

Virtual Reality and Multimedia

BACHELOR'S DEGREE - SPECIALITY

Form: Full-time

Study form: Hybrid • Traditional (on-site)

Features: Engineer's degree • From October • English • 7 semesters

City: Poznań



What will you learn?

- You will learn **techniques for presenting, processing, and transmitting digital images**, opening up new opportunities to work in the world of digital content.
- You will learn to use **specialist software for creating, editing, and processing multimedia**, which will significantly enhance your practical skills.
- You will develop skills in designing and building applications in **augmented reality**, enabling you to create innovative technological solutions.
- You will learn to work effectively in a team, **manage a group**, and build strong professional relationships.
- You will find out how to **manage innovation effectively** and implement modern technologies within an enterprise.
- You will gain the ability to build **business networks**, enabling you to establish valuable relationships that support your career development.

Work opportunities

- **Mobile application developer** – design and develop functional, modern applications used by millions of users worldwide.
- **Augmented and virtual reality programmer** – create interactive VR/AR solutions used in gaming, education, medicine, and industry.
- **Multimedia software developer** – design advanced tools for editing video, audio, and graphics that transform digital content creation.
- **Computer game designer** – develop innovative concepts, mechanics, and stories that deliver unforgettable experiences to players around the world.
- **Visual technologies specialist** – co-create visual effects and animations for films, advertising, and television productions that capture viewers' attention.
- **IT company owner** – run your own technology business, offering unique solutions in multimedia and virtual reality.

Study program

Practical studies

We teach in a way that best prepares you for the real-world challenges you will face in your professional career.

- **Group projects** – real business problems.
- **Simulations** – decisions in market conditions.



- **Internships and placements** – experience in companies.
- **Lectures with practitioners** – experts from the market.
- **Modern tools** – up-to-date technologies.
- **Case studies** – analysis of real-life cases.

Selected major-specific courses

- Fundamentals of Computer Science
- Introduction to Computer Programming
- Data Structures and Algorithms
- Object-Oriented Programming
- Web Application Programming
- Advanced Programming
- Computer Architecture
- Operating Systems
- Computer Networks
- Computer Security
- IT Systems Analysis
- IT Systems Design
- Databases

Selected specialization courses

- Communication Skills for Computer Specialists
- Fundamentals of Business Management
- Computational Methods
- Entrepreneurship
- Economics
- Mathematics
- Discrete Mathematics
- Probability Theory and Statistics



- Information Technologies
- Fundamentals of Computer Science
- Introduction to Computer Programming
- Data Structures and Algorithms
- Object-Oriented Programming
- Web Application Programming
- Advanced Programming
- Computer Architecture
- Operating Systems
- Computer Networks
- Computer Security
- IT Systems Analysis
- IT Systems Design
- Databases
- Project Management
- Multimedia Processing Technology
- Software Engineering.

Foreign language study

Full-time studies:

- 120 hours of learning one foreign language

Internships and practical training

Student internships are an important part of the study program. Students of bachelor's and long-cycle master's studies complete 960 hours of internships (24 weeks), gaining professional experience. If you work in a profession related to your field of study, you can have your internship credited based on your employment. During your studies, you also have the opportunity to take a paid internship. Internship programs are designed by cooperating employers, tailoring requirements to specific positions, which helps you take your first professional steps.



Study completion requirements

You create a major project that addresses a practical or theoretical problem related to your field of study. By studying literature and conducting your own analyses, you work on an original problem-solving proposal. Everything you learn during your studies enables you to create a professional project based on real data and actions. To earn your bachelor's degree, you must defend this project before a committee. You set the direction of your own project!

How to become a WSB Merito University student

You can enroll in a **first degree (e.g. Bachelor's or Engineer's) program** if you have successfully completed your secondary education and have a secondary school-leaving certificate.

[Learn more](#)

Take the first step - register now!

Applicants are admitted on a first-come first-served basis. If you are to complete your secondary education this year, or you are studying for your first degree but have not yet earned it, **you can secure a place with us by signing up online.** Your educational service contract can be drawn up later as you have collected all of the required documents.
[Create an account or log in](#)