DESCRIPTION OF DEGREE PROGRAMME (admission year: 2020-2021)

1.

Title of the degree programme	National Code
Legaltech LL.M. Master`s Degree Programme, Full-time study	6215KX002

2.

Official name of the awarding institution(s)	Language of instruction
Mykolas Romeris University	English

3.

Kind of study	Cycle of studies	Level of qualification
University studies	II cycle	VII level

4.

Mode of study and length of programme in years	Length of the degree programme in ECTS credits	Student's workload	Contact work hours	Independent work hours
Full-time studies, 1 year	60	1620	282	1338

5.

Group of Study Fields	Field of the programme
Law	Law

6.

Degree and/or qualification awarded
Master of Law

7.

Programme Director	Contact information
Prof. Dr. Paulius Pakutinskas	Atieties str. 20, V-340, tel. +370 5 2714519, email paulius.pakutinskas@mruni.eu

8.

Accreditation organization	Period of reference
Centre for Quality Assessment in Higher Education	2022.08.31

9.

Purpose of the programme
The program aims to prepare highly qualified LegalTech professionals with a wide range multidisciplinary competencies in law and technologies, including artificial intelligence, big and open data, blockchain, crowd funding and other newest technologies; capable of developing, implementing and commercializing innovations in the field of legal services, private and public sector, and providing advisory services on LegalTech issues.

10.

Profile of the programme		
Study content: discipline(s)/subject area(s)	**Orientation of the programme**	**Distinctive features**
Full scope of the program is 60 credits. All subjects of the program are related to the main study field and all are of a deepening nature. Each subject provides knowledge and skills in a specific LegalTech area. Graduates having acquired specific knowledge during the studies of the main subjects will fully respond to the prevailing labour market needs, related to qualifications of specific LegalTech field. Each semester involves 5 study subjects. Most program subjects are related to interdisciplinary field of law and technologies, while one subject is related to the study field of economics. 90 per cent of study program subjects are compulsory while 10 per cent are optional (in the first semester).	Study program is oriented towards practical skills development and application, incorporation of innovations in the legal sector, start-up development and internship at program related social partners or other organisations/companies. The program is sufficiently universal to provide a wide spectrum of knowledge and skills, but also provides various alternatives to focus on deepening knowledge in specific areas. The program is delivered by using innovative study forms in addition to traditional lectures and seminars, which include (list not exhaustive): meetups, hackatons, workshops, laboratory works, development of technological solutions, participation in start-up development. Participants will be encouraged to prepare and publish interventions in foreign blogs, actively engage in activities of global LegalTech community. The program will actively use social media and apply the elements of gamification.	The main distinctive features of the program are that: 1) the program focuses on: a) preparation of new digital generation lawyers and global challenges to legal sector that are not dealt with by traditional law programs; b) provision of new competencies, required by the changes in the global legal services sector, which have not been provided by other law programs; c) realization of interdisciplinary synergy between law and technologies; d) integration of newest experiential learning study methods (meetups, hackatons, workshops, laboratory works, development of technological solutions, participation in start-up development, etc.); e) use of experimental gamification method (which stimulates entrepreneurship of participants); f) development of LegalTech start-up by using the start-up incubation services of MRU LegalTech Centre (mentoring, expert advise and shared-work space). 2) The program actively engages its social partners in delivery of lectures, workshops, internships and other activities of the program. 3) LLM programs, which are focused on practical skills development, global themes and international market and are implemented in Lithuania for the first time (due to new legal regulation).
Qualification requirements and regulations		

According to the Description of the Lithuanian Qualifications Framework, level VII qualifications are acquired through graduate university (II cycle) studies.

The qualification provides for complex activities consisting of different interrelated tasks, which may cover several related areas of professional activities. The performance of tasks therefore requires qualified assessment of the most recent knowledge in the close and similar areas of activities; discovery of new facts in applied research within the professional activity area, creative application of theoretical knowledge and the results of scientific research.

The activities are performed independently, by way of setting prerogatives of an activity area, making independent decisions, which are oriented towards improvement and perfection of the activities. The activities imply managing the activities of other employees, thus qualifications of this level include abilities to independently carry out applied research, provide consultations in an area of activities, coordinate projects related to the upgrading of other

individuals' qualifications and implementation of innovations, analyse and present activity results.

As the technological, management and organizational progress is witnessed in all areas of activities, the activities and their environment are subject to constant change, the changes are difficult to anticipate, the activities consist of volatile combinations of tasks. The dynamics of activity changes requires the ability to make innovative decisions based on research results, assess alternative solutions and possible social and ethic consequences of the activities.

11.

Admission requirements	Specific arrangements for recognition of prior learning	Specific requirements for graduation
Bachelor's degree of law or an equivalent first university degree with a minimum 3-year study duration. English language proficiency - the level not lower than B2 (following the Common Framework of Reference for Language approved by the Council of Europe). Distant English language level test is organized by MRU for those, who do not possess IELTS or TOEFL certificates. If the candidate is non-native English speaker, a recognized international English test Certificate (e.g. IELTS min: 6.5; TOEFL min: 220; CBT, 550; PBT, 80 ; iBT; TOEIC min: 780, Cambridge min. C.A.E, Trinity min. GESE and ISE Intermediate, GR E min. Verbal Reasoning. 480, Quantitative Reasoning 600, Analytical Writing 4.0). For those whose bachelor studies were in English, an official letter from your university is sufficient.	According to Academic Credit Transfer procedure similar study subjects of other institutions of higher education could be scored. The Procedure for Recognising Academic Credits at Mykolas Romeris University establishes the crediting of studying results achieved in other higher education establishments and international academic organisations and the principles of issuance and formal execution of certificates about the studying results achieved at the University intended to be transferred to other higher education establishments. More information at: http://www.mruni.eu/mru_lt_dokume ntai/centrai/akademiniu_reikalu_centr as/teises_aktai/Recognition_of_acad_ credits_AV_2013_09_23_1.pdf. Non-formal education or self-training shall not be recognised.	To collect 60 credits and to pass a final exam.

12.

Access to further studies
Acquisition of a master's degree in law entitles to continue studies in the legal field and other fields of research (social science) in the third cycle of studies (PhD) and to acquire a PhD in social sciences.

13.

Occupational profiles of graduates with examples
Employment and self-employment possibilities of the program graduates are particularly wide. As a result of the program the graduates acquire not only legal knowledge and skills necessary for traditional legal jobs, but also interdisciplinary knowledge and skills (technologies), which expand their (self) employment opportunities. Program graduates will be able to work in the following profiles: a) private sector related to innovations in the legal service provision (lawyers, deputy managers of organizations/companies for technologies (CTO), managers in LegalTech companies, start-ups, consultancy companies advising businesses, various international companies and organisations, virtual and distance-based companies; b) public sector (such specialists will be particularly in demand in the process of the modernization of the public sector, implementation of innovations and digitalization; both in national and international organisations); c) academic sector (H2020 calls and EU Innovation policy confirm that such graduates are in demand in the academic sector and would be eligible for international research programs, junior researchers positions, participation in various international projects; d) self-employment (freelancing) using global consultancies' systems. In addition, it is expected that in the course of the program the participants develop their LegalTech start-ups and produce the prototypes (MVP), thus could create job placements by themselves

14.

Teaching and learning methods	Assessment methods
engaging lecture	Frontal verbal interview; Individual verbal interviews; mid-term review; Case studies (in written or verbal form); Mind and concept mapping; Synopsis ;Presentation (report); Written survey method; Gamification; Additional methods: active participation and promising achievements demonstration of study-field related activities, such as meetups, workshops, hackathons, competitions, startup activities.
concept mapping; mind/concept mapping	Frontal verbal interview; Individual verbal interviews; mid-term review; Case studies (in written or verbal form); Mind and concept mapping; Synopsis ;Presentation (report); Written survey method; Gamification; Additional methods: active participation and promising achievements demonstration of study-field related activities, such as meetups, workshops, hackathons, competitions, startup activities.
critical literature reading	Frontal verbal interview; Individual verbal interviews; mid-term review; Case studies (in written or verbal form); Mind and concept mapping; Synopsis ;Presentation (report); Written survey method; Gamification; Additional methods: active participation and promising achievements demonstration of study-field related activities, such as meetups, workshops, hackathons, competitions, startup activities.
academic teaching	Frontal verbal interview; Individual verbal interviews; mid-term review; Case studies (in written or verbal form); Mind and concept mapping; Synopsis ;Presentation (report); Written survey method; Gamification; Additional methods: active participation and promising achievements demonstration of study-field related activities, such as meetups, workshops, hackathons, competitions, startup activities.

problem-focused teaching;	Frontal verbal interview; Individual verbal interviews; mid-term review; Case studies (in written or verbal form); Mind and concept mapping; Synopsis ;Presentation (report); Written survey method; Gamification; Additional methods: active participation and promising achievements demonstration of study-field related activities, such as meetups, workshops, hackathons, competitions, startup activities.
various graphical visualization techniques	Frontal verbal interview; Individual verbal interviews; mid-term review; Case studies (in written or verbal form); Mind and concept mapping; Synopsis ;Presentation (report); Written survey method; Gamification; Additional methods: active participation and promising achievements demonstration of study-field related activities, such as meetups, workshops, hackathons, competitions, startup activities.
discussions, debates; panel discussion	Frontal verbal interview; Individual verbal interviews; mid-term review; Case studies (in written or verbal form); Mind and concept mapping; Synopsis ;Presentation (report); Written survey method; Gamification; Additional methods: active participation and promising achievements demonstration of study-field related activities, such as meetups, workshops, hackathons, competitions, startup activities.
learning in groups, cooperative learning,	Frontal verbal interview; Individual verbal interviews; mid-term review; Case studies (in written or verbal form); Mind and concept mapping; Synopsis ;Presentation (report); Written survey method; Gamification; Additional methods: active participation and promising achievements demonstration of study-field related activities, such as meetups, workshops, hackathons, competitions, startup activities.
gamification of studies	Frontal verbal interview; Individual verbal interviews; mid-term review; Case studies (in written or verbal form); Mind and concept mapping; Synopsis ;Presentation (report); Written survey method; Gamification; Additional methods: active participation and promising achievements demonstration of study-field related activities, such as meetups, workshops, hackathons, competitions, startup activities.
brainstorming	Frontal verbal interview; Individual verbal interviews; mid-term review; Case studies (in written or verbal form); Mind and concept mapping; Synopsis ;Presentation (report); Written survey method; Gamification; Additional methods: active participation and promising achievements demonstration of study-field related activities, such as meetups, workshops, hackathons, competitions, startup activities.
arguments „pros" and „cons"	Frontal verbal interview; Individual verbal interviews; mid-term review; Case studies (in written or verbal form); Mind and concept mapping; Synopsis ;Presentation (report); Written survey method; Gamification; Additional

	methods: active participation and promising achievements demonstration of study-field related activities, such as meetups, workshops, hackathons, competitions, startup activities.
case analysis	Frontal verbal interviews; Individual verbal interviews; mid-term review; Case studies (in written or verbal form); Mind and concept mapping; Synopsis ;Presentation (report); Written survey method; Gamification; Additional methods: active participation and promising achievements demonstration of study-field related activities, such as meetups, workshops, hackathons, competitions, startup activities.
meetups; workshops; hackathons; competitions; pitches	Frontal verbal interview; Individual verbal interviews; mid-term review; Case studies (in written or verbal form); Mind and concept mapping; Synopsis ;Presentation (report); Written survey method; Gamification; Additional methods: active participation and promising achievements demonstration of study-field related activities, such as meetups, workshops, hackathons, competitions, startup activities.
participation in development of startup;	Frontal verbal interview; Individual verbal interviews; mid-term review; Case studies (in written or verbal form); Mind and concept mapping; Synopsis ;Presentation (report); Written survey method; Gamification; Additional methods: active participation and promising achievements demonstration of study-field related activities, such as meetups, workshops, hackathons, competitions, startup activities.

15.

	Generic competences		Programme learning outcomes
1.	Critical thinking: ability to identify the problem, apply its solutions and methods, critically analyse, summarise and assess theoretical and empirical study material.	**1.1**	Critically analyse, interpret, compare and assess legal relations and legal regulation of newest technologies, make well-grounded proposals for improvement of legal regulation

2.	Teamwork and communication: ability to work in a group under delegation of tasks, and, where necessary, undertake leadership and communicate with each other effectively.	2.1	Work in a interdisciplinary team of lawyers and technology specialists, organize, delegate and manage work tasks and timing, effectively cooperate with colleagues coordinating various interests, objectives and knowledge of legal and technological specialists, constructively support interdisciplinary teams manage work tasks and timing, effectively cooperate with colleagues, coordinate differing interests, various objectives and knowledge, constructively support interdisciplinary teams;
		2.2	Communicate with different audiencies, including lawyers and technology specialists, understand principles related to LegalTech start-up communication, able to transfer the specialized knowledge to relevant audiences and select appropriate communication means, platforms and tools
3.	Independent work and planning: ability to work, plan learning process and research independently.	3.1	Demonstrate well-developed skills of self-learning, conduct LegalTech specific data search, select most relevant sources and understand the depth of relevant scientific research, plan resources and time necessary for implementation of tasks, identify and manage the potential risks
4.	Inter-communication skills	4.1	Mobilise interest of specialists and audiences of general profile in the areas of LegalTech; attractively present the knowledge gained, mobilise and motivate teams for reforms through LegalTech, able to listen and take into account the opinions of various specialists related to technological reforms and understands the responsibility towards current and potential corporate clients and other persons who will be affected by technologies.
Subject specific competences		**Programme learning outcomes**	
5.	Entrepreneurship: ability to undertake the initiative and start own practice in private or public sectors using the knowledge of business environment, pursuance of new ideas or implementation of projects.	5.1	Apply and adapt the LegalTech knowledge acquired, develop LegalTech idea and create conditions for its commercialization, including mobilization of necessary commitment of partners and specialists for further development of the idea
6.	Analysis of legal issues: ability to independently identify legal issues, analyse their origins and to suggest reasonable and rational solutions.	6.1	Advise on issues related to legal aspects of newest technologies, critically and creatively resolve various LegalTech interdisciplinary issues, including most complex ones, prepare proposals for resolution of identified legal problems and legal regulation improvements, select appropriate means and methods for problem solving and make well-grounded conclusions.
7.	Understanding of new technologies and it's potential for legal domain	7.1	Develop simple legal technologies or contribute to the development of complex legal technologies

16. COURSE STRUCTURE DIAGRAM WITH CREDITS

Code	Course units	ECTS credits	Student's workload	Contact work hours	Independent work hours	Programme competences							
						Generic competences				Subject specific competences			
						1	2		3	7	4	5	6
						Key learning outcomes							
						1.1	2.1	2.2	3.1	4.1	5.1	6.1	7.1
	1st YEAR	**60**	**1620**	**282**	**1338**								
	1 SEMESTER	**30**	**810**	**186**	**624**								
Compulsory courses		**24**	**648**	**152**	**496**								
	Games and Gamification methods for Law	6	162	50	112	x	x	x	x	x	x	x	x
	Law and Technologies: Challenges and Opportunities	6	162	34	128	x			x	x	x	x	
	Legal Semantic Technologies	6	162	34	128		x		x	x	x		
	Regulation of Fintech Industry	6	162	34	128	x		x	x	x		x	
Optional course 1		**6**	**162**	**34**	**128**								
	Cyber Crime and Forensics	6	162	34	128	x			x	x		x	
	Privacytech: Privacy, Security and Technology	6	162	34	128	x		x	x	x		x	
	2 SEMESTER	**30**	**810**	**96**	**714**								
Compulsory courses		**30**	**810**	**96**	**714**								
	Artificial Intelligence for Law and Law for Artificial Intelligence	6	162	34	128	x	x	x	x	x	x	x	
	Final Examination	6	162	4	158	x			x	x	x	x	
	Intellectual Property and Modern Technologies	6	162	34	128	x			x	x	x	x	

	Internship	9	243	6	237		x	x	x	x			x
	Robotic Governance	3	81	18	63	x			x	x		x	