Université Gustave Eiffel

Field of study Sciences and engineering

Training available in

Initial training

How to apply :

https://www.univ-gustave-eiffel.fr/en/formation/applications-andenrolment/applications

Course venue :

Campus Marne la Vallée - Champs sur Marne - Bâtiment Lavoisier 5 Boulevard Descartes 77420 Champs-sur-Marne

Calendar :

Contacts : DOYEN David (L1) Academic coordinator david.doyen@univ-eiffel.fr

MEYER Antoine (L1) Academic coordinator antoine.meyer@univ-eiffel.fr

RAMATOULAYE BARRY (L1) Academic secretary ramatoulaye.barry@univ-eiffel.fr Phone number : 01 60 95 72 32 Office : 014

More information :

For further details : https://www.univ-gustave-eiffel.fr/international/etudiantsinternationaux Service Information, Orientation et Insertion Professionnelle (SIO-IP) :

sio@univ-eiffel.fr / Tel : +33 1 60 95 76 76



Bachelor's degree Mathematics Mathematics and computer science



UFR de Mathématiques (MATHS)

Bachelor's degree L1

TO GET THERE

High school diploma with science (S) specialisation. For the new high school diploma programme, the required specialisations are Mathematics (with Numerics and Computer Sciences and/or Engineering Sciences). The "Complementary Mathematics" option is strongly recommended. The expectations are as follows: Scientific skills - Communicating in French and in a foreign language - Methodological and behavioural skills - In these major areas, you must display at least appropriate mastery of the main scientific skills targeted in the final year of high school.

ACQUIRED SKILLS

The first three semesters are the same for the Licence degrees in Mathematics and Computer Science. In mathematics: autonomous reasoning, theoretical foundations necessary for abstract reflection, mastery of fundamental concepts in analysis, probability, statistics and linear algebra. In computer science: main types of representation of computer data, implementing an algorithmic solution in various programming languages, designing and maintaining a database and website. In English: B2 level Miscellaneous: Be able to explain and present a project and the knowledge involved, both orally and in writing.

YOUR FUTURE CAREER

The first three semesters of training in the Licence in Mathematics and Computer Science grant admission to the fourth semester (L2) in computer science or mathematics (Maths or Engineering, Mathematics and Computer Science programme) The L2 can also lead to a professional Licence in maths/computer science at an engineering school. After the third year, the majority of students pursue a Master's.

BENEFITS OF THE PROGRAM

Due to its specificity, (dual-discipline teaching in mathematics and computer science), our Licence is unique compared to those offered by traditional preparatory schools and general scientific Licence degrees. Students acquire an excellent level of knowledge and skills in mathematics and computer science, which allows them to successfully consider pursuing studies in these two areas in a Master's degree. To facilitate the transition from high school, a mathematics tutoring programme is organised before the start of the academic year, and programming classes are offered in tutorials and practical sessions. To encourage students to work regularly and independently, tests are held regularly in mathematics and computer science, online exercises are offered on Platon for mathematics are regularly organised.

More information



PROGRAM

YEAR

ANALYSE Calcul Différentiel et Intégral (ECTS:6) Suites et Fonctions (ECTS:6) ALGEBRE Méthodologie (ECTS:6) Algèbre 1 (ECTS:6) INFORMATIQUE Algorithmique et Programmation 1 (ECTS:9) Algorithmique et Programmation 1 (approche par problèmes) (ECTS:9) Projet Informatique 1 (ECTS:3) Remédiation Informatique 1 Algorithmique et Programmation 2 (ECTS:5) Algorithmique et Programmation 12(approche par problèmes) (ECTS:5) Projet Informatique 2 (ECTS:5) Algorithmique et Programmation 2 (ECTS:5) Projet Informatique 2 (ECTS:2) Remédiation Informatique 2 COMPETENCES TRANSVERSES English 1 (ECTS:3) English 2 (ECTS:3) UE d'ouverture 1 (ECTS:3)