School of Informatics
Undergraduate Programme Structure

PART 1

IN1001 Business & Organisations

IN1002 Computation & Reasoning

IN1003 Databases

IN1004 Maths

IN1005 Software Engineering

IN1006 Systems Architecture

IN1007 Programming in Java (double module)

PART 2

Professional Skills/Professional Development Activities (Part 1 and Part 2)

IN2011 Networks & Operating Systems

IN2013 Object-Oriented Analysis & Design

IN2015 Research & Professional Issues

IN2018 Team Project (double module)

Applied Stream

IN2007 Human Computer Interaction

Technical Stream

IN2003 Data Structures & Algorithms

BSc Business Computing Systems

IN2017 Systems Theory
IN2010 Management of IT

BSc Information Systems

IN2003 Decision Support Systems
IN2008 Information Management

BSc Computer Science

IN2006 Functional Programming
IN2009 Language Processors

BSc CS with Artificial Intelligence

IN2001 Artificial Intelligence
IN2012 Neural & Evolutionary Computing

BSc CS with Games Technology

IN2029 Programming in C++
IN2026 Games Design Theory & Practice

BSc Software Engineering

IN2005 Formal Methods
IN2016 Software Measurement

PART 3

IN3008 Requirements Engineering
IN3007 Individual Project (treble module)

IN3012 IT Security
IN3007 Individual Project (treble module)

IN3017 Theory of Computation
IN3007 Individual Project (treble module)

IN3016 Software Agents
IN3007 Individual Project (treble module)

IN3026 Advanced Games Design
IN3007 Individual Project (treble module)

IN3015 Requirements Engineering
IN3007 Individual Project (treble module)

Recommended electives

Business Computing Systems
IN3003 Business Engineering with ERP Solutions
IN3024 Entrepreneurship in IT
IN3008 Electronic Commerce

Information Systems
IN3002 Advanced HCI
IN3011 Introduction to Data Mining

Computer Science
IN2029 Programming in C++ (HE2)
IN3011 Introduction to Data Mining
IN3016 Software Agents

Computer Science with Artificial Intelligence
IN3011 Introduction to Data Mining
IN3017 Theory of Computation

Computer Science with Games Technology
IN2006 Functional Programming (HE2)
IN3016 Software Agents

Software Engineering
IN2007 HCI
IN3003 Business Engineering with ERP Solutions
IN3012 IT Security

Full elective list

IN2001 Artificial Intelligence
IN2002 Data Structures & Algorithms
IN2003 Decision Support Systems
IN2004 Distributed Systems
IN2005 Formal Methods
IN2006 Functional Programming
IN2007 Human Computer Interaction
IN2008 Information Management
IN2009 Language Processors
IN2010 Management of IT
IN2012 Neural & Evolutionary Computing
IN2014 Parallel & Concurrent Programming
IN2016 Software Measurement
IN2017 Systems Theory
IN2024 Audio Processing for Music & Multimedia
IN2025 Discrete Music Structures
IN2026 Games Design, Theory & Practice
IN2029 Programming in C++
IN3001 Advanced Databases
IN3002 Advanced HCI
IN3003 Business Engineering with ERP
IN3004 Business Object Technology
IN3005 Computer Graphics
IN3008 Electronic Commerce
IN3010 Health Informatics
IN3011 Introduction to Data Mining
IN3012 IT Security
IN3013 OO Programming in C++
IN3014 Management of IT Strategy
IN3015 Requirements Engineering
IN3016 Software Agents
IN3017 Theory of Computation
IN3019 Bioinformatics
IN3024 Entrepreneurship in IT
IN3026 Advanced Games Design & Theory

IMPORTANT

This is a diagrammatic representation of degree paths. It does not show the chronological sequence of modules. Students must choose their degree path before entering Part 2.

Module Choices

Part 1 and Part 2 Modules are compulsory.
Part 3 has one compulsory taught module and a compulsory individual project. Students also choose 4 elective modules subject to the following restrictions:

- they have not taken the module in Part 2;
- their choices include no more than two IN2*** modules;
- any module specific pre-requisites are met;
- timetabling may constrain module choices

Students are encouraged to take the electives recommended for their degree.

Industrial Placements

Industrial Placements are taken between Parts 2 and 3. Industrial Placements are compulsory for the Business Computing Systems and Software Engineering degrees, and are optional for other degrees.