

# The Academy.



Kill bad programming!

The image features a central silhouette of a person in a dynamic, forward-leaning pose, as if cutting through a dense field of vertical chains. The chains are made of interlocking rings, with some being red and others yellow. The background is a bright blue sky with faint, semi-transparent lines of computer code. Below the chains is a green printed circuit board (PCB) with various electronic components and traces. The overall composition suggests a metaphorical act of 'cutting through' or 'killing' bad programming practices.

# Computer Science

# Computer

THE ACADEMY

The Academy.

## Once you're inside..

### THE COMPUTER SCIENCE EDUCATION

Computer Science is an IT education which deals with interactive design, system development and internet technology as well as with general business knowledge. The qualification is called an AP Degree - an Academy Profession Degree. The program is a full time educational study with a duration of two years and 6 months and an equivalent of 150 ECTS points (European Credit Transfer System).

### YOUR LIFE - YOUR GAME

Computer Science is designed to provide the educational background necessary for gaining entrance into a variety of work environments giving you the chance to conduct your work as a professional partner in system design and usability, data structures and computer architectures.

The study contains four main topic areas:

- Programming
- System Development
- Technology
- The Company

In addition we intend to offer GAME DESIGN as our focus and elective subject during your 4th semester.

### ADMISSION REQUIREMENTS

Danish students:

You must have passed Studentereksamen, the hf , hhx or the htx examinations with level B in Mathematics as well as adequate qualifications in English.

You have had vocational training in retailing, wholesaling, clerical work or Finance with level B in Mathematics

Before you are admitted the student counsellor will assess your educational background, possibly on the basis of a personal interview.

International students:

The International Baccalaureate or a High School diploma from the United States followed by at least one or two years of a university or college study.

Or a Bachelor' degree in relevant subject from universities in African countries, Bangladesh, India, Pakistan, Philippines etc. High level of English (TOEFL score 550, computer based 213, Internet based 80, IELTS 6.0).

### TUITION FEES

Citizens of the EU and the Nordic countries: No tuition fee.

Foreign persons living in Denmark with a permanent resident permit: No tuition fee.

Other countries:

You can obtain up-to-date information about tuition and application fees from our website [www.the-academy.dk](http://www.the-academy.dk).



Debug your  
brain before  
entering... COMPUTING  
GAMING &  
PROGRAMMING



# Game

The Academy



# Science

The Academy.

## ...take it to the limit!

### WHAT TO EXPECT

During the education, you will learn to develop software, that is, the contents that make up various IT programmes. You will gain knowledge about existing standard systems and how to develop new ones from, for example, a given enterprise's special needs. You learn as well, how to programme and work with others in a team. You finish the education with a major final project, in which you develop a specific IT-solution for an existing company - or the prototype for a computer game.

Teaching varies between lectures and classroom instruction. In addition, there is often project work with other students.

### LIFE AT THE ACADEMY

You will become a part of a very active study environment. The Academy is the home for several higher educations, which together form an inspiring environment for all students.

We emphasize the fact that a comfortable and inspiring study environment is essential to giving you a good educational and life experience. Our focus on a high professional quality education and environment plus the closeness between students, staff, management and the industry create a unique chance for a student to experience and learn first hand - not in a class of hundreds.

### STUDYING AT THE ACADEMY

Your study is much more than lectures, projects and exams. Students have access to the facilities and equipment 24 hours every day of the week and often continue their relationship with the school long after their education has finished. This creates a strong social fellowship among the students, and an inspiring learning environment.

We always take a practical approach to communication assignments allowing for many ideas and suggestions to affect the teamwork. Students and staff help each other across topics and classes creating remarkable results both during projects, exams and in their following careers.

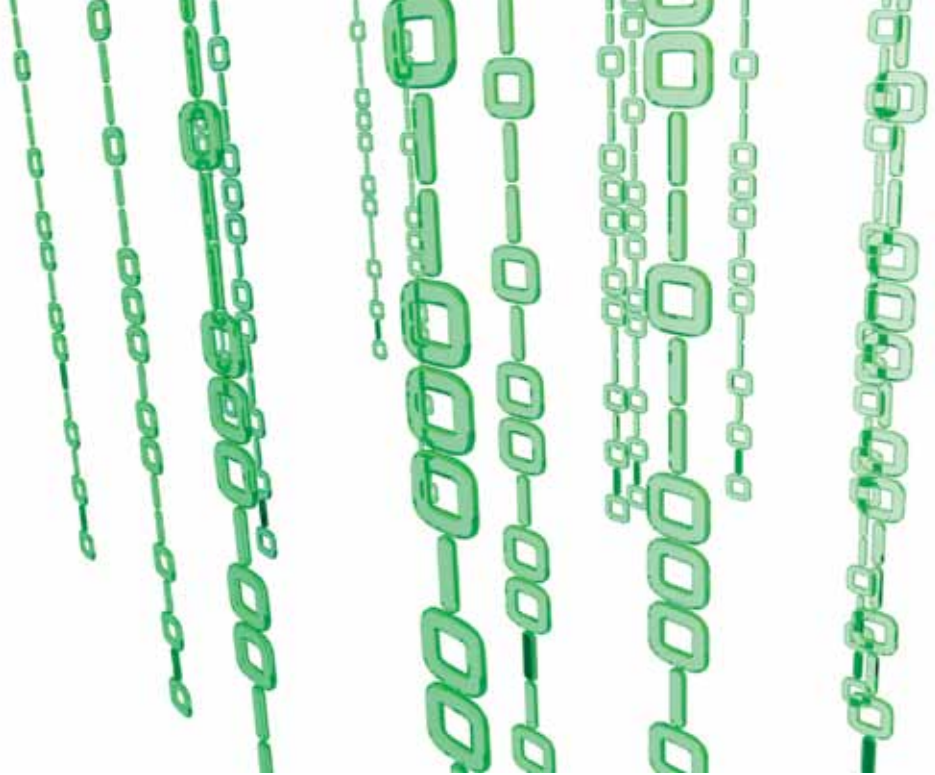
Other than this - we simply have fun!

### FURTHER EDUCATION

If you intend to continue your studies in Denmark you have several options for top-up Bachelor programmes taught in Danish or English.

The study possibilities abroad are infinite: Higher education institutions all over the world become more and more flexible and they are often willing to give international students a transfer of credits for their previous studies. Students having finished a 2 year AP Degree are typically admitted into the third year of a Bachelor programme.

THE MATRIX	1 <sup>st</sup> semester	2 <sup>nd</sup> semester	3 <sup>rd</sup> semester	4 <sup>th</sup> semester	5 <sup>th</sup> semester
Programming	Object-oriented programming	Database programming	Distributed programming	Game Design	Work Placement
System Development	Object-oriented modelling	Multi-user systems	Large scale systems		Final Examination Project
Technology	Machine architecture	Operation systems	Networks, security, servers		
The Company	Organisational theory	IT systems			
Elective Subject					



# The Academy

Upgrade  
from amateur  
to professional  
computer nerd...

This education is offered in collaboration with



**ErhvervsAkademi**  
Sjælland

**Further  
information:**

Study secretary: Trine Rudnik, [tiru@celf.dk](mailto:tiru@celf.dk), +45 54 888 226  
or contact Marc Kluge, [makl@celf.dk](mailto:makl@celf.dk), +45 61 63 29 46

**CELF – The Academy**  
**Bispegade 5**  
**Dk-4800 Nykøbing Falster**  
**[www.the-academy.dk](http://www.the-academy.dk)**