Computer Science (Human Computer Interaction) wIE BSc (Hons) options 2021-2022

120 compulsory units

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>
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</table>

Level 2 options

You have 90 credits of compulsory course units listed in the table "compulsory units" below.

Out of the remaining 30 credits of free choice:

You must choose at least 30 credits of other optional course units; at least 20 credits from option pool 1 below and up to 10 credits from option pool 2.

If you take a 20 credit whole year course unit you are not permitted to drop this unit when course unit selection reopens at the start of semester 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>
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</thead>
<tbody>
<tr>
<td>COMP23111</td>
<td>Database Systems</td>
<td>10</td>
</tr>
<tr>
<td>COMP23311</td>
<td>Software Engineering 1</td>
<td>10</td>
</tr>
<tr>
<td>COMP23412</td>
<td>Software Engineering 2</td>
<td>10</td>
</tr>
<tr>
<td>BIOL22332</td>
<td>Motor Systems for Human Computer Interaction</td>
<td>10</td>
</tr>
<tr>
<td>BIOL22341</td>
<td>Sensory Systems for Human Computer Interaction</td>
<td>10</td>
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<tr>
<td>PSYC21112</td>
<td>Perception &amp; Action</td>
<td>5</td>
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<tr>
<td>PSYC21122</td>
<td>Cognitive Neuroscience</td>
<td>10</td>
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<tr>
<td>PSYC21181</td>
<td>Cognition</td>
<td>5</td>
</tr>
<tr>
<td>SOST20022</td>
<td>Essentials of Survey Design &amp; Analysis</td>
<td>20</td>
</tr>
</tbody>
</table>

Level 2 - 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>
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<tbody>
<tr>
<td>BIOL21261</td>
<td>Endocrinology</td>
<td>10</td>
</tr>
<tr>
<td>BIOL21321</td>
<td>Membrane Excitability</td>
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<tr>
<td>BIOL21451</td>
<td>How to Make a Brain</td>
<td>10</td>
</tr>
<tr>
<td>COMP24011</td>
<td>Introduction to AI</td>
<td>10</td>
</tr>
<tr>
<td>COMP26020</td>
<td>Programming Languages &amp; Paradigms</td>
<td>20</td>
</tr>
<tr>
<td>PSYC21061</td>
<td>Statistics and Data Analysis</td>
<td>10</td>
</tr>
<tr>
<td>SOST20041</td>
<td>Market Research</td>
<td>10</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.
Level 3 options

You have 80 credits of compulsory course units listed in the table "compulsory units" below.

Out of the remaining 40 credits of free choice:

You must choose a minimum of 10 credits and a maximum of 20 credits of optional COMP course units from option pool 1 below.
You must choose a maximum of 10 credits of optional COMP course units from option pool 2 below.
You must choose a maximum of 20 credits of other optional course units from option pool 3 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.

Level 3 - option pool 1

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

Level 3 - option pool 2

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

Level 3 - option pool 3

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>
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</thead>
<tbody>
<tr>
<td>COMP22712</td>
<td>Microcontrollers</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>COMP24112</td>
<td>Machine Learning</td>
<td>10</td>
<td>None</td>
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<tr>
<td>COMP24412</td>
<td>Knowledge-based AI</td>
<td>10</td>
<td>Natural Language, Representation and Reasoning</td>
</tr>
<tr>
<td>COMP25212</td>
<td>System Architecture</td>
<td>10</td>
<td>Computer Architecture</td>
</tr>
<tr>
<td>COMP27112</td>
<td>Introduction to Visual Computing</td>
<td>10</td>
<td>Visual Computing</td>
</tr>
</tbody>
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<tbody>
<tr>
<td>COMP30040</td>
<td>3rd Year Project (Single Honours 40 Credits)</td>
<td>40</td>
<td>None</td>
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<tr>
<td>COMP33312</td>
<td>Agile Software Pipelines</td>
<td>10</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>SOST30022</td>
<td>Advanced Social Network Analysis</td>
<td>20</td>
<td>None</td>
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<tr>
<td>COMP34711</td>
<td>Natural Language Processing</td>
<td>10</td>
<td>None</td>
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<tr>
<td>COMP37111</td>
<td>Graphics and Virtual Environments</td>
<td>10</td>
<td>Visual Computing</td>
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<tr>
<td>COMP38311</td>
<td>Advanced Distributed Systems</td>
<td>10</td>
<td>None</td>
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<tbody>
<tr>
<td>COMP34812</td>
<td>Natural Language Understanding</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>COMP35112</td>
<td>Chip Multiprocessors</td>
<td>10</td>
<td>Computer Architecture</td>
</tr>
<tr>
<td>COMP38412</td>
<td>Cyber 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>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>
<td>10</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>PSYC37111</td>
<td>Emotion</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>
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