# Computer Science (Human Computer Interaction) wIE MEng (Hons) options

## 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>
</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>
<tr>
<td>BIOL10832</td>
<td>Excitable Cells</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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## Level 2 options

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>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>Software Engineering</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>
<td>10</td>
<td>None</td>
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<tr>
<td>BIOL22341</td>
<td>Sensory Systems for Human Computer Interaction</td>
<td>10</td>
<td>None</td>
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<tr>
<td>PSYC21112</td>
<td>Perception &amp; Action</td>
<td>5</td>
<td>None</td>
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<tr>
<td>PSYC21122</td>
<td>Cognitive Neuroscience</td>
<td>10</td>
<td>None</td>
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<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>
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## Level 2 - option pool 1

From this option pool choose 10 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<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>
</tr>
<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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</table>

## Level 3 options

### Level 3 - compulsory units

All of the units in this pool are mandatory.

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<tr>
<th>Code</th>
<th>Title</th>
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<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>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>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 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>COMP31111</td>
<td>Verified Development</td>
<td>10</td>
<td>Rigorous Development</td>
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</table>
COMP33711 Agile Software Engineering 10 Agile Methods
COMP33812 Software Evolution 10 Agile Methods
COMP34412 Natural Language Systems 10 Natural Language, Representation and Reasoning
COMP36512 Compilers 10 Computer Languages
COMP38120 Documents, Services and Data on the Web 20 Web and Distributed Systems

**Level 3 - option pool 2**
From this option pool choose 20 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
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<th>Theme</th>
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<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>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>PSYC31122</td>
<td>Emotion</td>
<td>20</td>
<td>None</td>
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<tr>
<td>PSYC31142</td>
<td>The Psychology of Time</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>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>
<td>20</td>
<td>None</td>
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**Level 4 - compulsory units**
All of the units in this pool are mandatory.

<table>
<thead>
<tr>
<th>Code</th>
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<tbody>
<tr>
<td>COMP40901</td>
<td>UG MEng Industrial Project</td>
<td>25</td>
</tr>
<tr>
<td>MCEL40021</td>
<td>Entrepreneurial Commercialisation of Knowledge</td>
<td>15</td>
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<tr>
<td>MCEL40042</td>
<td>Business Feasibility Study</td>
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**Level 4 - option pool 1**
From this option pool choose 45 credits.

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<thead>
<tr>
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<tbody>
<tr>
<td>COMP60411</td>
<td>Modelling data on the web</td>
<td>15</td>
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<tr>
<td>COMP60711</td>
<td>Data Engineering</td>
<td>15</td>
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<tr>
<td>COMP61011</td>
<td>Foundations of Machine Learning</td>
<td>15</td>
</tr>
<tr>
<td>COMP61021</td>
<td>Modelling and visualization of high-dimensional data</td>
<td>15</td>
</tr>
<tr>
<td>COMP61232</td>
<td>Mobile and Energy Efficient Systems</td>
<td>15</td>
</tr>
<tr>
<td>COMP61242</td>
<td>Mobile Communications</td>
<td>15</td>
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<tr>
<td>COMP61332</td>
<td>Text Mining</td>
<td>15</td>
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<tr>
<td>COMP62342</td>
<td>Ontology Engineering for the Semantic Web</td>
<td>15</td>
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<tr>
<td>COMP62423</td>
<td>Querying Data on the Web</td>
<td>15</td>
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<tr>
<td>COMP62532</td>
<td>Component-based Software Development</td>
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**Level 4 - option pool 2**
From this option pool choose 15 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
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<tbody>
<tr>
<td>COMP60532</td>
<td>Principles of Digital Biology</td>
<td>15</td>
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<tr>
<td>COMP60532</td>
<td>Principles of Digital Biology</td>
<td>15</td>
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<tr>
<td>BIOL60771</td>
<td>Advanced Biotechnology</td>
<td>15</td>
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<tr>
<td>BIOL61820</td>
<td>Bioinformatics for Systems Biology</td>
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<tr>
<td>PSYC60132</td>
<td>Cognitive and Social Neuroscience</td>
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<tr>
<td>SOST70011</td>
<td>Introduction to Statistical Modelling</td>
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**Level 4 - option pool 3**
From this option pool choose 15 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>COMP60542</td>
<td>Introduction to Health Informatics</td>
<td>15</td>
</tr>
<tr>
<td>BIOL60140</td>
<td>Advanced Methods for Biological Sequence Analysis</td>
<td>15</td>
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<tr>
<td>PSYC60142</td>
<td>Clinical and Behavioural Neuroscience</td>
<td>15</td>
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<tr>
<td>SOST70292</td>
<td>Multilevel Modelling</td>
<td>15</td>
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