

**UNIVERSITY OF AMSTERDAM**  
**FACULTY OF SCIENCE**  
**EDUCATION AND EXAMINATION REGULATIONS**  
**PART B: programme-specific section**  
**Academic year 2016-2017**

**MASTER'S PROGRAMME IN INFORMATION STUDIES**

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## Chapter 1. General Provisions

### Article 1.1 – Definitions

Master Thesis	Final project of the programme of 18 EC. The Master Thesis protocol applies to this component and can be found on the website of the programme: <a href="http://student.uva.nl/is/az/a-z/a-z/content/folder-5/study-programme-information-studies/master-thesis/master-s-thesis.html">http://student.uva.nl/is/az/a-z/a-z/content/folder-5/study-programme-information-studies/master-thesis/master-s-thesis.html</a> .
E-module	Online component that can be prescribed as part of the pre-master's programme to cover deficiencies before admission to the Master's programme.

### Article 1.2 – Study programme information

1. The Master's programme Information Studies is registered under CROHO number 60229. The language of instruction is English. This means that the Code of Conduct for Foreign Languages at the UvA applies for this programme (see Code of Conduct Governing Foreign Languages at the University of Amsterdam 2000 at the website: <http://www.uva.nl/en/about-the-uva/uva-profile/rules-and-regulations/teaching/teaching.html>).
2. The programme is provided on a full-time and part-time basis (except the tracks GS and DS, which are offered only full-time). Part-time students follow one component per period where the period in January can request full-time participation, as that might cover a project that request 40 hours of work per week.
3. The programme consists of a one-year programme with a total study load of 60 EC.
4. Within the programme the following tracks are offered:
  1. Business Information Systems (BIS)
  2. Human Centered Multimedia (HCM)
  3. Game Studies (GS)
  4. Data Science (DS)

### Article 1.3 – Enrolment

The programme is offered starting in the first semester of the academic year only (1 September).

## Chapter 2. Programme objectives and exit qualifications

### Article 2.1 – Programme objectives

The objective of the master programme in the interdisciplinary field of Information Studies is to educate students as academics in the modern society and economy who are able to contribute independently to the scientific developments in information studies and to follow the developments within research and its applications critically.

Masters in Information Studies are able to perform research independently taking the interdisciplinary character of information studies into account and are able to integrate knowledge from the three core areas, namely technology, human and organisation, and are able to apply their knowledge in organizational or societal contexts.

### Article 2.2 – Exit qualifications

The Exit qualifications of the Master's programme Information Studies are defined as follows:

#### *Knowledge and understanding*

- The graduate knows and understands theories in the domain of Information Studies: he or she is able critically evaluate relevant theories of computer science, economics, and social science, and can relate associated theories from other fields that are relevant for Information Studies.
- The graduate is able to explain information systems as complex systems that function in a dynamic context in relation to humans and society.

*Specific terms for the BIS track*

- The graduate is able to describe the dynamics of organisations both from an intra- as well as inter-organisation level and understands the impact from and on the use of ICT supporting the organisations' business processes.

The graduate understands the concept ICT as a service and knows how to conceptualize, design and specify such services taking into account the impact on organisations.

*Specific terms for the HCM track*

- The graduate has insights into theories of the design, development, and evaluation of complex, interactive, and human-centered multimedia systems.
- The graduate has knowledge of the theory and practise of complex man-machine interaction and technology-mediated human-human communication.

*Specific terms for the GS track*

- The graduate has knowledge of the psychological theories relevant for the design and development of effective games.
- The graduate has insights in the theory of game and play.

*Specific terms for the DS track*

- The graduate has knowledge of the theories, methods and tools used in the emerging field of data science.
- The graduate has an integrated view on the possibilities and development of data science in society.

*Applying knowledge and understanding*

- The graduate has the ability to identify socially or technologically relevant problems and to formulate adequate (research) questions, to design and implement a project plan and develop an experimental set-up to answer the question, using the appropriate methodology.
- The graduate is able to work autonomously and with others in multidisciplinary teams and is able to apply his or her problem solving abilities on authentic problems.
- The graduate is able to integrate state of the art knowledge from information science and technology, translate this knowledge to the complex problem at hand to facilitate a useful and innovative solution.

*Specific terms for the BIS track*

- The graduate is able to analyse a realistic complex problem in the area of business information systems (IS) and is able to develop a concrete solution to the problem, using the appropriate set of scientific methods and is able to advice on concrete organisational actions.
- The graduate can apply state of the art methods and tools for analysing, designing and specifying ICT services .

*Specific terms for the HCM track*

- The graduate is able to integrate and apply state of the art knowledge from different disciplines, such as computer science (vision, audio processing, natural language processing, information retrieval, semantic web technology, data mining, knowledge representation,

web technologies), communication science (information visualisation and personalisation, interaction design) and psychology (perception, cognition, and learning).

*Specific terms for the GS track*

- The graduate masters key aspects of creating and evaluating applied games and manage relevant aspects of the process of realizing a game, such as conceptualizing, performing user studies, and concept validation.

*Specific terms for the DS track*

- The graduate is able to explore and analyse data within a broad range of domains.
- The graduate is able to conduct, assess and evaluate data science projects.
- The graduate is able to analyse a realistic complex problem in a broad range of domains and is able to develop a data-driven solution to the problem, using the appropriate set of scientific methods and is able to advice on concrete organisational actions.

*Making judgements*

- The graduate acts according to scientific standards in order to function adequately and autonomously in his or her future profession.
- Graduates are able to review solutions and their own actions critically and in a systematic way. They are able to make judgments on the basis of incomplete information; and they are aware of the limitations and the ethical and social implications of the solutions and their activities.

*Communication*

- The graduate is able to clearly communicate findings and conclusions with solid argumentation to expert and non-expert audiences, making use of appropriate media.
- The graduate possesses organizational sensitivity in the sense that he or she is able to listen carefully and considers the different perspectives of groups in an organisation that use information and ICT as well as those that produce data or design, build and maintain ICT applications.
- The graduate is contextually sensitive, a careful listener and is able to take the perspectives of the different stakeholders and acknowledge differences in goals and values.

*Capacities to continue Learning*

- The graduate is capable to reflect independently and with an open mind on his or her own performance and can continuously expand his or her academic development and affluence with ICT tools.

### **Chapter 3. Further admission requirements**

*Article 3.1 – Admission requirements*

1. The master program Information Studies is open to:
  1. Applicants holding a bachelor in the area of:
    - Information Studies
    - Computer Science
    - Artificial Intelligence
    - Business Studies
    - Information Science
    - Communication Studies
    - Media Studies

- Psychology
2. Depending on the chosen track, specific entry requirements apply (see 3.1.3-5).
  3. Applicants are evaluated on an individual basis, where an assessment can be part of the intake procedure. Admission will be granted on an individual basis by the Examinations Board. Candidates can be assessed on behavioural characteristics which are required for the Information Studies work field, such as:
    - Analytical skills
    - Communicational abilities
    - Affinity with technology
    - Motivation

The evaluation and procedures of the diplomas are according the Nuffic criteria. Pre-master components can be prescribed in case of deficiencies.
  4. The Examinations Board can decide to admit an applicant that does not meet the requirements as described in paragraph 3.1.1, 3.1.2 or 3.1.3, but only if this person meets requirements that are comparable to those with respect to content. Admission will be done on an individual basis by the Examinations Board.
  5. Applicants who do not meet the admission requirements can be suggested to follow a pre-master's programme to resolve their deficiencies. See also article 3.2.
  6. Admission decisions are valid until 15 September of the academic year following the date of the admission decision.
2. General requirements. Students who apply to the MSc Information Studies should have general knowledge on the following topics:
    1. Mathematics at VWO level or at a comparable level.
    2. English language requirements, see article 3.5.
    3. In addition, basic knowledge is required on Academic skills:
      - Literature research
      - Academic writing
      - The ability to make abstractions from different contexts based on analytical thinking
      - Research skills, scientific reasoning
      - Reflection: critical assessment on general accepted theories
      - Ability to framing: the use of different interpretation schemes (frames) to reason about reality
      - Statistics
      - Empirical research
  3. Specific requirements for the track *Human Centered Multimedia*:
    1. For admission to the HCM track the following knowledge is required on a basic level:
      - Multimedia Information: knowledge of human perception of text, image, video, and sound and of the digital representation of multimedia and the interaction between digital multimedia and users.
      - Data mining: basic concepts and techniques of data mining.
      - Data bases.
      - Semantic Web: the concept "Semantic Web", insights into the architecture of the Semantic Web, knowledge representation on the World Wide Web (WWW), the concept of web service.
      - Social Media: the concept of Social media, and the impact thereof on the way people work, learn, acquire and exchange information.
      - Programming skills.
    2. For students who have a deficiency on (some of) these topics an individual pre-master programme will be prescribed, which can cover maximally 3 e-modules.
  4. Specific requirements for the track *Business Information Systems*:
    1. For admission to the BIS track sufficient knowledge in each of the following three areas is required:

- ICT specific for the BIS track: Modelling and design (basic knowledge on UML and Software Lifecycle), Architecture and infrastructure, Sourcing and basic theories related to the cloud
  - Business studies: Management theories, Organizational theories, Theory on network organizations and organizations working in chains, Organizational change theories
  - Link between Business and ICT: Basic and extended knowledge on strategic alignment, E-Business, the role of information in an organizational context
2. For students who have a deficiency on (some of) these topics an individual pre-master programme will be prescribed, which can cover maximal 3 e-modules.
5. Specific requirements for the track *Game Studies*
1. For admission to the GS track the following knowledge and skills are required:
    - Affinity with game design and technology, as demonstrated during the assessment
    - Can participate in and facilitate an interdisciplinary programme
  2. For students who have a deficiency in Academic Skills a pre-master programme will be prescribed.
6. Specific requirements for the track *Data Science*
1. Good understanding of the following topics in statistics:
    - Random variables, basic distributions such as the normal and binomial distributions, expectations, mean and variance;
    - Multiple regression, correlation, and hypothesis testing.
  2. Basic programming abilities in any languages, preferably Python. Good understanding of the basics of computing, algorithms, and data structures
  3. For students who have a deficiency in Academic Skills a pre-master programme will be prescribed.

*Article 3.2 – Pre-Master’s programme*

1. The Pre-Master’s programme is offered as a series of e-modules:
  1. Academic Skills
  2. Business Studies
  3. Data Mining
  4. ICT in Organisations
  5. Knowledge Web
2. Students can be asked to follow a maximum of 3 e-modules in order to cover their deficiencies, as decided by the Examinations Board.

*Article 3.3 – Limited programme capacity*

Not applicable.

*Article 3.4 – Final deadline for registration*

1. A request for admission to the Master’s programme starting in September must be submitted to Studielink and the Faculty before 1 May in the case of Dutch students, before 1 April in the case of EU students and before 1 February in the case of non-EU students.
2. In exceptional cases, the Examinations Board may consider a request submitted after this closing date.

*Article 3.5 – English language requirements*

1. The proficiency requirement in English as the language of instruction can be met by the successful completion of one of the following examinations or an equivalent:
  1. IELTS-test: minimum score 7.0, sub-scores on writing and speaking at least 7.0, sub-scores on listening and reading at least 6.5.
  2. TOEFL Test: the minimum required score is 98 for the Internet-based test (iBT)

3. A Cambridge Examination Score with a minimum test result of CAE A or B will also be accepted. For the CPE test a minimal score of C is required.
2. Those possessing a Bachelor's degree from a Dutch university or HBO or have an English-language 'international baccalaureate' diploma satisfy the requirement of sufficient command of the English language.

*Article 3.6 – Free curriculum*

1. Subject to certain conditions, the student has the option of compiling a curriculum of his/her own choice which deviates from the curricula prescribed by the programme.
2. The concrete details of such a curriculum must be approved beforehand by the most appropriate Examinations Board.
3. The free curriculum is put together by the student from the units of study offered by the University of Amsterdam and must at least have the size, breadth and depth of a regular Master's programme.
4. The following conditions must at least have been met in order to be eligible for the Master's degree:
  1. at least 48 EC must be obtained from the regular curriculum;
  2. compulsory components and Master Thesis should be part of the programme;
  3. the level of the programme must match the objectives and exit qualifications that apply for the programme for which the student is enrolled.

## Chapter 4. Curriculum structure

*Article 4.1 – Composition of programme*

1. The programme consists of the following components:
  1. Track specific compulsory components: 30-42 EC;
  2. Constrained Choice components: 0-12 EC;
  3. A Master Thesis: 18 EC.
2. Every component will be tested. Within the Master's programme Information Studies different types of testing are used. This is described per component in the course catalogue.
3. Within the Master's programme Information Studies different types of teaching methods are used. This is described per component in the course catalogue.

*Article 4.2 – Compulsory Components*

1. Programme Track *Business Information Systems* - Full-time

Component	Code	Study load (EC)	Period	Teaching method	Assessment
<b>Compulsory components (48 EC)</b>					
Business Process Management (VU)	52948BUP6Y	6	1	L, PR	Written
Business IT Alignment	5294BUIA6Y	6	1	L	Written
Interdisciplinary Research Methodology for Information Sciences	5294IRMF6Y	6	2	L, PR	Written
Information and Innovation Management	5294VOIA6Y	6	2	L, PR	Written

Integrating Cases	5294INCA6Y	6	3	L, LS	Written, oral
Master Thesis IS (BIS)	5294MTB18Y	18	5&6	IC	Written, oral
<b>Constrained Choice components (12 EC required)</b>					
Perspectives on Information & Management	5294POIM6Y	6	4	L	Written, oral
Mobile Systems	5294MOSY6Y	6	4	L, LS	Written, oral
Rule Governance	5294RUGO6Y	6	4	PR	Written
The Social Web (VU)	52948THS6Y	6	4	L, PR	Written
Information Visualization	5204INVI6Y	6	4	L, CP	Written
Web Search	5294WESE6Y	6	4	L, LS	Written
Business Process Analytics	52948BPA6Y	6	4	L, PR	Written
Technology-enhanced Learning		6	4	L	Written, oral

L = Lectures, LS = Lab sessions, CP = Computer practical, PR = practical, IC = Individual coaching

## 2. Programme Track *Business Information Systems* - Part-time

### Year 1

Component	Code	Study load (EC)	Period	Teaching method	Assessment
<b>Compulsory components (18 EC)</b>					
Business IT Alignment	5294BUIA6Y	6	1	L	Written
Information and Innovation Management	5294VOIA6Y	6	2	L, PR	Written
Integrating Cases	5294INCA6Y	6	3	L, LS	Written, oral
<b>Constrained Choice components (12 EC required)</b>					
Perspectives on Information & Management	5294POIM6Y	6	4	L	Written, oral
Mobile Systems	5294MOSY6Y	6	4	L, LS	Written, oral
Rule Governance	5294RUGO6Y	6	4	PR	Written
The Social Web (VU)	52948THS6Y	6	4	L, PR	Written
Information Visualization	5204INVI6Y	6	4	L, CP	Written
Web Search	5294WESE6Y	6	4	L, LS	Written
Business Process Analytics	52948BPA6Y	6	4	L, PR	Written
Technology-enhanced Learning		6	4		
Serious Gaming (VU)	52948SEG6Y	6	5	L, PR	Written
ICT4D: Information and Communication Technology for Development (VU)	52948IIC6Y	6	5	L, PR	Written
E-commerce Law (VU)	52948ECC6Y	6	5	L, PR	Written

L = Lectures, LS = Lab sessions, CP = Computer practical, PR = practical, IC = Individual coaching

## Year 2

Component	Code	Study load (EC)	Period	Teaching method	Assessment
<b>Compulsory components (30 EC)</b>					
Business Process Management (VU)	52948BUP6Y	6	1	L, PR	Written
Interdisciplinary Research Methodology for Information Sciences	5294IRMF6Y	6	2	L, PR	Written
Master Thesis IS (BIS)	5294MTB18Y	18	3,4,5&6	IC	Written, oral

L = Lectures, LS = Lab sessions, CP = Computer practical, PR = practical, IC = Individual coaching

3. Programme Track Programme Track *Game Studies*

Component	Code	Study load (EC)	Period	Teaching method	Assessment
<b>Compulsory components (48 EC)</b>					
Fundamentals of Applied Games		6	1	L	Written, oral
Psychology of Effective Gaming	5294PSEG6Y	6	1	L, PR	Written, oral
Technology for Games	5294TEFG6Y	6	2		
Interdisciplinary Research Methodology for Information Sciences	5294IRMF6Y	6	2	L, PR	Written
Project Game Development	5294PRGD6Y	6	1,2&3	L, PR	Written
Master Thesis IS (GS)	5294MTG18Y	18	5&6	IC	Written, oral
<b>Constrained Choice components (12 EC required)</b>					
Innovation and Design Thinking	5294INDT6Y	6	4	L, PR	Written, oral
The Social Web (VU)	52948THS6Y	6	4	L, PR	Written
Mobile Systems	5294MOSY6Y	6	4	L, LS	Written, oral
Technology-enhanced Learning	5294TEEL6Y	6	4	L	Written, oral

L = Lectures, LS = Lab sessions, CP = Computer practical, PR = practical, IC = Individual coaching

4. Programme Track *Human Centered Multimedia* - Full-time

Component	Code	Study load (EC)	Period	Teaching method	Assessment
<b>Compulsory components (48 EC)</b>					
Intelligent Interactive Systems	5294INIS6Y	6	1	L, PR	Written, oral
Knowledge and Media (VU)	52948KEM6Y	6	1	L	Written
Visual Search Engines	5294VISE6Y	6	2	L, LS	Written
Interdisciplinary Research Methodology for Information Sciences	5294IRMF6Y	6	2	L, PR	Written

Interaction Design Project	5294INDP6Y	6	1,2 & 3	L, PR	Written, oral
Master Thesis IS (HCM)	5294MTH18Y	18	5&6	IC	Written, oral
<b>Constrained Choice components (12 EC required)</b>					
Mobile Systems	5294MOSY6Y	6	4	L, LS	Written, oral
The Social Web (VU)	52948THS6Y	6	4	L, PR	Written
Web Search	5294WESE6Y	6	4	L, LS	Written
Information Visualization	5204INVI6Y	6	4	L, CP	Written
Innovation and Design Thinking	5294INDT6Y	6	4	L, PR	Written, oral
Technology-enhanced Learning	5294TEEL6Y	6	4	L	Written, oral

L = Lectures, LS = Lab sessions, CP = Computer practical, PR = practical, IC = Individual coaching

## 5. Programme Track *Human Centered Multimedia* - Part-time

### Year 1

Component	Code	Study load (EC)	Period	Teaching method	Assessment
<b>Compulsory components (18 EC)</b>					
Intelligent Interactive Systems	5294INIS6Y	6	1	L, PR	Written, oral
Visual Search Engines	5294VISE6Y	6	2	L, LS	Written
Interaction Design Project	5294INDP6Y	6	1,2 & 3	L, PR	Written, oral
<b>Constrained Choice components (12 EC required)</b>					
Mobile Systems	5294MOSY6Y	6	4	L, LS	Written, oral
The Social Web (VU)	52948THS6Y	6	4	L, PR	Written
Web Search	5294WESE6Y	6	4	L, LS	Written
Information Visualisation	5204INVI6Y	6	4	L, CP	Written
Innovation and Design Thinking	5294INDT6Y	6	4	L, PR	Written, oral
Serious Gaming (VU)	52948SEG6Y	6	5	L, PR	Written
ICT4D: Information and Communication Technology for Development (VU)	52948IIC6Y	6	5	L, PR	Written
Technology-enhanced Learning	5294TEEL6Y	6	4	L	Written, oral

L = Lectures, LS = Lab sessions, CP = Computer practical, PR = practical, IC = Individual coaching

### Year 2

Component	Code	Study load (EC)	Period	Teaching method	Assessment
<b>Compulsory components (30 EC)</b>					
Knowledge and Media (VU)	52948KEM6Y	6	1	L	Written

Interdisciplinary Research Methodology for Information Sciences	5294IRMF6Y	6	2	L, PR	Written
Master Thesis IS (HCM)	5294MTH18Y	18	3, 4,5&6	IC	Written, oral

L = Lectures, LS = Lab sessions, CP = Computer practical, PR = practical, IC = Individual coaching

#### 6. Programme Track Programme Track *Data Science*

Component	Code	Study load (EC)	Period	Teaching method	Assessment
<b>Compulsory components (60 EC)</b>					
Fundamentals of Data Science	5294FUDS6Y	6	1	L, CP, IC	Written, oral
Statistics, Simulation and Optimization	5294STSO6Y	6	1	L, CP	Written
Applied Machine Learning	5294APML6Y	6	2	tba	tba
Data-driven Business Innovation and Entrepreneurship	5294DDBI6Y	6	2	tba	tba
Searching Unstructured and Structured Data	5294SUSD6Y	6	3	L, CP	Written, oral
Big Data	5294BIDA6Y	6	4	L, CP, LS	Written, oral
Information Visualization	5204INVI6Y	6	4	L, CP	Written
Master Thesis IS (DS)	5294MTD18Y	18	5&6	IC	Written, oral

L = Lectures, LS = Lab sessions, CP = Computer practical, PR = practical, IC = Individual coaching

#### *Article 4.3 – Practical exercise*

Not applicable.

#### *Article 4.4 – Elective components*

Not applicable.

#### *Article 4.5 – Sequence of examinations*

1. The student may start with the final project of the study programme (Master Thesis) only if all obligations, as stated in Article 4.2, have been fulfilled and if the student's study programme has been approved by the Examinations Board, except the master thesis itself.
2. The assessment of projects in which several students have worked on an assignment will only be made at the end of the relevant teaching period. In principle, an individual resit is not possible.
3. At the request of a student, the Examinations Board may deviate from the conditions in paragraphs 1 and 2 for the benefit of the student.

#### *Article 4.6 – Participation in practical exercise and study group sessions*

Stated in Course Catalogue for each component.

#### *Article 4.7 – Maximum exemption*

A maximum of 18 EC in the programme can be accumulated through granted exemptions.

#### *Article 4.8 – Validity period of examinations*

The validity period of interim examinations and exemptions from interim examinations is limited, as described in part A, article 4.8.

#### *Article 4.9 – Degree*

Students who have successfully completed their Master's examination are awarded a Master of Science degree. The degree awarded is stated on the diploma.

#### *Article 4.10 – Participation in constrained choice components and rules for priority admission*

Admission to constrained choice components with limited capacity takes place on the basis of the following rules:

1. In order of registration;
2. Students of the Master Information Studies will be admitted first, before students from other master programmes or other universities;
3. Students are allowed to register for a maximum of two constrained choice components in one period (block).

#### *Article 4.11 – Double Master's Programme*

In order to be awarded two Master's degrees or to have stated on the Master's diploma that two Master's programmes have been completed within the discipline, the following requirements must be met:

1. The candidate's work for the programme (lectures, research work, etc.), must be of such a standard that all the compulsory requirements of each of the two programmes have been met.
2. The candidate must have conducted separate research work for both Master's degrees. This may consist of two separate Master theses with supervisors from the respective study programmes.
3. The Examinations Boards of both study programmes must approve the student's double Master's programme before the student commences the double Master's programme.

#### *Article 4.12 – Excellence project*

1. Excellent students are given the opportunity to participate in an excellence project, in addition to the regular programme.
2. The specifications of- and regulations for enrolment in the excellence project are described in the course description, in the course catalogue.
3. The Examinations Board approves the 6 EC awarded for successful completion of the excellence project, in addition to the regular program. The excellence project will be stated on the diploma.
4. Students who have successfully finished the excellence project and have an overall GPA of 8 or higher (cum laude) are awarded with a certificate accompanying the diploma.

## **Chapter 5. Transitional and final provisions**

#### *Article 5.1 - Amendments and periodic review*

1. Any amendment to the Teaching and Examination Regulations will be adopted by the dean after taking advice from the relevant Board of Studies. A copy of the advice will be sent to the authorised representative advisory body.
2. An amendment to the Teaching and Examination Regulations requires the approval of the authorised representative advisory body if it concerns components not related to the subject of Section 7.13, paragraph 2 sub a to g and v, and paragraph 4 of the WHW and the requirements for admission to the Master's programme.
3. An amendment to the Teaching and Examination Regulations is only permitted to concern an academic year already in progress if this does not demonstrably damage the interests of students.



*Article 5.2 – Transitional provisions*

***Transitional Provisions for students who started in 2014-2015 or earlier***

<b><i>Old component</i></b>	<b><i>Replacement in 2016-2017</i></b>
Games in Society	Fundamentals of Applied Games
(Virtual) Organizations in a Dynamic Context	Information and Innovation Management

*Article 5.3 - Publication*

1. The Dean of the faculty will ensure the appropriate publication of these Regulations and any amendments to them.
2. The Teaching and Examination Regulations will be posted on the faculty website and deemed to be included in the course catalogue.

*Article 5.4 – Effective date*

These Regulations enter into force with effect from 1 September 2016.

Thus drawn up by the Dean of the Faculty of Science on 18 July 2016.

**Appendix 1 List of articles that must be included in the OER pursuant to the WHW (articles in framed boxes)**

Section A

Art. 1.1	7.13, para 1, WHW
Art. 2.1	7.13, para 2 sub w
Art. 3.2	7.13, para 2 sub e
Art. 4.2	7.13, para 2 sub h and l
Art. 4.3	7.13, para 2 sub n
Art. 4.4	7.13, para 2 sub o
Art. 4.5	7.13, para 2 sub j, h
Art. 4.7	7.13, para 2 sub r
Art. 4.8	7.13, para 2 sub k
Art. 4.9	7.13, para 2 sub p
Art. 4.10	7.13, para 2 sub q
Art. 4.11	7.13, para 2 sub a
Art. 5.1	7.13, para 2 sub u
Art. 5.2	7.13, para 2 sub m

Section B

Art. 1.2	7.13, para 2 sub i
Art. 2.1	7.13, para 1 sub b, c
Art. 2.2	7.13, para 2 sub c
Art. 3.1	7.25, para 4
Art. 4.1	7.13, para 2 sub a
Art. 4.2	7.13, para 2 sub e, h, j, l
Art. 4.3	7.13, para 2 sub t
Art. 4.4	7.13, para 2 sub e, h, j, l
Art. 4.5	7.13, para 2 sub s
Art. 4.6	7.13, para 2 sub d
Art. 4.8	7.13, para 2 sub k

**Appendix 2 Overview of guidelines pursuant to Section 9.5 WHW UvA**

*The structure is a **format** established as a guideline:*

date of decision: 20 November 2012  
entry into force: 1 September 2013

*Section A*

Art. 4.5 para 3 *most recent result applies*

date of decision: 14 February 2008  
entry into force: 14 March 2008

Art. 4.6

*Marks*  
*(5.5 as pass mark boundary)*  
  
*(5.1 to 5.9 not awarded as final marks)*

date of decision: 14 February 2008  
entry into force: 14 March 2008

date of decision: xxxx 2014  
entry into force: 1 September 2014  
date of decision: 25 May 2010  
entry into force: 1 September 2010

Art. 4.13

*Fraud and plagiarism*

*Section B*

Art. 3.1 para 6 *Entry requirements for Master's programme*

date of decision: 22 June 2006  
entry into force: 22 June 2006  
withdrawn on 1 September 2014