture, types of interaction, IP addresses, sockets and ports. The discipline forms an idea of the development of client-server applications: starting with the business analysis of requirements, continuing with the use of modern approaches for team development and version control systems, ending with testing and quality control of the developed application (including using DevOps techniques). Used active teaching methods: lecture-discussion; solving practical problem problems; method-projects; presentation.	4	ON 6, ON 8, ON 9, ON 12
5	Mobile Application Development	The discipline forms a systematic and holistic view of the development of mobile applications: starting with the business analysis of requirements for a mobile application, continuing with the use of modern	5	ON 5, ON 8, ON 9, ON 12

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		approaches and tools for team		
		development and the use of		
		version control systems, ending		
		with testing and quality control of		
		the developed mobile application		
		(including DevOps techniques).		
		Used active teaching methods:		
		teamwork on projects; solving		
		practical problem problems;		
		situation-exercise.		
6	IT-Project Management	The discipline forms a complex of	4	ON 3, ON 5, ON 7,
		knowledge, skills and abilities for		ON 9
		project management in		
		accordance with international		
		standards and PMI PMBOK		
		guidelines; modern practices in		
		project management, including		
		several varieties of flexible		
		management methodologies		
		(AGILE, KANBAN, SCRUM,		
		LEAN, etc.); specifics of project		
		management in the field of		
		information technology, the use of		
		various software products when		
		managing projects. Used active		
		teaching methods: team projects		
		(brainstorming, presentation and		
		discussion); solving practical		
		problem problems.		
7	Industrial practice 3k	The practical training of	5	ON 3, ON 6, ON 8
'	muusiiai piaetiee 3k	students is an important part of] 3	
		the training of highly qualified		
		specialists. It is aimed at		
		consolidating and expanding		
		theoretical knowledge and practical skills in the field of		
		1 -		
		1		
		hardware for data processing; in		
		the use of innovative IT		
		technologies; in the development		
		of methods and means of research		
		in the subject area of industrial,		
		economic and other purposes.		
		Used active teaching methods:		
		solving practical problem		
		problems; group work.		

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aimed at consolidating theoretical and practical knowledge obtained at the university in the field of application of: modern methods of system analysis of information processes; the use of information technologies in the development of CIS; the use of IP modeling tools; information security; software development, the use of network technologies, database management tools and knowledge, computer graphics tools; the acquisition of experience in the study of a	ON 3, ON 5, ON 6, ON 7, ON 8, ON 9, ON10, ON 12
and practical knowledge obtained at the university in the field of application of: modern methods of system analysis of information processes; the use of information technologies in the development of CIS; the use of IP modeling tools; information security; software development, the use of network technologies, database management tools and knowledge, computer graphics tools; the acquisition of experience in the study of a	ON 8, ON 9,
at the university in the field of application of: modern methods of system analysis of information processes; the use of information technologies in the development of CIS; the use of IP modeling tools; information security; software development, the use of network technologies, database management tools and knowledge, computer graphics tools; the acquisition of experience in the study of a	
application of: modern methods of system analysis of information processes; the use of information technologies in the development of CIS; the use of IP modeling tools; information security; software development, the use of network technologies, database management tools and knowledge, computer graphics tools; the acquisition of experience in the study of a	ON10, ON 12
of system analysis of information processes; the use of information technologies in the development of CIS; the use of IP modeling tools; information security; software development, the use of network technologies, database management tools and knowledge, computer graphics tools; the acquisition of experience in the study of a	
processes; the use of information technologies in the development of CIS; the use of IP modeling tools; information security; software development, the use of network technologies, database management tools and knowledge, computer graphics tools; the acquisition of experience in the study of a	
technologies in the development of CIS; the use of IP modeling tools; information security; software development, the use of network technologies, database management tools and knowledge, computer graphics tools; the acquisition of experience in the study of a	
of CIS; the use of IP modeling tools; information security; software development, the use of network technologies, database management tools and knowledge, computer graphics tools; the acquisition of experience in the study of a	
tools; information security; software development, the use of network technologies, database management tools and knowledge, computer graphics tools; the acquisition of experience in the study of a	
software development, the use of network technologies, database management tools and knowledge, computer graphics tools; the acquisition of experience in the study of a	
network technologies, database management tools and knowledge, computer graphics tools; the acquisition of experience in the study of a	
management tools and knowledge, computer graphics tools; the acquisition of experience in the study of a	
knowledge, computer graphics tools; the acquisition of experience in the study of a	
tools; the acquisition of experience in the study of a	
experience in the study of a	
experience in the study of a	
scientific problem. Used active	
teaching methods: solving	
practical problem problems;	
group work.	
Optional Component - 14 Credits	
	ON5, ON7, ON9,
	ON10
the field of information system	
design for the road industry, the	
development of technical	
specifications according to GOST	
34.602-2020, the use of software	
development processes, project	
management and software	
quality, creation of a software	
product interface, analysis of	
requirements for the projected	
information system, risks and	
analysis, detailed design	
information system testing,	
verification and validation of the	
information system, integration of	
software modules and	
maintenance of the software	
product. The active teaching	
methods used are: role-playing of	
the team process; group work;	
discussion; presentation.	
	ON5, ON6, ON9,
	ON12
the field of IP design for	
economic and business tasks	
based on the UML language and	
Architecture", including the	
analysis of business requirements	
for the designed IP, the use of	
flexible software development	
management methods (including	
DevOps techniques) and	
teamwork, the selection of	
software tools and hardware,	
testing, implementation and	

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		C ID A C		
		maintenance of IP. Active		
		teaching methods used: solving		
		practical problem problems; case-		
		study; working in small groups;		
		discussion.	_	0174 0175 0170
3	Programming C#	The discipline provides for the	5	ON4, ON5, ON8,
		study of: the basics of the C#		ON9, ON12
		high-level programming language		
		(syntax, data types, data		
		structures, simple and structural		
		operators, etc.); a modern tool		
		environment designed for		
		developing programs using the		
		C# programming language; the		
		principles of object-oriented		
		application development in C#.		
		An overview of the platform is		
		being done. Introduction to: the		
		encapsulation mechanism and		
		scope in C#; inheritance in C#;		
		implementation of the		
		polymorphism principle in C#;		
		exception handling in C#.		
		Application development is		
		carried out in the Microsoft		
		Visual Studio environment based		
		on specific examples of solving		
		practical problems. Active		
		teaching methods used: solving		
		practical problem problems;		
		brainstorming; group mini-		
		projects; discussion.		
4	Office software tools	The discipline is aimed at		ON5, ON7, ON8,
		mastering the automation		ON9, ON10, ON12
		language of office applications		
		Visual Basic for Applications		
		(VBA). The following are		
		studied: the basics of the VBA		
		programming language; objects,		
		their methods, properties and		
		events; the software development		
		environment; the creation of		
		projects, forms, macros and		
		modules; methods for developing		
		and creating library functions;		
		object models of the Ms Word		
		text editor and the Ms Excel table		
		processor; software tools for		
		processing text information;		
		software tools for processing		
		tabular information; technologies		
		for the development and use of		
		software for processing and		
		analyzing data from parent		
		applications. Active teaching		
		methods used: solving practical		
		problem problems; brainstorming;		
		group mini-projects; discussion.		
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5	Telematics in the road industry	The discipline forms knowledge	5	ON3, ON5, ON6,
		about the principles of operation		ON9, ON12
		and technical and operational		
		characteristics of the main		
		devices of telematics systems,		
		methods and technologies of		
		automated regulation of traffic		
		flow, telematics intelligent		
		systems; practical skills in		
		analyzing the technical condition		
		and technological processes of		
		transport, the choice of telematics		
		equipment, the use of software,		
		information technology. Used		
		active teaching methods:		
		situational tasks modeling		
		telematics in transport;		
		discussions; presentations.		
6	BigData technologies and cloud	The discipline forms theoretical		ON 5, ON 7, ON 8,
	computing	knowledge of the main		ON 12
	r 0	characteristics of "cloud"		
		technologies. During the training,		
		students get acquainted with the		
		method of studying large arrays		
		of data containing disparate		
		information, Gain the skills to		
		extract the necessary information		
		from various sources. Students		
		should know the methodology of		
		research, data collection, data		
		processing and transformation,		
		model building, and ways to		
		organize data storage. During the		
		course of studying the discipline,		
		students will gain skills in		
		working with tools for organizing		
		data storage, skills in software		
		implementation in programming		
		languages; application development for existing "cloud		
		platforms", etc. Used active		
		teaching methods: situational		
		tasks; solving practical problem		
		problems; discussions;		
		presentations.		
	<u> </u>	Final state certification		
7	Final certification	Writing and defending a thesis	8	ON 5, ON 8, ON 9,
'		(project) or preparing and passing		ON10, ON 11,
		a comprehensive exam The main		ON 12
		tasks of performing and defending		011.12
		a thesis are: collection, processing		
		and generalization of practical		
		material on the topic of the thesis,		
		analysis of data and practical		
		material in the field of		
1				
		implementation and use of		
		information systems and		
		=		

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		graduate research, formulation of		
		conclusions, patterns,		
		recommendations and suggestions		
		on the topic of the thesis.		
TOT	AL		240	
	Addi	tional types of education (ATE) - 7	7	
1	Academic writing	The discipline is devoted to the formation of students' skills in writing academic texts, such as an abstract, essay, annotation, project, article, literature review, etc., skills in creating and editing reports and presentations, and skills in correctly compiling a bibliographic description, taking into account the requirements for academic papers Used active teaching methods: solving practical problem	3	ON1, ON4, ON6
2	Financial literacy	problems; working in small groups; discussion. Financial literacy is the skills to manage income and expenses, as	3	ON10, ON11
		well as the competent distribution of personal finances. The course "Financial Literacy" examines the sources of financial income of the population, their distribution, the possibility of profitable placement of temporarily free funds of individuals for the purpose of saving and accumulating them, mandatory and voluntary life insurance, taxation of income and property of individuals, the pension system of the Republic of Kazakhstan, contributions to the mandatory pension fund, pension annuity, methods and techniques of attracting additional financial resources in order to invest them in the economy of Kazakhstan.		