

# Addendum to the Programme Specification

4431 BSc Computer Science

This Addendum has been produced to highlight the key changes made to the existing Programme Specification as a result of the University's response to the Covid-19 Pandemic. You should read it in conjunction with the relevant Programme Specification from the year you started your programme.

[Programme Specification for entry in 2020-21](#)

[Programme Specification for entry in 2019-20](#)

[Programme Specification for entry in 2018-19](#)

## University level information

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In view of COVID-19, the University has had to make changes to some elements of programme delivery for 2020-21. These changes have included the method of delivery, such as face-to-face and online, and the number of modules available.

The University aims to provide as much of a face-to-face component to your education as prevailing conditions at the time allow, combined with its new blended approach that will develop active independent and group online learning.

As the COVID-19 pandemic develops, the University's response to this and other issues may likewise need to evolve. The University will consult with student representatives as necessary and appropriate and will communicate changes to you as soon as practicable so that you have the information you need to understand how a change may impact you and what steps you need to take next. The University remains committed to supporting you as you learn.

## Programme Information

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The following changes will be made to the computer science programmes in response to the COVID-19 pandemic:

- Where written examinations are unable to take place due to social distancing measures, an alternative form of assessment will be offered for 2020-21
- There will be some changes to how some group work tasks and lab work will be organised. ECS aims to reopen the teaching laboratories and hold regular scheduled sessions in S1 2020-21, following social distancing rules and regulations. In some cases, laboratory experiments have been redesigned to be either software based or virtual. In other cases, you may be working on numerical data obtained from physical experiments.

All timetabled lectures that in a normal (i.e. face-to-face) situation could be recorded will be recorded and will be made available to all students registered on the module. The teaching team for each module will organise question-and-answer sessions, or discussion activities aimed at approximating (as much as possible) the personal interaction that occurs during lectures and seminars.

## Programme Structure

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The indicative list of available optional modules can be found in the programme specifications as linked on the previous page. These options are subject to change each academic year, and in some cases there may be limited spaces available on those modules.:

<b>Programme:</b>	BSc Computer Science - 4431
<b>Term:</b>	2020-2021 Academic Session (202021)
<b>Area title:</b>	4431-1 - Computer Science Part 1

### Compulsory Modules

You must complete the following modules:

Module	Module Title	Credit	Core?	Semester/Term
<a href="#">COMP 1201</a>	Algorithmics	15	Yes	Semester 2
<a href="#">COMP 1202</a>	Programming I	15	Yes	Semester 1
<a href="#">COMP 1203</a>	Computer Systems I	15	Yes	Semester 1
<a href="#">COMP 1204</a>	Data Management	15	Yes	Semester 2
<a href="#">COMP 1205</a>	Professional Development	15	Yes	Semester 1
<a href="#">COMP 1206</a>	Programming 2	15	Yes	Semester 2
<a href="#">COMP 1215</a>	Foundations of Comp Sci	15	Yes	Semester 1
<a href="#">COMP 1216</a>	Software Modelling & Design	15	Yes	Semester 2
<a href="#">ELEC 1028</a>	TT Personal Tutorial	0	Yes	Full Academic Year

<b>Programme:</b>	BSc Computer Science - 4431
<b>Term:</b>	2020-2021 Academic Session (202021)
<b>Area title:</b>	4431-2 - Computer Science Part 2

### Compulsory Modules

You must complete the following modules:

Module	Module Title	Credit	Core?	Semester/Term
<a href="#">COMP 2207</a>	Distributed Systems & Networks	15	No	Semester 2
<a href="#">COMP 2208</a>	Intelligent Systems	15	No	Semester 1
<a href="#">COMP 2209</a>	Programming III	15	No	Semester 1

<a href="#">COMP 2210</a> Theory of Computing	15	No	Semester 1
<a href="#">COMP 2211</a> Software Eng Group Project	15	No	Semester 2
<a href="#">COMP 2212</a> Prog Language Concepts	15	No	Semester 2
<a href="#">COMP 2213</a> Interaction Design	15	No	Semester 1

### Optional Modules

You must choose from the following modules:

Module		Credit	Semester/Term
Rule OPTIONAL	<b>Select 1 Semester 2 module</b>		
Rule SET 1	<b>Select 0 to 1 modules</b>		
<a href="#">COMP 2214</a>	Advanced Software Modelling and Design	15	Semester 2
<a href="#">COMP 2215</a>	Computer Systems II	15	Semester 2
<a href="#">COMP 2216</a>	Principles of Cyber Security	15	Semester 2
Rule SET 2	<b>Select 0 to 1 modules</b>		
<a href="#">ANTH 2001</a>	Cosmology, Ritual and Belief	15	Semester 2
<a href="#">CRIM 1004</a>	Criminal Justice Studies	15	Semester 2
<a href="#">LANG XX15</a>	Language Module	15	<a href="#">Show Electives</a>
<a href="#">PHYS 2015</a>	Introduction to Energy in The Environment	15	Semester 2
<a href="#">SOC1 2003</a>	Gender & Society	15	Semester 2
<a href="#">SOES 1009</a>	The Living Earth	15	Semester 2
<a href="#">UOSM 2017</a>	Intercultural Communication in a Global World	15	Semester 2
<a href="#">UOSM 2031</a>	Engineering Replacement Body Parts	15	Semester 2

**Programme:** BSc Computer Science - 4431

<b>Term:</b>	2020-2021 Academic Session (202021)
<b>Area title:</b>	4431-3 - Computer Science Part 3

### Compulsory Modules

You must complete the following modules:

Module	Module Title	Credit	Core?	Semester/Term
<a href="#">COMP 3200</a>	Part III Individual Project	45	Yes	Full Academic Year

### Optional Modules

You must choose from the following modules:

Module		Credit	Semester/Term
Rule OPTIONAL	<b>Select 5 modules</b>  <b>Three modules in Semester 1 and two modules in Semester 2</b>		
Rule SET 1	<b>Select 2 to 5 modules</b>		
<a href="#">COMP 3204</a>	Computer Vision	15	Semester 1
<a href="#">COMP 3207</a>	Cloud Application Development	15	Semester 1
<a href="#">COMP 3208</a>	Social Computing Techniques	15	Semester 2
<a href="#">COMP 3210</a>	Advanced Computer Networks	15	Semester 2
<a href="#">COMP 3211</a>	Advanced Databases	15	Semester 2
<a href="#">COMP 3212</a>	Computational Biology	15	Semester 2
<a href="#">COMP 3215</a>	Real-Time Computing and Embedded Systems	15	Semester 1
<a href="#">COMP 3217</a>	Security of Cyber Physical Systems	15	Semester 2
<a href="#">COMP 3218</a>	Game Design and Development	15	Semester 1
<a href="#">COMP 3219</a>	Engineering Management and Law	15	Semester 1
<a href="#">COMP 3220</a>	Web Infrastructure	15	Semester 1
<a href="#">COMP 3225</a>	Natural Language Processing	15	Semester 2

<a href="#">COMP 3226</a>	Web and Cloud Based Security	15	Semester 1
<a href="#">ELEC 3201</a>	Robotic Systems	15	Semester 1
<a href="#">ELEC 3219</a>	Advanced Computer Architecture	15	Semester 2
<a href="#">MATH 3081</a>	Operational Research	15	Semester 1
<a href="#">MATH 3082</a>	Optimisation	15	Semester 2
Rule SET 2	<b>Select 0 to 1 modules</b>		
<a href="#">COMP 3222</a>	Machine Learning Technologies	15	Semester 1
<a href="#">COMP 3223</a>	Foundations of Machine Learning	15	Semester 1
Rule SET 3	<b>Select 0 to 2 modules</b>		
<a href="#">ANTH 2001</a>	Cosmology, Ritual and Belief	15	Semester 2
<a href="#">HUMA 2013</a>	How the Arts Work: A Practical Introduction to Cultural Econ	15	Semester 1
<a href="#">LANG XX15</a>	Language Module	15	<a href="#">Show Electives</a>
<a href="#">LANG XX15</a>	Language Module	15	<a href="#">Show Electives</a>
<a href="#">PHYS 2015</a>	Introduction to Energy in The Environment	15	Semester 2
<a href="#">SOCI 2003</a>	Gender & Society	15	Semester 2
<a href="#">UOSM 2004</a>	Global Health	15	Semester 1
<a href="#">UOSM 2017</a>	Intercultural Communication in a Global World	15	Semester 2
<a href="#">UOSM 2022</a>	Social Enterprise	15	Semester 1
<a href="#">UOSM 2031</a>	Engineering Replacement Body Parts	15	Semester 2