



The New Curriculum

- Revised 1st year was introduced in 2009/10
- Revised 2nd year was introduced in 2010/11
- Revised 3rd and 4th years will both be introduced together in 2011/12



The First Year

- Software Engineering Crossover Project
- Foundations of Computer Science
- Java Programming
- Web and Internet Technology
- Machines and Intelligence
- Devices and Networks



The Second Year

- Advanced Programming Topics
- Human Centred Systems Design
- Software Hut
- Automata, Logic and Computation
- Data Driven Computing
- Bio-Inspired Computing and Robotics



The Third & Fourth Years

- Mostly specialist courses as before
- Are going to be completely distinct
- The 3rd year will be made up of mostly 10 credit modules
- The 4th year will be made up of mostly 15 credit modules



The Third Year

- We keep the Individual Project worth half the marks for the year
- We still welcome project suggestions
- A choice of upto 6 advanced courses



The Third Year – Taught Courses

- Theory of Distributed Computing
- **Computer Security and Forensics**
- Professional Issues
- The Intelligent Web
- Mainframe Computing
- Text Processing
- Modelling & Simulation of Natural Systems
- Speech Processing
- Adaptive Intelligence
- 3D Computer Graphics



The Fourth Year

- Either
 - Genesys or
 - Darwin Research Project
 or both
- A choice of upto 6 advanced courses



The Fourth Year – Taught Courses

- Testing and verification in safety-critical systems
- Computational Systems Biology
- Network Performance Analysis
- Java E-Commerce
- **Software Development for Mobile Devices**
- Natural Language Processing
- Software and hardware verification
- Speech Technology
- Virtual Environments and Computer Games Technology
- Machine Learning and Adaptive Intelligence