# Computer Science (Human Computer Interaction) wIE BSc (Hons) options 2018-2019

## 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>COMP16121</td>
<td>Object Oriented Programming with Java 1</td>
<td>20</td>
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<tr>
<td>COMP16212</td>
<td>Object Oriented Programming with Java 2</td>
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<tr>
<td>COMP18112</td>
<td>Fundamentals of Distributed Systems</td>
<td>10</td>
</tr>
<tr>
<td>BIOL10832</td>
<td>Excitable Cells</td>
<td>10</td>
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<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>
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## Level 2 options
All of the units in this pool are mandatory.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
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<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>
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<tr>
<td>COMP23412</td>
<td>Software Engineering 2</td>
<td>10</td>
<td>Agile Methods</td>
</tr>
<tr>
<td>COMP25111</td>
<td>Operating Systems</td>
<td>10</td>
<td>Computer Architecture</td>
</tr>
<tr>
<td>COMP26112</td>
<td>Distributed Computing</td>
<td>10</td>
<td>Web and Distributed Systems</td>
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<tr>
<td>BIOL22332</td>
<td>Motor Systems for Human Computer Interaction</td>
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<tr>
<td>BIOL22341</td>
<td>Sensory Systems for Human Computer Interaction</td>
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<tr>
<td>PSYC21112</td>
<td>Perception &amp; Action</td>
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<tr>
<td>PSYC21122</td>
<td>Cognitive Neuroscience</td>
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<tr>
<td>PSYC21181</td>
<td>Cognition</td>
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<tr>
<td>SOST20022</td>
<td>Essentials of Survey Design &amp; Analysis</td>
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</table>

### Level 2 - option pool 1
From this option pool choose 10 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
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<th>Theme</th>
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<tbody>
<tr>
<td>COMP25212</td>
<td>System Architecture</td>
<td>10</td>
<td>Computer Architecture</td>
</tr>
<tr>
<td>COMP28411</td>
<td>Computer Networks</td>
<td>10</td>
<td>Mobile Computing and Networks</td>
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<tr>
<td>COMP28512</td>
<td>Mobile Systems</td>
<td>10</td>
<td>Mobile Computing and Networks</td>
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<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>
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## Level 3 options

### 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>
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</thead>
<tbody>
<tr>
<td>COMP30030</td>
<td>3rd Year Project (Joint Hons 30 Credits)</td>
<td>30</td>
<td>None</td>
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<tr>
<td>COMP33511</td>
<td>User Experience</td>
<td>10</td>
<td>Interactive Systems Design</td>
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<tr>
<td>COMP33711</td>
<td>Agile Software Engineering</td>
<td>10</td>
<td>Agile Methods</td>
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<tr>
<td>SOST30022</td>
<td>Advanced Social Network Analysis</td>
<td>20</td>
<td>None</td>
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### Level 3 - option pool 1
From this option pool choose 30 credits.

<table>
<thead>
<tr>
<th>Code</th>
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<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP33812</td>
<td>Software Evolution</td>
<td>10</td>
<td>Agile Methods</td>
</tr>
<tr>
<td>COMP34412</td>
<td>Natural Language Systems</td>
<td>10</td>
<td>Natural Language, Representation and Reasoning</td>
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</tbody>
</table>
Level 3 - option pool 2
From this option pool choose 20 credits.

<table>
<thead>
<tr>
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</thead>
<tbody>
<tr>
<td>BIOL21451</td>
<td>How to Make a Brain</td>
<td>10</td>
<td>None</td>
</tr>
<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>
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<tr>
<td>MCEL30031</td>
<td>Enterprise Management for Computer Scientists</td>
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<tr>
<td>MCEL30032</td>
<td>Managing Finance in Enterprises for Computer Scientists</td>
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<tr>
<td>PSYC30241</td>
<td>Organisational Psychology</td>
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<tr>
<td>PSYC31122</td>
<td>Emotion</td>
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<tr>
<td>PSYC31242</td>
<td>Understanding Dementia: Brain &amp; Behaviour</td>
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<td>None</td>
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<tr>
<td>PSYC32322</td>
<td>Landmark Studies in Perception</td>
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<tr>
<td>SOAN30811</td>
<td>Anthropology of Vision, Memory and the Senses</td>
<td>20</td>
<td>None</td>
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<tr>
<td>SOST30031</td>
<td>Modelling Social Inequality</td>
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