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**BOOSTING THE ROLE OF HEIs IN THE INDUSTRIAL TRANSFORMATION
TOWARDS THE INDUSTRY
4.0 PARADIGM IN GEORGIA AND UKRAINE
609939-EPP-1-2019-1-BE-EPPKA2-CBHE-JP**

Procured Equipment

Computer Software

- ✓Twin motion
- ✓Auto desk
- ✓Zbrush
- ✓Equipment
- ✓TV screen
- ✓External Hard Drive-2 pieces

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Procured Equipment

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- ✓ Keyboard 12 pieces
- ✓ Mouse 12 pieces
- ✓ System Block Core i5-9400F. CK-11508; HMA81GU6CJR8N VK
- ✓ Monitor – size : 23.8" , Screen Technology : Full HD 16 pieces;
- ✓ Server - PowerEdge T40 Tower 1 piece,;
- ✓ Router, Archer C80, AC1900 Wireless MU-MIMO Wi-Fi 5 - 1 piece ;
- ✓ Adapter (300Mbps Mini Wireless N USB) 16 pieces;
- ✓ Bluetooth Multimedia Speaker . 1 piece;
- ✓ Notebook EliteBook x360 1040 G7 - 1 piece;
- ✓ Notebook HP ENVY 15- 1 piece;

The Virtual Factory Learning Lab Development Concept

The Lab will be headed by the Chief Expert, IT Manager Giorgi Imnaishvili

The Lab, as the Innovative Centre, will enter the Faculty Resolution/Decree

In the Lab, the students will be trained to develop innovative skills;

They will create innovative projects on their own;

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“Computer Graphics and Visualization”

Format and volume-elective-5 credits

Target Group: the students of the BA educational programme of Computer Sciences

Outcomes:

- students will learn the main issues of computer graphics and visualization;
- students will get introduced with the mathematical apparatus of computer graphics, the principles of elaboration and creation of various graphical information, potential of their application in web-design and animation graphics;

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- Students will develop the skills of working on the related software;
- Students will gain the theoretical knowledge on the basics of computer graphics and software for working with the graphical objects, in particular the universal editors such as: Adobe PhotoShop CS, Adobe Illustrator CS ∞s Corel Draw Graphics Suite.

“3 D Modeling and Animation”

Format and Volume-Elective-5credits

Target Group: the students of the MA Educational Programme of Computer Sciences

Outcomes:

- Students will learn the main issues of graphical data processing and visual effects;
- Students will be introduced to the 3D modeling principles and creation technologies, possibility of their utilization in video and animation graphics;

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- Students will develop the skills of working with the relevant software means;
- Students will get introduced to 3D modeling theoretical basics and popular software means to work with graphical objects, in particular: Universal 3D MAX, Zbrush, Blender, SketchUP, Lumion and Twinmotion;

Electronic Business

Format and Volume: Elective-5 credits

Target Group:

The students of the Business Administration, Computer Sciences,
Economics MA educational programme

Outcomes:

- Students will develop the skills of utilization of computer technologies in commercial and business activities as well as master the methods of transfer of the traditional business into the electronic business;
- Students will learn about the potential, specifics and models of the electronic business;

Students will learn about the management of the goods flow through utilization of electronic means; electronic possibilities of commercials and specifics of their application; electronic systems and models successfully operated in various fields. Electronic means of good sale and service of customers. Information systems for the commercial activities

Correct Status

At this stage we have already 10 students from our university who have been trained by the Company “Co-Working” in the module “Clients’ Side Popular Modern Framework”

In the frame of the current module, 4 students have already been employed in the international companies;

We plan to implement new modules and train the students as well as the company representatives in accordance with the requirements of the contemporary labor market.

The working meeting with the company representatives revealed that there is a high demand on the young staff with the English proficiency level; therefore, we plan to strengthen the English language knowledge through the trainings.



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Thank you for your time