

Master of Science in Computer Science and Networking

AIMS

Master Program (Laurea Magistrale) jointly provided by University of Pisa and Scuola Superiore Sant'Anna – qualification degree jointly issued Administration and student career management by University of Pisa, Department of Computer Science. Collaboration with Department of Information Engineering.

COURSE DESCRIPTION AND CAREER PROSPECT

The 2-year Master Program in Computer Science and Networking has been designed to meet the growing demand for an emerging kind of professionals with high-level expertise in both computer and information science and technologies and communication networking science and technologies, in a strongly integrated manner.

This expertise is needed in the design and implementation of both innovative software-hardware distributed infrastructures and service-based distributed applications in several areas of industry, e-business, research, social and citizen services, public administration.

COURSE CONTACTS

Institutional contacts

Prof. Marco Vanneschi, Dept. of Computer Science, vannesch@di.unipi.it

Prof. Piero Castoldi, TeCIP, Scuola Superiore Sant'Anna, castoldi@sssup.it

Prof. Stefano Giordano, Dept. of Information Eng., s.giordano@iet.unipi.it

WEB SITE: <http://mcsn.sssup.it/index.htm>

ENTRY REQUIREMENTS

Selection

Bachelor degree in Computer Science, or Computer Engineering, or Telecommunication Engineering, or equivalent qualification degrees specified in the admission call.

The number of students is limited to 40, with reserved quotas to EU and non-EU citizens. Selection is by titles and colloquium/interview.

See <http://mcsn.sssup.it> for deadlines, dates, and admission rules.

STUDY PLAN

Signals, systems and networks 12

Network Management and Configuration 9

Optical communication theory and techniques 9
Applied optics and propagation 6
Networks and technologies for telecommunications 9
Optical amplification and sensing 9
Photonic switching 9
Networked Virtual Environments 9
Lab of photonic systems 6
Embedded Systems 6
Real-Time Systems 6