Computer Science wIE BSc (Hons) 2015-2016
Summary

<table>
<thead>
<tr>
<th>UCAS code</th>
<th>Award</th>
<th>Title</th>
<th>Duration</th>
<th>Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>G403</td>
<td>BSc</td>
<td>Computer Science wIE BSc (Hons)</td>
<td>4 years</td>
<td>FT + Placement year</td>
</tr>
</tbody>
</table>

Schools | Computer Science
Faculty | Engineering and Physical Sciences
Awarding Institution | University of Manchester
Programme Accreditation | BCS, IET
Relevant QAA benchmark(s) | Computing
Aims and intended learning outcomes

Our Computer Science programmes, the most popular and most flexible of our offerings, offer students the opportunity to choose a study pathway which reflects their developing, possibly changing, interests. It aims to develop strengths in both the principles and practice of Computer Science, and includes extensive practical work.

Our programmes aim to:

1) enable graduates to exhibit a high level of practical and theoretical skills over a broad range of Computer Science together with a knowledge of currently available techniques and technologies.
2) explore the principles that support developments in a rapidly changing subject.
3) provide opportunities for students to understand the wide range of research challenges facing Computer Science, as well as the breadth and depth of research undertaken in this top-rated school, so they are prepared to embark on research here or elsewhere.
4) develop competent professionals able to play a leading part in many different commercial, industrial and academic activities and adapt rapidly to changing technology.
5) meet industry demand for high calibre graduates who will take a lead in continuing technological change.
6) prepare students for the social, organisational and professional context in which they will be working.
7) meet the educational requirements of the Engineering Council thus enabling graduates to progress to professional membership of the BCS and IET and attain the highest professional status of Chartered Engineer.
8) In addition, the with Industrial Experience programmes aim to: give extensive practical experience of an industrial or business environment where students are able to apply and develop their skills, both technical and personal.
9) In addition, the MEng programmes aim to: prepare high fliers for professional practice in Computer Science by enhanced depth and breadth of study together with increased emphasis on industrial relevance through industrially related group projects.

Intended learning outcomes

Knowledge & understanding

A1 Know and understand the essential mathematics relevant to computer science.

A2 Understand and apply a wide range of principles and tools available to the software engineer, such as design methodologies, choice of algorithm, language, software libraries and user interface techniques

A3 Demonstrate a grasp of the principles of computer systems, including architecture, networks and communication

A4 Recognise and appreciate the professional and ethical responsibilities of the practising computer professional, including understanding the need for quality

A5 Know and understand the principles and techniques of a number of application areas informed by the research directions of the subject, such as artificial intelligence, databases and computer graphics

A6 Apply their knowledge of computing in a commercial or industrial context

A7 Show a critical understanding of the broad context within which Computer Science resides, including issues such as quality, reliability, enterprise, employment law, accounting and health and safety

A8 Have a comprehensive knowledge and critical awareness of selected specialist fields at the forefront of computer science, studied at masters level

Intellectual (thinking) skills

B1 Solve a wide range of problems related to the analysis, design and construction of computer systems.

B2 Design and implement a software or hardware system of significant size

B3 Identify a range of solutions and critically evaluate and justify proposed design solutions
B4 Solve computer science problems with pressing commercial or industrial constraints

B5 Generate an innovative design to solve a problem containing a range of commercial and industrial constraints

**Practical skills**

C1 Plan and undertake a major individual project

C2 Prepare and deliver coherent and structured verbal and written technical reports

C3 Give technical presentations suitable for the time, place and audience

C4 Use the scientific literature effectively and make discriminating use of Web resources

C5 Design, write and debug computer programs in appropriate languages

C6 Use appropriate computer-based design support tools

C7 Apply computer science skills in a commercial or industrial environment

C8 Demonstrate initiative taking, innovation and self-management in an industrially related group project

C9 Integrate previously acquired skills and apply them to new, demanding situations

**Transferable skills**

D1 Display an integrated approach to the deployment of communication skills

D2 Use IT skills and display mature computer literacy

D3 Work effectively with and for others

D4 Strike the balance between self-reliance and seeking help when necessary in new situations

D5 Display personal responsibility by working to multiple deadlines in complex activities

D6 Employ discrete and continuous mathematical skills as appropriate

D7 Demonstrate significantly enhanced group working abilities

D8 Further develop career plans and personal objectives

D9 Communicate effectively with non-specialist as well as computer scientist professionals at a range of levels

D10 Undertake a range of technical roles within a team and be able to display leadership
Teaching, learning and assessment methods

Learning and Teaching on all our programmes aims to combine an understanding of fundamental CS principles, development of strong practical skills and the group-working, learning and communication skills that are essential for any computing professional.

Course units which involve practical elements all have associated laboratory exercises, usually in timetabled sessions with staff and demonstrator support. Most labs operate a system of face-to-face marking in the lab so that students receive immediate feedback on their work. Units without labs all have regular coursework exercises to support skills development and feedback.

Most units are lecture based, with lab or coursework exercises used to reinforce and enhance knowledge and skills first encountered in lectures. The first year team project deviates significantly from this model and takes an Enquiry Based Learning approach. This unit aims to encourage students to be more actively engaged with, and responsible for, their own learning, to develop skills in problem solving, communication, independent learning, and group work, and to signal the importance we attach to independent learning. This approach is followed up in the second year with the workshop based approach used in the compulsory Software Engineering unit, which also contains a major group working component.

The choice of units offered to students on our programmes is very broad, but they also require depth in particular subject areas. This is achieved using the notion of Themes. A theme is a group of related second and third year course units which form a coherent whole; usually one second year and two third year units. All single honours students are required to complete at least two themes; those on the Computer Science programme can choose any pair of themes, but those on specialist programmes must complete at least two themes associated with their specialism. It is the choice of these themes that characterises the specialist programmes. The Programme Structure section below indicates the Themes for this group of programmes and the tables in that section show the Theme for each course unit.

All students undertake an individual 3rd year project, supervised by a member of academic task, which usually involves the development of significant software or hardware product. Assessment of this unit involves presentations of plans and results and a major written report.

Assessment in almost all units is a combination of lab/coursework and examination.

Learning, Teaching and Assessment of intended learning outcomes

Knowledge and Understanding

<table>
<thead>
<tr>
<th>Learning and Teaching Processes</th>
<th>Assessment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures (A1, A2, A3, A4, A5, A6, A7)</td>
<td>Unseen written examinations (A1, A2, A3, A4)</td>
</tr>
<tr>
<td>Laboratory sessions (A2, A3)</td>
<td>Marked tutorial exercises (A1, A2, A3, A4)</td>
</tr>
<tr>
<td>Personal tutorials (A1, A2, A3, A4, A7)</td>
<td>Laboratory reports (A2, A3)</td>
</tr>
<tr>
<td>Problem solving classes (A1, A2, A3, A4)</td>
<td>Project reports (individual and group) (A3, A4, A5, A6, A7)</td>
</tr>
<tr>
<td>Problem-based learning (A2, A3, A4, A5, A6, A7)</td>
<td>Oral presentations (individual and group) (A3, A4, A5, A6, A7)</td>
</tr>
<tr>
<td>Projects (A3, A4, A5, A6, A7)</td>
<td></td>
</tr>
<tr>
<td>Industrial seminars (A4, A5, A6, A7)</td>
<td></td>
</tr>
</tbody>
</table>

Intellectual Skills

<table>
<thead>
<tr>
<th>Learning and Teaching Processes</th>
<th>Assessment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures (B1, B2, B4, B5)</td>
<td>Unseen written examinations (B1, B2, B4)</td>
</tr>
<tr>
<td>Laboratory sessions (B1, B2)</td>
<td>Marked tutorial exercises (B1, B2)</td>
</tr>
<tr>
<td>Personal tutorials (B1, B2, B4)</td>
<td>Laboratory reports (B1, B2)</td>
</tr>
<tr>
<td>Problem solving classes (B1, B2, B4)</td>
<td>Project reports (individual and group) (B1, B2, B3, B4, B5)</td>
</tr>
<tr>
<td>Problem-based learning (B1, B2, B4)</td>
<td>Oral presentations (individual and group) (B1, B2, B3, B4, B5)</td>
</tr>
<tr>
<td>Projects (B1, B2, B3, B4, B5)</td>
<td></td>
</tr>
</tbody>
</table>

Practical Skills

<table>
<thead>
<tr>
<th>Learning and Teaching Processes</th>
<th>Assessment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures (C4, C6)</td>
<td>Laboratory reports (C1, C2, C3, C4, C5, C6, C7)</td>
</tr>
<tr>
<td>Laboratory sessions (C1, C2, C3, C4, C5, C6, C7)</td>
<td>Project reports (individual and group) (C3, C4, C5, C6)</td>
</tr>
<tr>
<td>Projects (C3, C4, C5, C6, C9)</td>
<td>Oral presentations (individual and group) (C6, C8, C9)</td>
</tr>
</tbody>
</table>
Transferable skills

<table>
<thead>
<tr>
<th>Learning and Teaching Processes</th>
<th>Assessment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures (D3, D4, D5, D7)</td>
<td>Laboratory reports (D1, D3, D5, D6)</td>
</tr>
<tr>
<td>Laboratory sessions (D1, D3, D5, D6)</td>
<td>Essays (D2, D3)</td>
</tr>
<tr>
<td>Personal tutorials (D1, D2, D3, D4, D7)</td>
<td>Project reports (individual and group) (D1, D2, D3, D4, D5, D6, D7)</td>
</tr>
<tr>
<td>Problem solving classes (D4)</td>
<td>Oral presentations (individual and group) (D1, D3, D6, D7, D8)</td>
</tr>
<tr>
<td>Problem-based learning (D1, D2, D3, D4, D5, D6)</td>
<td>Industrial placement reports (D8)</td>
</tr>
<tr>
<td>Projects (D1, D2, D3, D4, D5, D6, D7)</td>
<td></td>
</tr>
<tr>
<td>Industrial placement (D8)</td>
<td></td>
</tr>
</tbody>
</table>
Programme structure

If you wish to take an external unit which is not listed on your programme course unit list you must get permission from your Year Tutor. This applies for every year of your programme. If your choices do not meet the School’s course unit and theme requirements you will be contacted and be required to change your choices.

**Level 1 - compulsory units**

All of the units in this pool are mandatory.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP10120</td>
<td>First Year Team Project</td>
<td>20</td>
</tr>
<tr>
<td>COMP11120</td>
<td>Mathematical Techniques for Computer Science</td>
<td>20</td>
</tr>
<tr>
<td>COMP12122</td>
<td>Fundamentals of Computation</td>
<td>10</td>
</tr>
<tr>
<td>COMP13111</td>
<td>Fundamentals of Computer Engineering</td>
<td>10</td>
</tr>
<tr>
<td>COMP14112</td>
<td>Fundamentals of Artificial Intelligence</td>
<td>10</td>
</tr>
<tr>
<td>COMP15111</td>
<td>Fundamentals of Computer Architecture</td>
<td>10</td>
</tr>
<tr>
<td>COMP16121</td>
<td>Object Oriented Programming with Java 1</td>
<td>20</td>
</tr>
<tr>
<td>COMP16212</td>
<td>Object Oriented Programming with Java 2</td>
<td>10</td>
</tr>
<tr>
<td>COMP18112</td>
<td>Fundamentals of Distributed Systems</td>
<td>10</td>
</tr>
</tbody>
</table>

**Level 2 options**

You have 60 credits of compulsory course units listed in the table "compulsory units" below.

Out of the remaining 60 credits of free choice:

You must choose at least 40 credits of optional COMP course units - maximum 20 from "option pool 1" below and of maximum 40 from "option pool 2" below. The minimum number of credits selected from both "option pool 1" and "option pool 2" is 40, the maximum is 60 credits.

You can also choose up to 20 credits of optional course units that are external to the Department. You can choose any Level 1 or 2 options for which you meet any pre-requisites and fits with your timetable, these may be:

- Business and Management course units: [https://ughandbook.portals.mbs.ac.uk/Non-AllianceMBSstudents.aspx](https://ughandbook.portals.mbs.ac.uk/Non-AllianceMBSstudents.aspx)
- University College course units
- Language course units: [https://www.languagecentre.manchester.ac.uk/learn-a-language/courses-for-students/](https://www.languagecentre.manchester.ac.uk/learn-a-language/courses-for-students/)

Please note: to enrol on some external course units (such as Language) will require permission from the associated School/Department.

To select any external course units outside of the list given above will require permission from the 2nd Year Tutor, Duncan Hull.

You must ensure your credits are balanced over the academic year (60 credits in each semester).

**Level 2 - compulsory units**

All of the units in this pool are mandatory.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP23111</td>
<td>Fundamentals of Databases</td>
<td>10</td>
<td>Web and Distributed Systems</td>
</tr>
<tr>
<td>COMP23420</td>
<td>Software Engineering</td>
<td>20</td>
<td>Agile Methods</td>
</tr>
<tr>
<td>COMP25111</td>
<td>Operating Systems</td>
<td>10</td>
<td>Computer Architecture</td>
</tr>
<tr>
<td>COMP26120</td>
<td>Algorithms and Imperative Programming</td>
<td>20</td>
<td>Computer Languages</td>
</tr>
</tbody>
</table>

**Level 2 - option pool 1**

From this option pool choose a maximum of 20 credits and a minimum of 10 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP21111</td>
<td>Logic and Modelling</td>
<td>10</td>
<td>Rigorous Development</td>
</tr>
<tr>
<td>COMP22111</td>
<td>Processor Microarchitecture</td>
<td>10</td>
<td>System-on-Chip</td>
</tr>
<tr>
<td>COMP24111</td>
<td>Machine Learning and Optimisation</td>
<td>10</td>
<td>Learning and Search in Artificial Intelligence</td>
</tr>
<tr>
<td>COMP28411</td>
<td>Computer Networks</td>
<td>10</td>
<td>Mobile Computing and Networks</td>
</tr>
</tbody>
</table>

**Level 2 - option pool 2**

From this option pool choose a maximum of 40 credits and a minimum of 30 credits.
Level 2 - option pool 3
From this option pool choose a maximum of 10 credits and a minimum of 0 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>UCIL20021</td>
<td>Leadership in Action</td>
<td>10</td>
<td>None</td>
</tr>
</tbody>
</table>

Level 2 - option pool 4
From this option pool choose a maximum of 10 credits and a minimum of 0 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>HSTM20282</td>
<td>The Information Age</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>UCIL20022</td>
<td>Leadership in Action</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>UCIL20882</td>
<td>An Introduction to Current Topics in Biology</td>
<td>10</td>
<td>None</td>
</tr>
</tbody>
</table>

Level 3 options
You have 40 credits of compulsory course units listed in the table "compulsory units" below.
Out of the remaining 80 credits of free choice:
You must choose at least 60 credits of optional COMP course units from option pool 1 - 3 below. Maximum 40 from "option pool 1", maximum 40 from "option pool 2" and maximum 20 from "option pool 3". The minimum number of credits of optional COMP course units selected is 60 and the maximum is 80.
You can also choose up to 20 credits of optional course units that are external to the Department. You can choose any Level 2 or 3 options for which you meet any pre-requisites and fits with your timetable, these may be:
- Business and Management course units: https://ughandbook.portals.mbs.ac.uk/Non-AllianceMBSstudents.aspx
- University College course units
- Language course units: https://www.languagecentre.manchester.ac.uk/learn-a-language/courses-for-students/

Please note: to enrol on some external course units (such as Language) will require permission from the associated School/Department.
To select any external course units outside of the list given above will require permission from the 2nd Year Tutor, Tim Morris.
You must ensure your credits are balanced over the academic year (60 credits in each semester).

Level 3 - compulsory units
All of the units in this pool are mandatory.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP30040</td>
<td>3rd Year Project (Single Honours 40 Credits)</td>
<td>40</td>
<td>None</td>
</tr>
</tbody>
</table>

Level 3 - option pool 1
From this option pool choose a maximum of 40 credits and a minimum of 20 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP31111</td>
<td>Verified Development</td>
<td>10</td>
<td>Rigorous Development</td>
</tr>
<tr>
<td>COMP32211</td>
<td>Implementing System-on-Chip Designs</td>
<td>10</td>
<td>System-on-Chip</td>
</tr>
<tr>
<td>COMP33711</td>
<td>Agile Software Engineering</td>
<td>10</td>
<td>Agile Methods</td>
</tr>
<tr>
<td>COMP34411</td>
<td>Natural Language Systems</td>
<td>10</td>
<td>Natural Language, Representation and Reasoning</td>
</tr>
<tr>
<td>COMP36111</td>
<td>Advanced Algorithms 1</td>
<td>10</td>
<td>Programming and Algorithms</td>
</tr>
<tr>
<td>COMP37111</td>
<td>Advanced Computer Graphics</td>
<td>10</td>
<td>Visual Computing</td>
</tr>
<tr>
<td>COMP38411</td>
<td>Cryptography and Network Security</td>
<td>10</td>
<td>Mobile Computing and Networks</td>
</tr>
</tbody>
</table>

Level 3 - option pool 2
From this option pool choose a maximum of 40 credits and a minimum of 20 credits.
### Level 3 - option pool 3
From this option pool choose a maximum of 40 credits and a minimum of 0 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP34120</td>
<td>AI and Games</td>
<td>20</td>
<td>Learning and Search in Artificial Intelligence</td>
</tr>
<tr>
<td>COMP35120</td>
<td>Documents, Services and Data on the Web</td>
<td>20</td>
<td>Web and Distributed Systems</td>
</tr>
</tbody>
</table>

### Level 3 - option pool 4
From this option pool choose a maximum of 20 credits and a minimum of 0 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>HSTM20282</td>
<td>The Information Age</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>MCEL30001</td>
<td>Tools and Techniques for Enterprise</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>MCEL30002</td>
<td>Tools and Techniques for Enterprise</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>MCEL30022</td>
<td>Interdisciplinary Sustainable Development</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>MCEL30031</td>
<td>Enterprise Management for Computer Scientists</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>MCEL30032</td>
<td>Managing Finance in Enterprises for Computer Scientists</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>UCIL20021</td>
<td>Leadership in Action</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>UCIL20022</td>
<td>Leadership in Action</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>UCIL20882</td>
<td>An Introduction to Current Topics in Biology</td>
<td>10</td>
<td>None</td>
</tr>
</tbody>
</table>

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### Course Catalogue for Year 3

#### Code: COMP31122
Title: Concurrent and Process Algebra
Credits: 10
Theme: Rigorous Development

#### Code: COMP33512
Title: User Experience
Credits: 10
Theme: Interactive Systems Design

#### Code: COMP38112
Title: Software Evolution
Credits: 10
Theme: Agile Methods

#### Code: COMP35112
Title: Chip Multiprocessors
Credits: 10
Theme: Computer Architecture

#### Code: COMP36212
Title: Advanced Algorithms II
Credits: 10
Theme: Programming and Algorithms

#### Code: COMP36512
Title: Compilers
Credits: 10
Theme: Computer Languages

#### Code: COMP37122
Title: Computer Vision
Credits: 10
Theme: Visual Computing

#### Code: COMP38512
Title: Digital Wireless Communication and Networks
Credits: 10
Theme: Mobile Computing and Networks

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### Course Catalogue for Year 4

#### Code: COMP34120
Title: AI and Games
Credits: 20
Theme: Learning and Search in Artificial Intelligence

#### Code: COMP35120
Title: Documents, Services and Data on the Web
Credits: 20
Theme: Web and Distributed Systems

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### Course Catalogue for Year 5

#### Code: HSTM20282
Title: The Information Age
Credits: 10
Theme: None

#### Code: MCEL30001
Title: Tools and Techniques for Enterprise
Credits: 10
Theme: None

#### Code: MCEL30002
Title: Tools and Techniques for Enterprise
Credits: 10
Theme: None

#### Code: MCEL30022
Title: Interdisciplinary Sustainable Development
Credits: 10
Theme: None

#### Code: MCEL30031
Title: Enterprise Management for Computer Scientists
Credits: 10
Theme: None

#### Code: MCEL30032
Title: Managing Finance in Enterprises for Computer Scientists
Credits: 10
Theme: None

#### Code: UCIL20021
Title: Leadership in Action
Credits: 10
Theme: None

#### Code: UCIL20022
Title: Leadership in Action
Credits: 10
Theme: None

#### Code: UCIL20882
Title: An Introduction to Current Topics in Biology
Credits: 10
Theme: None

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### Code: COMP31121
Title: First Year Team Project
Credits: C
Theme: D

### Code: COMP31122
Title: Mathematical Techniques for Computer Science
Credits: T, E
Theme: D

### Code: COMP32111
Title: Fundamentals of Computer Engineering
Credits: D, E
Theme: D, E

### Code: COMP38512
Title: Algorithms and Imperative Programming with Java I
Credits: D
Theme: D

### Code: COMP38511
Title: Object-Oriented Programming with Java I
Credits: D
Theme: D, E

### Code: COMP38512
Title: Object-Oriented Programming with Java II
Credits: D
Theme: D, E

---

### Code: COMP33711
Title: The Information Age
Credits: 10
Theme: None

### Code: COMP33812
Title: Tools and Techniques for Enterprise
Credits: 10
Theme: None

### Code: COMP33512
Title: Interdisciplinary Sustainable Development
Credits: 10
Theme: None

### Code: COMP33001
Title: Enterprise Management for Computer Scientists
Credits: 10
Theme: None

---

### Code: COMP34120
Title: AI and Games
Credits: 20
Theme: Learning and Search in Artificial Intelligence

### Code: COMP35120
Title: Documents, Services and Data on the Web
Credits: 20
Theme: Web and Distributed Systems

---

### Code: HSTM20282
Title: The Information Age
Credits: 10
Theme: None

### Code: MCEL30001
Title: Tools and Techniques for Enterprise
Credits: 10
Theme: None

### Code: MCEL30002
Title: Tools and Techniques for Enterprise
Credits: 10
Theme: None

### Code: MCEL30022
Title: Interdisciplinary Sustainable Development
Credits: 10
Theme: None

### Code: MCEL30031
Title: Enterprise Management for Computer Scientists
Credits: 10
Theme: None

### Code: MCEL30032
Title: Managing Finance in Enterprises for Computer Scientists
Credits: 10
Theme: None

### Code: UCIL20021
Title: Leadership in Action
Credits: 10
Theme: None

### Code: UCIL20022
Title: Leadership in Action
Credits: 10
Theme: None

### Code: UCIL20882
Title: An Introduction to Current Topics in Biology
Credits: 10
Theme: None

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### Code: COMP34120
Title: AI and Games
Credits: 20
Theme: Learning and Search in Artificial Intelligence

### Code: COMP35120
Title: Documents, Services and Data on the Web
Credits: 20
Theme: Web and Distributed Systems

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### Code: HSTM20282
Title: The Information Age
Credits: 10
Theme: None

### Code: MCEL30001
Title: Tools and Techniques for Enterprise
Credits: 10
Theme: None

### Code: MCEL30002
Title: Tools and Techniques for Enterprise
Credits: 10
Theme: None

### Code: MCEL30022
Title: Interdisciplinary Sustainable Development
Credits: 10
Theme: None

### Code: MCEL30031
Title: Enterprise Management for Computer Scientists
Credits: 10
Theme: None

### Code: MCEL30032
Title: Managing Finance in Enterprises for Computer Scientists
Credits: 10
Theme: None

### Code: UCIL20021
Title: Leadership in Action
Credits: 10
Theme: None

### Code: UCIL20022
Title: Leadership in Action
Credits: 10
Theme: None

### Code: UCIL20882
Title: An Introduction to Current Topics in Biology
Credits: 10
Theme: None

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### Code: COMP31121
Title: First Year Team Project
Credits: C
Theme: D

### Code: COMP31122
Title: Mathematical Techniques for Computer Science
Credits: T, E
Theme: D

### Code: COMP32111
Title: Fundamentals of Computer Engineering
Credits: D, E
Theme: D, E

### Code: COMP38511
Title: Object-Oriented Programming with Java I
Credits: D
Theme: D

### Code: COMP38512
Title: Object-Oriented Programming with Java II
Credits: D
Theme: D

### Code: COMP38513
Title: Fundamentals of Distributed Systems
Credits: D
Theme: D

### Code: COMP39111
Title: Logic and Modelling
Credits: D
Theme: D

### Code: COMP39112
Title: Precise Microarchitecture
Credits: E
Theme: D

### Code: COMP39113
Title: Microcontrollers
Credits: D
Theme: D

### Code: COMP39114
Title: Fundamentals of Databases
Credits: D
Theme: D

### Code: COMP39115
Title: Software Engineering
Credits: D
Theme: D

### Code: COMP39116
Title: Mobile Computing and Japan
Credits: D
Theme: D

### Code: COMP39117
Title: Machine Learning and Optimization
Credits: D
Theme: D

### Code: COMP39118
Title: Symbolic AI
Credits: D
Theme: D

### Code: COMP39119
Title: Operating Systems
Credits: D
Theme: D

### Code: COMP39120
Title: System Architecture
Credits: D
Theme: D

### Code: COMP39121
Title: Algorithms and Invasive Programming
Credits: D
Theme: D

### Code: COMP39122
Title: Computer Graphics and Image Processing
Credits: D
Theme: D

### Code: COMP39123
Title: Distributed Computing
Credits: D
Theme: D

### Code: COMP39124
Title: Computer Networks
Credits: D
Theme: D

### Code: COMP39125
Title: Mobile Systems
Credits: D
Theme: D

### Code: COMP39126
Title: Internet Project (Single Honours 60 Credits)
Credits: D
Theme: D

### Code: COMP39127
Title: Internet Development
Credits: D
Theme: D

### Code: COMP39128
Title: Consistency and Process Algebra
Credits: D
Theme: D

### Code: COMP39129
Title: Implementing Systems on Chip Design
Credits: D
Theme: D

### Code: COMP39130
Title: User Experience
Credits: D
Theme: D

### Code: COMP39131
Title: Agile Software Engineering
Credits: D
Theme: D

### Code: COMP39132
Title: Software Evolution
Credits: D
Theme: D

### Code: COMP39133
Title: AI and Games
Credits: D
Theme: D

### Code: COMP39134
Title: Natural Language Systems
Credits: D
Theme: D

### Code: COMP39135
Title: Chip Multiprocessors
Credits: D
Theme: D

### Code: COMP39136
Title: Advanced Algorithms I
Credits: D
Theme: D

### Code: COMP39137
Title: Advanced Algorithms II
Credits: D
Theme: D

### Code: COMP39138
Title: Computers
Credits: D
Theme: D
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Mechanisms for programme revision

Course units are reviewed annually by the Undergraduate Committee, as part of the Annual Review process, taking into account the results and comments from Course Unit Evaluation Questionnaires. Input is also received from the Teaching Assessment Panel, which has a responsibility for monitoring teaching quality in the School.

Programmes have been reviewed regularly by groups created specifically for this purpose; the last major review resulted in a new programme portfolio design which started in the first year in 2008-9. The responsibility for leadership of programme review is now the in the hands of the Director of Teaching Strategy (currently Dr Steve Pettifer) who chairs a School Teaching Strategy Committee.