

## Computer Science (Human Computer Interaction) wIE BSc (Hons) options 20

**You must take these core units making up a minimum of 120 credits.**

### Level 1 - compulsory units

All of the units in this pool are mandatory.

Code	Title	Credits
COMP10120	First Year Team Project	20
COMP15111	Fundamentals of Computer Architecture	10
BIOL10832	Excitable Cells	10
COMP13212	Data Science	10
COMP16321	Introduction to Programming 1	20
COMP16412	Introduction to Programming 2	10
PSYC10100	Research Methods	20
PSYC10431	Introduction to Cognition	5
PSYC11222	Brain and Behaviour	10
PSYC11322	Sensation & Perception	5

### Level 2 options

**You will be automatically enrolled on nine course units which total 90 credits.**

For the remaining 30 credits:

You need to select a minimum of two course units totalling 20 credits or a maximum of three course units totalling 30 credits from Option Pool 1.

You may select a minimum of zero course units or a maximum of one course unit totalling 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 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.

Code	Title	Credits	Theme
COMP23111	Database Systems	10	Web and Distributed Systems
COMP23311	Software Engineering 1	10	Agile Methods
COMP23412	Software Engineering 2	10	Agile Methods
BIOL22332	Motor Systems for Human Computer Interaction	10	None
BIOL22341	Sensory Systems for Human Computer Interaction	10	None
PSYC21112	Perception & Action	5	None
PSYC21122	Cognitive Neuroscience	10	None
PSYC21181	Cognition	5	None
SOST20022	Essentials of Survey Design & Analysis	20	None

### Level 2 - option pool 1

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

Code	Title	Credits	Theme
BIOL21261	Endocrinology	10	None
BIOL21321	Membrane Excitability	10	None
BIOL21451	How to Make a Brain	10	None
COMP24011	Introduction to AI	10	None
COMP26020	Programming Languages & Paradigms	20	None
PSYC21061	Statistics and Data Analysis	10	None

*PSYC21061*

*May have clashes.*

### Level 2 - option pool 2

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

Code	Title	Credits		Theme
COMP22712	Microcontrollers	10	None	
COMP24112	Machine Learning	10	None	
COMP24412	Knowledge-based AI	10	Natural Language, Representation and Reasoning	
COMP25212	System Architecture	10	Computer Architecture	
COMP27112	Introduction to Visual Computing	10	Visual Computing	
SOST20042	Market Research	10	None	

*SOST20042*

*May have clashes.*

### Level 3 options

You will be automatically enrolled on four course units, including the Third Year Project course unit, totalling 80 credits.

For the remaining 40 credits:

You need to select a minimum of one course unit totalling 10 credits or a maximum of two course units totalling 20 credits from Option Pool 1.

You may choose a minimum of zero course units or a maximum of one course unit totalling 10 credits from Option Pool 2.

You may choose a minimum of zero course units or a maximum of two course units totalling 20 credits from External Option Pool 1 (listed as Option Pool 3 below).

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 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.

Code	Title	Credits		Theme
COMP30040	3rd Year Project (Single Honours 40 Credits)	40	None	
COMP33312	Agile Software Pipelines	10	None	
COMP33511	User Experience	10	Interactive Systems Design	
SOST30022	Advanced Social Network Analysis	20	None	

### Level 3 - option pool 1

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

Code	Title	Credits		Theme
COMP34711	Natural Language Processing	10	None	
COMP37111	Graphics and Virtual Environments	10	Visual Computing	
COMP38311	Advanced Distributed Systems	10	None	

### Level 3 - option pool 2

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

Code	Title	Credits		Theme
COMP34812	Natural Language Understanding	10	None	
COMP35112	Chip Multiprocessors	10	Computer Architecture	
COMP38412	Cyber Security	10	Mobile Computing and Networks	
COMP32412	The Internet of Things: Architectures and Applications	10	Web and Distributed Systems	
COMP34212	Cognitive Robotics	10	None	

### Level 3 - option pool 3

From this option pool choose a maximum of 20 credits  
and a minimum of 0 credits.

Code	Title	Credits		Theme
BIOL21451	How to Make a Brain	10	None	
BIOL31681	Clocks, Sleep & the Rhythms of Life	10	None	
BIOL31692	Learning, Memory & Cognition	10	None	
PSYC31242	Understanding Dementia: Brain & Behaviour	20	None	
PSYC37111	Emotion	20	None	
SOAN30811	Anthropology of Vision, Memory and the Senses	20	None	

*BIOL21451*

*May have clashes*

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