Computer Science (Human Computer Interaction) BSc (Hons) options 2019-2020

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>COMP15111</td>
<td>Fundamentals of Computer Architecture</td>
<td>10</td>
</tr>
<tr>
<td>BIOL10832</td>
<td>Excitable Cells</td>
<td>10</td>
</tr>
<tr>
<td>COMP13212</td>
<td>Data Science</td>
<td>10</td>
</tr>
<tr>
<td>COMP16321</td>
<td>Introduction to Programming 1</td>
<td>20</td>
</tr>
<tr>
<td>COMP16412</td>
<td>Introduction to Programming 2</td>
<td>10</td>
</tr>
<tr>
<td>PSYC10100</td>
<td>Research Methods</td>
<td>20</td>
</tr>
<tr>
<td>PSYC10431</td>
<td>Introduction to Cognition</td>
<td>5</td>
</tr>
<tr>
<td>PSYC11222</td>
<td>Brain and Behaviour</td>
<td>10</td>
</tr>
<tr>
<td>PSYC11322</td>
<td>Sensation &amp; Perception</td>
<td>5</td>
</tr>
</tbody>
</table>

Level 2 options
You have 100 credits of compulsory course units listed in the table "compulsory units" below.

Out of the remaining 20 credits of free choice:

You must choose at least 20 credits of other optional course units; at least 10 credits from option pool 1 below and up to 10 credits from option pool 2.

You should try and balance your credits over the academic year as best as possible.

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>COMP23311</td>
<td>Software Engineering 1</td>
<td>10</td>
<td>Agile Methods</td>
</tr>
<tr>
<td>COMP23412</td>
<td>Software Engineering 2</td>
<td>10</td>
<td>Agile Methods</td>
</tr>
<tr>
<td>COMP28112</td>
<td>Distributed Computing</td>
<td>10</td>
<td>Web and Distributed Systems</td>
</tr>
<tr>
<td>BIOL22332</td>
<td>Motor Systems for Human Computer Interaction</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>BIOL22341</td>
<td>Sensory Systems for Human Computer Interaction</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>PSYC21112</td>
<td>Perception &amp; Action</td>
<td>5</td>
<td>None</td>
</tr>
<tr>
<td>PSYC21122</td>
<td>Cognitive Neuroscience</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>PSYC21181</td>
<td>Cognition</td>
<td>5</td>
<td>None</td>
</tr>
<tr>
<td>SOST20022</td>
<td>Essentials of Survey Design &amp; Analysis</td>
<td>20</td>
<td>None</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>
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<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP22712</td>
<td>Microcontrollers</td>
<td>10</td>
<td>None</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>COMP24412</td>
<td>Symbolic AI</td>
<td>10</td>
<td>Natural Language, Representation and Reasoning</td>
</tr>
<tr>
<td>COMP25111</td>
<td>Operating Systems</td>
<td>10</td>
<td>Computer Architecture</td>
</tr>
<tr>
<td>COMP25212</td>
<td>System Architecture</td>
<td>10</td>
<td>Computer Architecture</td>
</tr>
<tr>
<td>COMP27112</td>
<td>Computer Graphics and Image Processing</td>
<td>10</td>
<td>Visual Computing</td>
</tr>
<tr>
<td>COMP28512</td>
<td>Mobile Systems</td>
<td>10</td>
<td>Mobile Computing and Networks</td>
</tr>
<tr>
<td>PSYC21061</td>
<td>Statistics and Data Analysis</td>
<td>10</td>
<td>None</td>
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</tbody>
</table>

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

<table>
<thead>
<tr>
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<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIOL21261</td>
<td>Endocrinology</td>
<td>10</td>
<td>None</td>
</tr>
</tbody>
</table>
Level 3 options

You have 70 credits of compulsory course units listed in the table "compulsory units" below.

Out of the remaining 50 credits of free choice:

You must choose at least 20 credits of optional COMP course units from option pool 1 below.
You must choose at least 20 credits of other optional course units from option pool 2 below.

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>COMP30030</td>
<td>3rd Year Project (Joint Hons 30 Credits)</td>
<td>30</td>
<td>None</td>
</tr>
<tr>
<td>COMP33511</td>
<td>User Experience</td>
<td>10</td>
<td>Interactive Systems Design</td>
</tr>
<tr>
<td>COMP33711</td>
<td>Agile Software Engineering</td>
<td>10</td>
<td>Agile Methods</td>
</tr>
<tr>
<td>SOST30022</td>
<td>Advanced Social Network Analysis</td>
<td>20</td>
<td>None</td>
</tr>
</tbody>
</table>

Level 3 - option pool 1

From this option pool choose a maximum of 30 credits and a minimum of 20 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
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<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP34412</td>
<td>Natural Language Systems</td>
<td>10</td>
<td>Natural Language, Representation and Reasoning</td>
</tr>
<tr>
<td>COMP35112</td>
<td>Chip Multiprocessors</td>
<td>10</td>
<td>Computer Architecture</td>
</tr>
<tr>
<td>COMP36512</td>
<td>Compilers</td>
<td>10</td>
<td>Computer Languages</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>
<tr>
<td>COMP32412</td>
<td>The Internet of Things: Architectures and Applications</td>
<td>10</td>
<td>Web and Distributed Systems</td>
</tr>
<tr>
<td>COMP34212</td>
<td>Cognitive Robotics</td>
<td>10</td>
<td>None</td>
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<tr>
<td>COMP38211</td>
<td>Documents and Data on the Web</td>
<td>10</td>
<td>None</td>
</tr>
</tbody>
</table>

Level 3 - option pool 2

From this option pool choose a maximum of 30 credits and a minimum of 20 credits.

<table>
<thead>
<tr>
<th>Code</th>
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<th>Credits</th>
<th>Theme</th>
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</thead>
<tbody>
<tr>
<td>BIOL21321</td>
<td>Membrane Excitability</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>BIOL21451</td>
<td>How to Make a Brain</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>MATS21702</td>
<td>Digital Branding</td>
<td>10</td>
<td>None</td>
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<tr>
<td>SOST20041</td>
<td>Market Research</td>
<td>10</td>
<td>None</td>
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<tr>
<td>BIOL31681</td>
<td>Clocks, Sleep &amp; the Rhythms of Life</td>
<td>10</td>
<td>None</td>
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<tr>
<td>BIOL31692</td>
<td>Learning, Memory &amp; Cognition</td>
<td>10</td>
<td>None</td>
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<tr>
<td>MCEL30031</td>
<td>Enterprise Management for Computer Scientists</td>
<td>10</td>
<td>None</td>
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<tr>
<td>MCEL30032</td>
<td>Managing Finance in Enterprises for Computer Scientists</td>
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<td>None</td>
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<tr>
<td>PSYC30241</td>
<td>Organisational Psychology</td>
<td>20</td>
<td>None</td>
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<tr>
<td>PSYC31122</td>
<td>Emotion</td>
<td>20</td>
<td>None</td>
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<tr>
<td>PSYC31242</td>
<td>Understanding Dementia: Brain &amp; Behaviour</td>
<td>20</td>
<td>None</td>
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<tr>
<td>PSYC32322</td>
<td>Landmark Studies in Perception</td>
<td>20</td>
<td>None</td>
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<tr>
<td>SOAN30811</td>
<td>Anthropology of Vision, Memory and the Senses</td>
<td>20</td>
<td>None</td>
</tr>
<tr>
<td>SOST30031</td>
<td>Modelling Social Inequality</td>
<td>20</td>
<td>None</td>
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</tbody>
</table>