School of Computing Science

Third/Fourth Year Computing Science

Encouraging depth of understanding and specialism

Students can choose courses from an extensive list of elective 3rd/4th year courses:

Advanced Network Systems
Advanced Operating Systems
Advanced Software Engineering Practices
Algorithmics II
Artificial Intelligence
Big Data
Computer Architecture
Computer Vision: Methods and Applications
Computing Science in the Classroom
Constraint Programming
Cyber Security Forensics
Cryptography and Secure Development
Distributed and Parallel Technologies
Functional Programming
Human-Centred Security
Human Computer Interaction
Information Retrieval
IT Architecture
Machine Learning
Mobile Human Computer Interaction
Modelling Reactive Systems
Programming Languages
Recommender Systems
Robotics Foundations
Safety Critical Systems
Theory of Computation
Web Science

Independent project

All students undertake a substantial individual project, designed and supervised by an academic member of staff. Many of the projects contribute to ongoing research programmes in the school.

Previous 4th year projects include: an algorithm animator, a personalised news portal, an intelligent timetabling system, a mobile social network application based on music preferences, and restaurant recommendations for groups.