

UNIT INFORMATION

CM1005 Introduction to programming I

This module is focused on basic programming techniques. By taking this module, you will learn how to use the basic elements of computer programming such as variables, conditionals, functions and loops. You will also learn how to create interactive, graphical computer programs. You will also be introduced to basic object-oriented programming techniques.

Assessment: Coursework only.

CM1010 Introduction to programming II

This module builds on and extends the programming skill set you developed in Introduction to Programming I. You will study a collection of more extensive, case study programs and you will work on a larger programming project from a pre-existing code base.

Assessment: Coursework only.

CM1015 Numerical mathematics

Understanding the manner in which computational systems represent and process numbers is critical to working effectively in the computational domain. Applied areas of computing which you will study in this programme such as graphics, data programming and signal processing depend upon a solid understanding of linear algebra and geometry.

Assessment: ONE two-hour unseen written examinations and coursework.

CM1020 Discrete mathematics

Discrete mathematics covers mathematical topics relating to discrete structures and processes that students of computer science will encounter throughout their study. It includes topics such as set theory, logic, functions, series, recursion and induction, graphs, and trees.

Assessment: ONE two-hour unseen written examinations and coursework.

CM1025 Fundamentals of computer science

This module covers the basic underpinnings of computer science that provide a foundation for degree level study. It will give a broad overview of the field that will support learning in other modules and will be expanded further within the degree.

Assessment: ONE two-hour unseen written examinations and coursework.

CM1030 How computers work

This module teaches a basic understanding of a range of different elements of computer systems. This is a fundamental understanding that underpins both professional use of computer systems and further study in computer science. The broad overview provided in this course will support learning in a large range of topics in the degree and later modules will expand upon the topics covered here.

Assessment: ONE two-hour unseen written examinations and coursework.

CM1035 Algorithms and data structure I

Algorithms and data structures are critical elements of the body of knowledge of computer science. Knowledge of a range of algorithms and data structures will allow you to solve common programming problems more rapidly. Within the programme, this module provides an introductory level treatment of algorithms and data structures in preparation for more advanced coverage later in the programme.

CM2005 Object oriented programming

You will learn what objects and classes are and how to write your classes. You will see how objects can interact with each other, including defining and implementing interfaces to control the interaction. You will learn how to use inheritance to inherit and extend functionality from parent classes. You will learn how to write code according to style guidelines and how to write

CM3005 Data Science

By taking this module, you will be working with different types of data, processing text data and gaining a data science skillset. With these skillsets, you will be able to generate plots and interactive visualisations of data and how to apply statistical methods to the interpretation of results. You will also learn about a range of application domains for data science.

Assessment: ONE two-hour unseen written examinations and coursework.

CM3010 Databases and advanced data techniques

You will learn how to use SQL and NoSQL databases to store tabular data and documents; audio and video data, and the challenges of working with this kind of data.

Assessment: ONE two-hour unseen written examinations and coursework.

CM3015 Machine learning and neural networks

You will learn how to solve common machine learning problems such as regression, classification, clustering, matrix completion and pattern recognition. You will learn about neural networks and how they can be trained and optimised, including an exploration of deep neural networks. You will learn about machine learning and neural network software libraries that allow you to develop machine learning systems rapidly, and how to verify and evaluate the results.

Assessment: ONE two-hour unseen written examinations and coursework.

CM3020 Artificial intelligence

This module is focused on Artificial Intelligence techniques. You will become familiar with the foundations of agent-based approaches to software design, decision making and problem solving including under uncertainty thru the topics covered in this module.

Assessment: ONE two-hour unseen written examinations and coursework.

CM3025 Virtual reality

This module aims to give you the skills needed to develop VR. These skills include understanding the basic theory of presence in VR, which underlies the basic design principles. You will also learn practical development skills, using an appropriate 3D engine to create interactive virtual environments. These skills will include creating 3D environments, designing and implementing 3D interaction for VR and building social VR experiences with interactive virtual characters.

Assessment: ONE two-hour unseen written examinations and coursework.

CM3030 Game development

This module will introduce you to i) industry standard tools ii) the process of game development. You will undertake a short series of game development projects, each lasting a set number of weeks and with a specific brief. For each project, you will propose a game that fits the brief, and then you will implement it. You are expected to deliver the proposed game and document it thoroughly. Through this process, you will develop an awareness of intended audience and the use of media for documentation.

Assessment: ONE two-hour unseen written examinations and coursework.

CM3035 Advanced web development

Through this module, you will learn how to build dynamic, data-driven websites using databases, front-end frameworks and server-side programming to do full stack web development work. You will develop a web developer skill set that enables you to understand how to build and deploy complete, data-driven websites. You will explore methods for developing server-side web applications, by building web-accessible wrappers around databases.

Assessment: Coursework only.

CM3040 Physical computing and the internet of things

This course provides an introduction to the development and programming of hardware devices that can sense and act in the environment. The course will explain and demonstrate how the environment, which is inherently continuous, can be monitored by analogue electrical and mechanical sensors, then captured and analysed using a computer, which is a discrete system.

Assessment: Coursework only.

CM3045 3D graphics and animation

This module will cover advanced methods used in current state-of-the-art graphics and animation systems and their use in creative practice. There are several distinct study areas: 3D modelling and animation, the graphics pipeline, simulation of physics and shader programming. You will study a range of examples, and through these learn how you can program computer graphics in contemporary graphical software for different applications.

Assessment: ONE two-hour unseen written examinations and coursework.

CM3050 Mobile development

This module aims to give you the fundamental understanding and skills needed to develop mobile applications. You will learn about data-driven mobile applications, and how you can integrate a mobile application to a data source. You will learn about the mobile development ecosystem and how you can develop, run and test your applications on mobile devices using built-in APIs.

Assessment: Coursework only.

CM3055 Interaction design

When taking this module, you will examine the notion of 'interaction with technology' focusing on the concepts behind modern user experience design and production. This involves specification, design, prototyping and evaluation. Thru the process, you will learn how to evaluate interactive systems against criteria such as efficiency and usability.

Assessment: