

Programme Aims and Learning Outcomes

Programme Aims

The educational aims of the Advanced Computer Science Masters are to:

- Produce the highest quality of computing professionals and researchers across a broad range of Computer Science
- Provide a vehicle for dissemination of leading edge knowledge and skills, focussing on the research strengths of a large school covering most major topics in Computer Science and its applications
- Offer the opportunity to focus on one of a range of specialisations.

Programme Learning Outcomes

A. Knowledge and understanding

A1.

Knowledge of a range of advanced topics, both at the applied level and the research level, beyond undergraduate level and at the forefront of research.

A2.

Leading-edge technologies in one or more of: advanced computer architectures, formal foundations of Computer Science, software engineering, advanced applications, artificial intelligence.

A3.

Have a knowledge and understanding of research methodology and practice.

B. Intellectual Skills.

The ability to:

B1.

develop original ideas in a research context.

B2.

use methodologies for development of computational systems at an advanced level.

B3.

perform problem solving in academic and industrial environments.

C. Practical Skills.

The ability to:

C1.

develop applications to satisfy given requirements.

C2.

organise and pursue a scientific or industrial research project.

C3.

use, manipulate and create large computational systems.

C4.

perform independent information acquisition and management.

D. Transferable Skills.

The ability to:

D1.

work effectively as a team member.

D2.

prepare and present seminars to a professional standard.

D3.

write theses and reports to a professional standard, equivalent in presentational qualities to that of publishable papers.

D4.

perform independent and efficient time management.

D5.

use a full range of IT skills and display a mature computer literacy.