

Pre-master programmes MSc Computing Science, for students with a Dutch University BSc. degree

- Admission to the Master's programme Computing Science is usually possible with a **Dutch academic BSc degree in Artificial Intelligence or Econometrics, via a pre-master programme**. Admission is not selective, i.e. your grades will not be taken into account.
- **Please note:** The info below applies to academic year 2022-2023. The curriculum for 2023-24 is currently under revision and therefore the pre-master programme has yet to be defined. You can email academicadvisor.msc.cs@rug.nl for questions regarding the programme.
- Below, you will find an example of a standard pre-master programme for students with a UG BSc. degree in Econometrics. Note that due to the above mentioned curriculum changes this programme will change for academic year 2023-2024 onwards.
- Students with a BSc. degree in **Artificial Intelligence** will need to follow an individual pre-master programme, to be decided by the Admission Board. All course unit descriptions can be found in the online course unit catalogue [Ocasys](#).
- You may also be able to take the course units of the pre-master as part of your own Bachelor's programme. First, the Board of Examiners of your Bachelor's degree has to decide whether you can take these course units as a minor or electives. Second, you will need permission from the BSc. degree programme Computing Science, to participate in their course units. Please contact the [academic advisor](#) on time, if you are interested in this.

Pre-master programme for students with a UG BSc. degree in Econometrics (40 ECTS):

- Imperative Programming (period 1a)
- Computer Graphics (ISVC track) or Web Engineering (SEDS track) (2a)
- Software Engineering (2a and 2b)
- Parallel Computing (2b)
- Advanced Algorithms and Data Structures (2b)
- Two course units from the following list:
 - Advanced Object Oriented Programming (1a)
 - Introduction to Machine Learning (recommended for ISVC track) (1a)
 - Problem Analysis and Software Design (1b)
 - Introduction to Information Systems (2a)
 - Programming in C++