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RUDN UNIVERSITY

Agrarian and Technological Institute

COURSE SYLLABUS DIGITAL LITERACY

Recommended by the Didactic Council for the Education Field of 36.05.01Veterinary Medicine

The course instruction is implemented within the professional education programme of higher education

Veterinary Medicine

(name (profile/specialization))

1. COURSE GOALS

The goal of the discipline "Digital Literacy" is the study of information processes occurring in society, methods and means of obtaining, transforming, transmitting, storing and using information related to the use of information technologies.

2. LEARNING OUTCOMES

Studying the discipline "Digital Literacy" is aimed at the formation of the following competencies (part of competencies) among students:

Table 2.1. List of competencies formed in students when studying the discipline (results of mastering the discipline)

Competence code	Competence	Competence indicators
GC-1	Able to search, critically analyze and synthesize of information, apply a systematic approach to solve tasks	GC -1.1 Know how to search information to solve the task for various types of requests GC -1.2. Able to analyze and contextually process information to solve tasks with the formation of their own opinions and judgments GC -1.3 Able to offer options for solving the problem, analyze the possible consequences of their use
GC-12	Able to: search for the necessary sources of information and data, perceive, analyze, memorize and transmit information using digital means, as well as using algorithms when working with data received from various sources in order to effectively use the information received to solve problems; evaluate information, its reliability, build logical conclusions based on incoming information and data	GC -12.1 Know how to search for the necessary sources of information and data, perceive, analyze, memorize and transmit information using digital means, as well as using algorithms when working with data received from various sources in order to effectively use the information received to solve problems GC -12.2 Able to evaluate information, its reliability, build logical conclusions based on incoming information and data
GPC-5	Able to understand the principles of operation of modern information technologies and use them to solve problems of professional activity	GPC-5.1 Know how to use modern information technologies and software, incl. domestic production, to solve the problems of the digital economy GPC-5.2 Recognize and takes into account the sources of threats, compliance with information security requirements GPC-5.3 Able to choose modern information technologies and software in solving problems of professional activity

3. COURSE IN HIGHER EDUCATION PROGRAMME STRUCTURE

The discipline "Digital Literacy" refers to the part formed by the participants of the educational relations of block B1 of the EP.

Within the framework of the EP, students also master other disciplines and / or practices that contribute to the achievement of the planned results of mastering the discipline "Digital Literacy".

Table 3.1. List of Higher Education Programme components / disciplines that contribute to expected learning/training outcomes

Code	Competence	Previous disciplines/modules, practices*	Subsequent disciplines/modules, practices*
GC-1	Able to search, critically analyze and synthesize of information,	-	Mathematics (part 1) Mathematics (part 2) Microeconomics
Code	Competence	Previous disciplines/modules,	Subsequent disciplines/modules,

		practices*	practices*
	apply a systematic approach to	-	Macroeconomics
	solve tasks		Institutional economy
			World economy
			International economic relations
			Statistics
			Economical geography
			Economic and mathematical
			modeling
			Economics of interstate territorial
			disputes
			History of financial turmoil in the
			global economy
			Creativity and innovation in
			business
			Fundamentals of Scientific Research
			Business climate and regulation of
			foreign investment in the Russian Federation
			Technological revolutions and economic growth
			Corporate Fraud Audit Basics
			Emotional intelligence
			Cities in the global economy
			Modern financial transactions
			Ecosystems in business
			Neuromarketing
			Introductory internship
			Technological internship
			Project-technological internship
			Undergraduate practice
			Final state examination procedures
			Degree thesis procedures
			Econometrics
			"Project analysis" (part 2)
			Introduction to the digitalization of
			business process accounting
			Skills and technologies of public
			presentations
	Able to: search for the necessary		Data storytelling
	sources of information and data,		Fundamentals of trading in the stock market
	perceive, analyze, memorize and		Creativity and innovation in
	transmit information using		business
	digital means, as well as using		Fundamentals of Scientific Research
66.45	algorithms when working with		insurance business
GC -12	data received from various	-	Modern financial transactions
	sources in order to effectively		Digital technologies in management
	use the information received to		Fundamentals of financial
	solve problems; evaluate		forecasting
	information, its reliability, build		"Smart cities": Russia and the world
	logical conclusions based on incoming information and data		Design thinking
			Business on the Internet
			Digital banking
			The Economics of Digital Markets
			Project-technological internship
			Undergraduate practice
			Final state examination procedures
			Degree thesis procedures
CDC -	Able to understand the		Economic and mathematical
GPC-5	principles of operation of	-	modeling
	modern information		

	_	Previous	Subsequent
Code	Competence	disciplines/modules,	disciplines/modules,
		practices*	practices*
	technologies and use them to		Introduction to the digitalization of
	solve problems of professional		business process accounting
	activity		Skills and technologies of public
	-		presentations
			Data storytelling
			Training: working with international
			statistics
			Emotional intelligence
			Big Data: basics of data analysis
			Digital technologies in management
			Ecosystems in business
			Neuromarketing
			Business Process Modeling
			Global war for consumers in global
			commodity markets
			"Smart cities": Russia and the world
			Personal branding
			Business on the Internet
			Phygital technologies in economics
			Geographic Information Systems:
			Visualization of Spatial Data
			The Economics of Digital Markets
			Undergraduate practice
			Final state examination procedures
			Degree thesis procedures

4. COURSE WORKLOAD AND LEARNING ACTIVITIES

The total laboriousness of the discipline "Digital Literacy" is 4 credit units. *TABLE 4.1. Types of academic activities during the period of the HE programme*

mastering

Type of educational work		TOTAL,	Sem	ester
		academic hours	1	2
Contact academic hours		34	34	
including:				
Lectures				
Lab work		34	34	
Seminars (workshops/tutorials)				
Self-study (ies), academic hours	92	92		
Evaluation and assessment academic hours		18	18	
Overvall laboriousness of the dissipline	academic hours	144	144	
Overall laboriousness of the discipline	credit units	4	4	

5. COURSE MODULES AND CONTENTS

Table 5.1. The content of the discipline (module) by types of educational work.

Course Modules and Contents	Modules and Topics (Units/Themes)	Type of educational work
	Topic 1.1. The concept of informatics and the information society. Information and its properties	LR
Section 1. Information,	Topic 1.2. Measures and units of representation, measurement and storage of information. Number systems. Fundamentals of	LR

Course Modules and Contents	Modules and Topics (Units/Themes)	Type of educational work
Informatics, Information	Algebra Logic.	
Technologies	Topic 1.3. Technical basis of information technologies. Personal computer. Pc core units.	LR
	Topic 1.4. Computer Software Structure	LR
	Topic 1.5. Understanding the Operating System and Operating Environment	LR
Cartina 2 Minus as fu	Topic 2.1. General information about Microsoft Office.	LR
Section 2. Microsoft Office.	Topic 2.2. Microsoft Word Text Editor	LR
Office.	Topic 2.3. PowerPoint Basics	LR
Section 2 Computer	Topic 3.1. Computer Networks	LR
Section 3. Computer networks and the Internet	Topic 3.2. Essential Internet Services	LR
networks and the internet	Topic 3.3. Internet Security	LR
Section 4. Legal Help Systems	Topic 4.1. Basics of working with legal help systems	LR
	Topic 5.1. Create spreadsheets	LR
Section 5: Creating Spreadsheets	Topic 5.2. Calculations Cell names Relative and absolute references.	LR
	Topic 5.3: Formats: Custom format. Data validation.	LR
Section 6. Calculation,	Тема 6.1. Условное форматирование. Имена диапазонов	LR
processing and analysis of	Topic 6.2. Calculations. Trigonometric functions.	LR
data.	Topic 6.3. Special insert. Rounding functions. Arrays. Matrices	LR

^{* -} is filled only in the **full-time** form of training: LC - lectures; LR - laboratory work; SC - seminar classes

6. CLASSROOM EQUIPMENT AND TECHNOLOGY SUPPORT REQUIREMENTS *Table 6.1. Logistics of discipline*

Name of special placements and placements for independent work	Equipment of special placements and placements for independent work	List of licensed software. Details of the confirming document
Lecture Hall	Auditorium for conducting lecture-type classes, equipped with a set of specialized furniture; whiteboard (screen) and technical means of multimedia presentations.	Windows, Microsoft Office, 7 Zip archiver.
Computer Lab	Computer class for conducting classes, group and individual consultations, current control and intermediate certification, equipped with personal computers (in the amount of 21 pieces), a whiteboard (screen) and technical means of multimedia presentations.	Windows, Microsoft Office, 7 Zip archiver, Garant System, Consultant plus
For independent work of students	Auditorium for independent work of students (can be used for seminars and consultations), equipped with a set of specialized furniture and computers with access to the EIOS.	Computer with Internet access

7. RESOURCES RECOMMENDED FOR COURSE STUDY

Main reading(sources)

- 1. Johannes Glückler, Robert Panitz. Knowledge and Digital Technology Springer, 2024. 299 p. URL: https://freecomputerbooks.com/Knowledge-and-Digital-Technology.html
- 2. Ernie Dainow. Understanding Computers, Smartphones and the Internet CreateSpace, 2018. 80 p. URL: https://freecomputerbooks.com/Understanding-Computers-Smartphones-and-the-Internet.html

Additional (optional) reading (sources)

- 1. Computer Science. Digital Literacy: a tutorial / S. Yu. Revinova, M. M. Eyeberdyeva. Electronic text data. Moscow: RUDN, 2024. 135 p. URL: https://mega.rudn.ru/MegaPro/UserEntry?Action=Link_FindDoc&id=517532&idb=0
- 2. Computer science. In 2 volumes. Textbook for High Schools / Ed. Trofimova V.V. 3rd ed. revised and additional Moscow: Yurayt Publishing House, 2021. 406 p. Electronic access: https://urait.ru/viewer/informatika-v-2-t-tom-2-470745#page/2

Resources of the information and telecommunications network "Internet":

- 1. RUDN ELS and third-party ELS, to which university students have access on the basis of concluded agreements:
 - RUDN Electronic Library System RUDN EBS http://lib.rudn.ru/MegaPro/Web
 - ELS "University Library Online" http://www.biblioclub.ru
 - EBS Yurayt http://www.biblio-online.ru
 - ELS "Student Consultant" www.studentlibrary.ru
 - EBS "Lan" http://e.lanbook.com/
 - EBS "Trinity Bridge"
 - 2. Databases and search engines:
 - electronic fund of legal and normative-technical documentation http://docs.cntd.ru/
 - Yandex search engine https://www.yandex.ru/
 - Google search engine https://www.google.ru/
 - abstract database SCOPUS http://www.elsevierscience.ru/products/scopus/

Educational and methodical materials for independent work of students when mastering the discipline / module *:

- 1. A course of lectures on the discipline "Digital Literacy".
- 2. Laboratory workshop on the discipline "Digital Literacy"
- * all educational and methodological materials for independent work of students are placed in accordance with the current procedure on the page of the discipline in Telecommunication
 systems!

8. ASSESSMENT TOOLKIT AND GRADING SYSTEM* FOR EVALUATION OF STUDENTS' COMPETENCES LEVEL UPON COURSE COMPLETION

Evaluation materials and a grading system* for assessing the level of formation of competencies (part of competencies) based on the results of mastering the discipline "Digital Literacy" are presented in the Appendix to this Course Syllabus of the discipline.

DEVELOPERS:	
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