COURSE UNIT CHOICES FOR CURRENT THIRD YEAR STUDENTS
(See http://intranet.cs.man.ac.uk/Study_subweb/Ugrad/ for latest version)

IF YOU WISH TO TAKE AN EXTERNAL COURSE UNIT THAT IS NOT LISTED YOU MUST GET PERMISSION FROM YOUR YEAR TUTOR.
BSc (Hons) Computer Science (and with Industrial Experience)

Mandatory – 30 Credits

You must take the following course unit totaling 30 credits
COM30900 (30) Third Year Project Laboratory

Optional – 90 Credits

You must choose a minimum of 40 credits and may choose a maximum of 90 credits from the following
COM30002 (10) High Performance Microprocessors
COM30061 (10) Applying UML and Patterns
COM30071 (10) Advanced Computer Graphics
COM30092 (10) Digital Wireless Communications and Networks
COM30112 (10) Concurrency
COM30141 (10) Compilers
COM30151 (10) Understanding Programming Languages
COM30172 (10) Advanced Algorithms
COM30191 (10) Theory of Games and Games Models

You may choose between 0 and 50 credits from the following course units
COM30222 (10) Quantum Computing
COM30251 (10) Optical Computing
COM30291 (10) Digital Media Processing
COM30311 (10) Advanced Databases
COM30341 (10) Model-Based Software Design
COM30421 (10) Natural Language Engineering
COM30432 (10) Computer Vision
COM30332 (10) Software Evolution
COM30352 (10) Information Retrieval, Hypermedia and the Web
COM30412 (10) Knowledge Representation
COM30202 (10) From Transistors to Systems-on-Chip
COM37332 (10) Data Integration and Analysis
COM37412 (10) Dialogue Systems
COM37321 (10) Modern Software Engineering Practice
COM37310 (20) Management Support Systems
COM37341 (10) Semantic Web
MSEC31131 (10) Enterprise Management
MSEC31122 (10) Managing Finance in Enterprise

You may choose between 0 and 20 credits from the following course units
BMAN30741 (10) Requirements Engineering
BMAN30034 (10) Technological Development in the Network Society
BMAN30732 (10) IT Architecture

You may choose between 0 and 20 credits for the following list of external units. If you wish to choose a different external unit please see your year tutor.
ECON20120 (20) Mathematical Economics
HSTM20282 (10) Computing, History and Culture
ULSP20010 (20) Intermediate Spanish
ULIT20010 (20) Intermediate Italian
ULJA20010 (20) Intermediate Japanese
ULFR20010 (20) Intermediate French
MSEC30052 (10) Sustainable Development for Engineers and Scientists

The optional choices you make should consist of 50 credits from semester 1 and 40 credits from semester 2.
**MEng (Hons) Computer Science**

### Mandatory – 70 Credits

<table>
<thead>
<tr>
<th>Course Unit</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP30900 (30) Third Year Project Laboratory</td>
<td>30</td>
</tr>
<tr>
<td>COMP30311 (10) Advanced Databases</td>
<td>10</td>
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</tbody>
</table>

You must take the following course unit totaling 70 credits.

### Optional – 50 Credits

You must choose a minimum of 30 credits and may choose a maximum of 50 credits from the following:

<table>
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<tbody>
<tr>
<td>COMP30071 (10) Advanced Computer Graphics</td>
<td>10</td>
</tr>
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<td>10</td>
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<tr>
<td>COMP30191 (10) Theory of Games and Games Models</td>
<td>10</td>
</tr>
<tr>
<td>COMP30002 (10) High Performance Microprocessors</td>
<td>10</td>
</tr>
<tr>
<td>COMP30092 (10) Digital Wireless Communications and Networks</td>
<td>10</td>
</tr>
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<td>COMP30151 (10) Understanding Programming Languages</td>
<td>10</td>
</tr>
<tr>
<td>COMP30341 (10) Model-Based Software Design</td>
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You may choose a minimum of 30 credits and may choose a maximum of 50 credits from the following:

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The optional choices you make should consist of 30 credits from semester 1 and 30 credits from semester 2.

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</tr>
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<td>COMP37341 (10) Semantic Web</td>
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You may choose between 20 and 0 credits from the following:

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<tr>
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<tbody>
<tr>
<td>BMAN30741 (10) Requirements Engineering</td>
<td>10</td>
</tr>
<tr>
<td>BMAN30034 (10) Technological Development in the Network Society</td>
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<td>BMAN30732 (10) IT Architecture</td>
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**BSc (Hons) Computer Engineering (and with Industrial Experience)**

**Mandatory – 30 Credits**

You must take the following course unit totaling 30 credits

COMP30900 (30) Third Year Project Laboratory

**Year 3**

**120 Credits**

**Optional – 90 Credits**

You must choose between 50 and 70 credits from the following:

- COMP30002 (10) High Performance Microprocessors
- COMP30061 (10) Applying UML and Patterns
- COMP30071 (10) Advanced Computer Graphics
- COMP30092 (10) Digital Wireless Communications and Networks
- COMP30112 (10) Concurrency
- COMP30141 (10) Compilers
- COMP30151 (10) Understanding Programming Languages
- COMP30172 (10) Advanced Algorithms
- COMP30191 (10) Theory of Games and Games Models
- COMP30311 (10) Advanced Databases
- COMP30341 (10) Model-Based Software Design
- COMP30352 (10) Information Retrieval, Hypermedia and the Web
- COMP30421 (10) Natural Language Engineering
- COMP30432 (10) Computer Vision
- COMP30451 (10) Robotics
- COMP30462 (10) Knowledge Representation
- COMP30332 (10) Software Evolution
- COMP30202 (10) From Transistors to Systems-on-Chip
- COMP30332 (10) Data Integration and Analysis
- COMP30412 (10) Dialogue Systems
- COMP30321 (10) Modern Software Engineering Practice
- COMP30310 (20) Management Support Systems
- COMP30341 (10) Semantic Web
- MSEC31131 (10) Enterprise Management
- MSEC31122 (10) Managing Finance in Enterprise

You may choose between 0 and 20 credits from the following course units:

- BMAN30741 (10) Requirements Engineering
- BMAN30034 (10) Technological Development in the Network Society
- BMAN30732 (10) IT Architecture

You may choose between 0 and 20 credits for the following list of external units. If you wish to choose a different external unit please see your year tutor:

- ECON20120 (20) Mathematical Economics
- HSTM20282 (10) Computing, History and Culture
- ULSP20011 (20) Intermediate Spanish
- ULIT20010 (20) Intermediate Italian
- ULJA20010 (20) Intermediate Japanese
- ULFR20010 (20) Intermediate French
- MSEC30052 (10) Sustainable Development for Engineers and Scientists

The optional choices you make should consist of 40 credits from semester 1 and 30 credits from semester 2.
MEng (Hons) Computer Engineering

**Mandatory – 50 Credits**

You must take the following course unit totaling 50 credits

- COMP30900 (30) Third Year Project Laboratory
- MSEC31131 (10) Enterprise Management
- MSEC31122 (10) Managing Finance in Enterprise

**Optional – 70 Credits**

You must choose a minimum of 20 credits from the following

- COMP30222 (10) Quantum Computing
- COMP30251 (10) Optical Computing
- COMP30202 (10) From Transistors to Systems-on-Chip
- COMP30291 (10) Digital Media Processing

You may choose between 30 and 50 credits from the following course units

- COMP30002 (10) High Performance Microprocessors
- COMP30061 (10) Applying UML and Patterns
- COMP30071 (10) Advanced Computer Graphics
- COMP30092 (10) Digital Wireless Communication and Network
- COMP30112 (10) Concurrency
- COMP30141 (10) Compilers
- COMP30151 (10) Understanding Programming Languages
- COMP30172 (10) Advanced Algorithms
- COMP30191 (10) Theory of Games and Games Models
- COMP30311 (10) Advanced Databases
- COMP30332 (10) Software Evolution
- COMP30352 (10) Information Retrieval, Hypermedia and the Web
- COMP30341 (10) Model-Based Software Design
- COMP30412 (10) Knowledge Representation
- COMP30421 (10) Natural Language Engineering
- COMP30432 (10) Computer Vision
- COMP30202 (10) From Transistors to Systems-on-Chip
- COMP37332 (10) Data Integration and Analysis
- COMP37412 (10) Dialogue Systems
- COMP37321 (10) Modern Software Engineering Practice
- COMP37310 (20) Management Support Systems
- COMP37341 (10) Semantic Web

You may choose between 0 and 20 credits from the following course units

- BMAN30741 (10) Requirements Engineering
- BMAN30034 (10) Technological Development in the Network Society
- BMAN30732 (10) IT Architecture

The optional choices you make should consist of 40 credits from semester 1 and 30 credits from semester 2.
COMPUTER SCIENCE - BSc (Hons) Software Engineering (and with industrial experience)

Mandatory – 50 Credits

You must take the following course units totaling 50 credits

- COMP30900 (30) Third Year Project Laboratory
- COMP30061 (10) Applying UML and Patterns
- MSEC31131 (10) Enterprise Management for Computer Scientists

Optional – 70 Credits

You must choose a minimum of 30 credits and may choose a maximum of 50 credits from the following

- COMP30141 (10) Compilers
- COMP30311 (10) Advanced Databases
- COMP30341 (10) Model-Based Software Design
- COMP30332 (10) Software Evolution
- COMP37310 (20) Management Support Systems
- COMP37321 (10) Modern Software Engineering Practice
- COMP37332 (10) Data Integration and Analysis

You may choose between 20 and 40 credits from the following course units

- COMP30071 (10) Advanced Computer Graphics
- COMP30092 (10) Digital Wireless Communications and Networks
- COMP30151 (10) Understanding Programming Languages
- COMP30191 (10) Theory of Games and Games Models
- COMP30251 (10) Optical Computing
- COMP30291 (10) Digital Media Processing
- COMP30421 (10) Natural Language Engineering
- COMP30002 (10) High Performance Microprocessors
- COMP30112 (10) Concurrency
- COMP30172 (10) Advanced Algorithms
- COMP30222 (10) Quantum Computing
- COMP30352 (10) Information Retrieval, Hypermedia and the Web
- COMP30412 (10) Knowledge Representation
- COMP30432 (10) Computer Vision
- MSEC31131 (10) Enterprise Management
- MSEC31122 (10) Managing Finance in Enterprise
- COMP30202 (10) From Transistors to Systems-on-Chip
- COMP37412 (10) Dialogue Systems
- COMP37341 (10) Semantic Web

You may choose between 0 and 20 credits from the following course units

- BMAN30741 (10) Requirements Engineering
- BMAN30034 (10) Technological Development in the Network Society
- BMAN30732 (10) IT Architecture

You may choose between 0 and 20 credits for the following list of external units. If you wish to choose a different external unit please see your year tutor.

- ECON20120 (20) Mathematical Economics
- HSTM20282 (10) Computing, History and Culture
- ULSL20010 (20) Intermediate Spanish
- ULLT20010 (20) Intermediate Italian
- ULJA20010 (20) Intermediate Japanese
- ULFR20010 (20) Intermediate French
- MSEC30052 (10) Sustainable Development for Engineers and Scientists
### MEng (Hons) Software Engineering

#### Mandatory – 60 Credits

- COMP30900 (30) Third Year Project Laboratory
- COMP30061 (10) Applying UML and Patterns
- MSEC31131 (10) Enterprise Management for Computer Scientists
- MSEC31122 (10) Managing Finance in Enterprises for Computer Scientists

#### YEAR 3

120 CREDITS

#### Optional – 60 Credits

- You must choose between 30 and 50 credits from the following course units:
  - COMP30141 (10) Compilers
  - COMP30311 (10) Advanced Databases
  - COMP30322 (10) Software Evolution
  - COMP30341 (10) Model-Based Software Design
  - COMP37310 (20) Management Support Systems
  - COMP37321 (10) Modern Software Engineering Practice
  - COMP37332 (10) Data Integration and Analysis

- You must choose between 30 and 10 credits from the following course units:
  - COMP30071 (10) Advanced Computer Graphics
  - COMP30092 (10) Digital Wireless Communication and Networks
  - COMP30151 (10) Understanding Programming Languages
  - COMP30191 (10) Theory of Games and Games Models
  - COMP30251 (10) Optical Computing
  - COMP30291 (10) Digital Media Processing
  - COMP30352 (10) Information Retrieval, Hypermedia and the Web
  - COMP30412 (10) Knowledge Representation
  - COMP30421 (10) Natural Language Engineering
  - COMP30002 (10) High Performance Microprocessors
  - COMP30112 (10) Concurrency
  - COMP30172 (10) Advanced Algorithms
  - COMP30222 (10) Quantum Computing
  - COMP30432 (10) Computer Vision
  - COMP30202 (10) From Transistors to Systems-on-Chip
  - COMP37412 (10) Dialogue Systems
  - COMP37341 (10) Semantic Web

- You may choose between 0 and 20 credits from the following course units:
  - BMAN30741 (10) Requirements Engineering
  - BMAN30034 (10) Technological Development in the Network Society
  - BMAN30732 (10) IT Architecture

- You may choose from the following course units:
  - BMAN30741 (10) Requirements Engineering
  - BMAN30034 (10) Technological Development in the Network Society
  - BMAN30732 (10) IT Architecture
**Mandatory – 30 Credits**

You must take the following course unit totaling 30 credits

COMP30900 (30) Third Year Project Laboratory

**Optional – 90 Credits**

You must choose a minimum of 20 credits and may choose a maximum of 40 credits from the following

COMP30421 (10) Natural Language Engineering
COMP30432 (10) Computer Vision
COMP30412 (10) Knowledge Representation
COMP37412 (10) Dialogue Systems

You may choose between 40 and 70 credits from the following course units

COMP30002 (10) High Performance Microprocessors
COMP30061 (10) Applying UML and Patterns
COMP30071 (10) Advanced Computer Graphics
COMP30092 (10) Digital Wireless Communications and Networks
COMP30112 (10) Concurrency
COMP30141 (10) Compilers
COMP30151 (10) Understanding Programming Languages
COMP30172 (10) Advanced Algorithms
COMP30191 (10) Theory of Games and Games Models
COMP30222 (10) Quantum Computing
COMP30251 (10) Optical Computing
COMP30291 (10) Digital Media Processing
COMP30311 (10) Advanced Databases
COMP30341 (10) Model-Based Software Design
COMP30352 (10) Information Retrieval, Hypermedia and the Web
MSEC31122 (10) Managing Finance in Enterprise
MSEC31131 (10) Enterprise Management
COMP30332 (10) Software Evolution
COMP30202 (10) From Transistors to Systems-on-Chip
COMP37332 (10) Data Integration and Analysis
COMP37321 (10) Modern Software Engineering Practice
COMP37310 (20) Management Support Systems
COMP37341 (10) Semantic Web

You may choose between 0 and 20 credits from the following course units

BMAN30741 (10) Requirements Engineering
BMAN30034 (10) Technological Development in the Network Society
BMAN30732 (10) IT Architecture

You may choose between 0 and 20 credits from the following course units

ECON20120 (20) Mathematical Economics
HSTM20282 (10) Computing, History and Culture
ULSP20010 (20) Intermediate Spanish
ULIT20010 (20) Intermediate Italian
ULLA20010 (20) Intermediate Japanese
ULFR20010 (20) Intermediate French
MSEC30052 (10) Sustainable Development for Engineers and Scientists

The optional choices you make should consist of 30 credits from semester 1 and 40 credits from semester 2.
### BSc (Hons) Artificial Intelligence with Industrial Experience (Enterprise)

<table>
<thead>
<tr>
<th>Mandatory – 50 Credits</th>
</tr>
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<tbody>
<tr>
<td>You must take the following course unit totaling 50 credits</td>
</tr>
<tr>
<td>COMP30900 (30) Third Year Project Laboratory</td>
</tr>
<tr>
<td>MSEC61001 (10) Enterprise Strategy and Marketing</td>
</tr>
<tr>
<td>MSEC40022 (10) Enterprise Feasibility</td>
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<table>
<thead>
<tr>
<th>YEAR 3</th>
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<tbody>
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<td>120 CREDITS</td>
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<table>
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<th>Optional – 70 Credits</th>
</tr>
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<tbody>
<tr>
<td>You must choose a minimum of 20 credits and may choose a maximum of 40 credits from the following</td>
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<tr>
<td>COMP30421 (10) Natural Language Engineering</td>
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<td>COMP30432 (10) Computer Vision</td>
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<td>COMP37412 (10) Dialogue Systems</td>
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| You may choose between 30 and 50 credits from the following course units |
| COMP30002 (10) High Performance Microprocessors |
| COMP30061 (10) Applying UML and Patterns |
| COMP30071 (10) Advanced Computer Graphics |
| COMP30092 (10) Digital Wireless Communications and Networks |
| COMP30112 (10) Concurrency |
| COMP30141 (10) Compilers |
| COMP30151 (10) Understanding Programming Languages |
| COMP30172 (10) Advanced Algorithms |
| COMP30191 (10) Theory of Games and Games Models |
| COMP30222 (10) Quantum Computing |
| COMP30251 (10) Optical Computing |
| COMP30291 (10) Digital Media Processing |
| COMP30311 (10) Advanced Databases |
| COMP30341 (10) Model-Based Software Design |
| COMP30352 (10) Information Retrieval, Hypermedia and the Web |
| MSEC31122 (10) Managing Finance in Enterprise |
| MSEC31131 (10) Enterprise Management |
| COMP30332 (10) Software Evolution |
| COMP30202 (10) From Transistors to Systems-on-Chip |
| COMP37332 (10) Data Integration and Analysis |
| COMP37321 (10) Modern Software Engineering Practice |
| COMP37310 (20) Management Support Systems |
| COMP37341 (10) Semantic Web |

The optional choices you make should consist of 30 credits from semester 1 and 40 credits from semester 2.
**BSc (Hons) Computer Science with Business and Management (and with Industrial Experience)**

**Mandatory – 60 Credits**

- You must take the following course unit totaling 20 credits
  - COMP30910 (20) Third Year Project Laboratory
  - BMAN30010 (20) Management and Technology
  - BMAN30021 (10) Marketing
  - BMAN30022 (10) Strategy

**YEAR 3 120 CREDITS**

- You must choose 10 credits from the following course units
  - BMAN31031 (10) Organisational Analysis
  - BMAN30042 (10) Human resource management

**Optional – 60 Credits**

- You must choose 50 credits from the following
  - COMP30061 (10) Applying UML and Patterns
  - COMP30071 (10) Advanced Computer Graphics
  - COMP30092 (10) Digital Wireless Communications and Networks
  - COMP30151 (10) Understanding Programming Languages
  - COMP30191 (10) Theory of Games and Games Models
  - COMP30251 (10) Optical Computing
  - COMP30291 (10) Digital Media Processing
  - COMP30311 (10) Advanced Databases
  - COMP30341 (10) Model-Based Software Design
  - COMP30412 (10) Knowledge Representation
  - COMP30421 (10) Natural Language Engineering
  - COMP30002 (10) High Performance Microprocessors
  - COMP30112 (10) Concurrency
  - COMP30141 (10) Compilers
  - COMP30172 (10) Advanced Algorithms
  - COMP30432 (10) Computer Vision

**BSc (Hons) Computer Science and Maths (and with Industrial Experience)**

**Mandatory – 20 Credits**

- You must take the following course unit totaling 20 credits
  - COMP30910 (20) Third Year Project Laboratory

**YEAR 3 120 CREDITS**

- You must take a minimum of 50 and a maximum of 70 credits from the following
  - Level 3 Maths course units
  - You may take 20 credits of level 2 course units including:
    - MATH20411 (10) Partial Differential Equations and Vector Calculus
    - MATH20122 (10) Metric Spaces
    - MATH20132 (10) Calculus of Several Variables
    - MATH20212 (10) Algebraic Structures
    - MATH20602 (10) Numerical Analysis 1
    - MATH20912 (10) Introduction to Financial Mathematics
    - MATH20902 (10) Discrete Mathematics
    - MATH20302 (10) Propositional Logic

**Optional – 100 Credits**

- You must choose 10 credits from the following course units
  - BMAN31031 (10) Organisational Analysis
  - BMAN30042 (10) Human resource management

- You must take a minimum of 30 and a maximum of 50 credits from the following
  - Level 2 Maths course units including:
    - MATH30051 (10) Advanced Computer Graphics
    - MATH30052 (10) Understanding Programming Languages
    - MATH30111 (10) Theory of Games and Games Models
    - MATH30251 (10) Optical Computing
    - MATH30291 (10) Digital Media Processing
    - MATH30331 (10) Advanced Databases
    - MATH30332 (10) Software Evolution
    - MATH30341 (10) Model-Based Software Design
    - MATH30421 (10) Natural Language Engineering
    - MATH30002 (10) High Performance Microprocessors
    - MATH30112 (10) Concurrency
    - MATH30141 (10) Compilers
    - MATH30222 (10) Quantum Computing
    - MATH30432 (10) Computer Vision
    - MATH30172 (10) Advanced Algorithms
BSc (Hons) Computing for Business Applications (and with Industrial Experience)

Mandatory – 80 Credits

- You must take the following course unit totaling 80 credits
  - COMP37310 (20) Management Support Systems
  - BMAN30801 (10) IS & Professional Issues
  - COMP37900 (40) Third Year Project
  - BMAN30741 (10) Requirements Engineering

Optional – 40 Credits

- You may choose between 30 and 40 credits from the following
  - COMP37332 (10) Data Integration and Analysis
  - COMP30311 (10) Advanced Databases
  - COMP30341 (10) Model-Based Software Design
  - COMP30332 (10) Software Evolution
  - BMAN30732 (10) IT Architecture
  - COMP30421 (10) Natural Language Engineering

- You may choose between 0 and 10 credits from the following
  - MSEC31131 (10) Enterprise Management
  - MSEC31122 (10) Managing Finance in Enterprise
  - MSEC30052 (10) Sustainable Development for Engineers and Scientists

YEAR 3

120 CREDITS

BSc (Hons) Internet Computing (and with Industrial Experience)

Mandatory – 80 Credits

- You must take the following course unit totaling 80 credits
  - COMP37341 (10) Semantic Web
  - BMAN30801 (10) IS & Professional Issues
  - COMP37900 (40) Third Year Project
  - BMAN30741 (10) Requirements Engineering
  - COMP30352 (10) Information Retrieval, Hypermedia and the Web

Optional – 40 Credits

- You may choose between 30 and 40 credits from the following
  - COMP37332 (10) Data Integration and Analysis
  - COMP30311 (10) Advanced Databases
  - COMP30341 (10) Model-Based Software Design
  - COMP30332 (10) Software Evolution
  - BMAN30732 (10) IT Architecture
  - COMP30421 (10) Natural Language Engineering

- You may choose between 0 and 10 credits from the following
  - MSEC31131 (10) Enterprise Management
  - MSEC31122 (10) Managing Finance in Enterprise
  - MSEC30052 (10) Sustainable Development for Engineers and Scientists

YEAR 3

120 CREDITS
INFORMATICS - BSc (Hons) Software Engineering (and with Industrial Experience)

YEAR 3
120 CREDITS

Mandatory – 80 Credits

You must take the following course units totaling 80 credits

- COMP37900 (40) Third Year Project
- BMAN30801 (10) IS & Professional Issues
- BMAN30741 (10) Requirements Engineering Practice
- COMP37321 (10) Modern Software Engineering Practice
- COMP30332 (10) Software Evolution

Optional – 40 Credits

You may choose between 30 and 40 credits from the following course units

- COMP37332 (10) Data Integration and Analysis
- COMP30311 (10) Advanced Databases
- COMP37412 (10) Dialogue Systems
- BMAN30034 (20) MIS and Networked Society
- COMP30061 (10) Applying UML and Patterns
- COMP30341 (10) Model-Based Software Design
- COMP30352 (10) Information Retrieval, Hypermedia and the Web
- COMP37341 (10) Semantic Web
- BMAN30732 (10) IT Architecture
- COMP30421 (10) Natural Language Engineering

You may choose between 0 and 10 credits from

- MSEC31131 (10) Enterprise Management
- MSEC31122 (10) Managing Finance in Enterprise
- MSEC30052 (10) Sustainable Development for Engineers and Scientists

YEAR 3
120 CREDITS

Mandatory – 70 Credits

You must take the following course unit totaling 70 credits

- COMP37900 (40) Third Year Project
- BMAN30741 (10) Requirements Engineering Practice
- BMAN20880 (20) Advanced HCI – Theory and Concepts

Optional – 50 Credits

You may choose between 40 and 50 credits from the following

- COMP30341 (10) Model-Based Software Design
- COMP37321 (10) Modern Software Engineering Practice
- COMP37332 (10) Data Integration and Analysis
- COMP30311 (10) Advanced Databases
- COMP37412 (10) Dialogue Systems
- BMAN30034 (20) MIS and Networked Society
- COMP30061 (10) Applying UML and Patterns
- COMP30332 (10) Software Evolution
- BMAN30801 (10) IS & Professional Issues
- BMAN30732 (10) IT Architecture
- COMP30421 (10) Natural Language Engineering

You may choose between 0 and 10 credits from

- MSEC31131 (10) Enterprise Management
- MSEC31122 (10) Managing Finance in Enterprise
- MSEC30052 (10) Sustainable Development for Engineers and Scientists

BSc (Hons) Computation (and with Industrial Experience)
BSc (Hons) Computing Science (and with Industrial Experience)

YEAR 3
120 CREDITS

Mandatory – 100 Credits

You must take the following course unit totaling 80 credits

- COMP37900 (40) Third Year Project
- BMAN30801 (10) IS & Professional Issues
- BMAN30741 (10) Requirements Engineering
- BMAN30750 (20) Enterprise Systems Modelling
- COMP37341 (10) Semantic Web
- COMP30352 (10) Information Retrieval, Hypermedia and the Web

Optional – 20 Credits

You must choose between 10 and 20 credits from the following list

- COMP37321 (10) Modern Software Engineering Practice
- COMP30332 (10) Software Evolution
- BMAN30741 (10) Requirements Engineering
- COMP37900 (40) Third Year Project
- BMAN30741 (10) Requirements Engineering

BSc (Hons) Software Engineering (Business Systems) (and with Industrial Experience)

YEAR 3
120 CREDITS

Mandatory – 80 Credits

You must take the following course unit totaling 80 credits

- COMP37321 (10) Modern Software Engineering Practice
- COMP30332 (10) Software Evolution
- BMAN30801 (10) IS & Professional Issues
- COMP37900 (40) Third Year Project
- BMAN30741 (10) Requirements Engineering

Optional – 40 Credits

You may choose between 30 and 40 credits from the following

- COMP37321 (10) Modern Software Engineering Practice
- COMP30332 (10) Software Evolution
- BMAN30741 (10) Requirements Engineering
- COMP37900 (40) Third Year Project
- BMAN30741 (10) Requirements Engineering

You may choose between 0 and 10 credits from the following

- MSEC31131 (10) Enterprise Management
- MSEC31122 (10) Managing Finance in Enterprise
- MSEC30052 (10) Sustainable Development for Engineers and Scientists

BSc (Hons) Computing Science (and with Industrial Experience)

YEAR 3
120 CREDITS

Mandatory – 100 Credits

You must take the following course unit totaling 80 credits

- COMP37900 (40) Third Year Project
- BMAN30801 (10) IS & Professional Issues
- BMAN30741 (10) Requirements Engineering
- BMAN30750 (20) Enterprise Systems Modelling
- COMP37341 (10) Semantic Web
- COMP30352 (10) Information Retrieval, Hypermedia and the Web

Optional – 20 Credits

You must choose between 10 and 20 credits from the following list

- COMP37321 (10) Modern Software Engineering Practice
- COMP30332 (10) Software Evolution
- BMAN30741 (10) Requirements Engineering
- COMP37900 (40) Third Year Project
- BMAN30741 (10) Requirements Engineering

BSc (Hons) Software Engineering (Business Systems) (and with Industrial Experience)

YEAR 3
120 CREDITS

Mandatory – 80 Credits

You must take the following course unit totaling 80 credits

- COMP37321 (10) Modern Software Engineering Practice
- COMP30332 (10) Software Evolution
- BMAN30801 (10) IS & Professional Issues
- COMP37900 (40) Third Year Project
- BMAN30741 (10) Requirements Engineering

Optional – 40 Credits

You may choose between 30 and 40 credits from the following

- COMP37321 (10) Modern Software Engineering Practice
- COMP30332 (10) Software Evolution
- BMAN30741 (10) Requirements Engineering
- COMP37900 (40) Third Year Project
- BMAN30741 (10) Requirements Engineering

You may choose between 0 and 10 credits from the following

- MSEC31131 (10) Enterprise Management
- MSEC31122 (10) Managing Finance in Enterprise
- MSEC30052 (10) Sustainable Development for Engineers and Scientists