School of Computer Science

Important Degree Information:

B.Sc./M.A. Honours
The general requirements are 480 credits over a period of normally 4 years (and not more than 5 years) or part-time equivalent; the final two years being an approved honours programme of 240 credits, of which 90 credits are at 4000 level and at least a further 120 credits at 3000 and/or 4000 (H) levels. Refer to the appropriate Faculty regulations for lists of subjects recognised as qualifying towards either a B.Sc. or M.A. degree.

B.Sc./M.A. Honours with Integrated Year Abroad
The general requirements are 540 credits over a period of normally 5 years (and not more than 6 years) or part-time equivalent; the final three years being an approved honours programme of 300 credits, of which 60 credits are gained during the integrated year abroad, 90 credits are at 4000 level and at least a further 120 credits at 3000 and/or 4000 (H) levels. Refer to the appropriate Faculty regulations for lists of subjects recognised as qualifying towards either a BSc or MA degree.

Other Information: In the case of students who spend part of the Honours Programme abroad on a recognised Exchange Scheme, the Programme Requirements will be amended to take into account courses taken while abroad.

<table>
<thead>
<tr>
<th>Degree Programmes</th>
<th>Programme Requirements at:</th>
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</thead>
<tbody>
<tr>
<td>(M.A. General): Arts and Vocational Information Technology</td>
<td>Arts and Vocational Information Technology (M.A. General):</td>
</tr>
<tr>
<td>Level 1: None (except as generally required for an MA General)</td>
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<tr>
<td>Level 2: 120 credits elsewhere</td>
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<tr>
<td>Level 3: 120 credits, consisting of IS3001 and IS3002</td>
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<tr>
<td>Level 1: At least 40 credits consisting of CS1002, CS1004 and (either CS1010 or appropriate mathematics background)</td>
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<tr>
<td>Level 2: 60 credits consisting of passes in both CS2001 and CS2002, at grade 11 or better except with the Head of School's permission</td>
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<tr>
<td>Level 3: Normally in the Junior Honours year, 120 credits, consisting of:</td>
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<tr>
<td>- 30 credits from CS3001–CS3099</td>
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<tr>
<td>- 60 credits from CS3101–CS3199</td>
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<tr>
<td>- 30 credits from CS3201–CS3299</td>
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<tr>
<td>Level 4(H): Normally in the Senior Honours year, 120 credits, consisting of:</td>
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<tr>
<td>- 45 credits from CS4001–CS4099</td>
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<tr>
<td>- 45 (or more) credits from CS4101–CS4199 and CS4201–CS4299, including 30 (or more) credits from CS4201–CS4299</td>
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<tr>
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<tr>
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<tr>
<td>Computer Science element of Joint Degree (B.Sc. Honours):</td>
<td>(B.Sc. Honours):</td>
</tr>
<tr>
<td>Level 1: At least 40 credits consisting of CS1002, CS1004 and (either CS1010 or appropriate mathematics background)</td>
<td>Computer Science and one of Chemistry, Logic &amp; Philosophy of Science, Management, Management Science, Mathematics, Physics and Statistics</td>
</tr>
<tr>
<td>Level 2: 60 credits consisting of passes in both CS2001 and CS2002, at grade 11 or better except with the Head of School's permission</td>
<td>Computer Science and Geoscience (not available to students who enter the University after 2002)</td>
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<tr>
<td>Level 3: Normally in the Junior Honours year, 60 credits, consisting of:</td>
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<tr>
<td>- 15 credits from CS3099</td>
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<tr>
<td>- 45 credits from CS3051, CS3101–CS3199 and CS3201–CS3299, including 15 (or more) credits from CS3201–CS3299</td>
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<tr>
<td>Level 4(H): Normally in the Senior Honours year, 60 credits, consisting of:</td>
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<tr>
<td>- 15 (or more) credits from CS4076–CS4099</td>
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<td>- 30 (or more) credits from CS4101–CS4199, CS4201–CS4299, including 15 (or more) credits from CS4201–CS4299</td>
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<td>- remaining credits from CS3001–CS4999</td>
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<tr>
<td>Computer Science element of Major degree with Modern Languages:</td>
<td>(B.Sc. Honours):</td>
</tr>
<tr>
<td>Level 1: At least 40 credits consisting of CS1002, CS1004 and (either CS1010 or appropriate mathematics background)</td>
<td>Computer Science with one of French^, German^, Linguistics and Spanish^</td>
</tr>
<tr>
<td>Level 2: 60 credits consisting of passes in both CS2001 and CS2002, at grade 11 or better except with the Head of School's permission</td>
<td>^ available also as 'with Integrated Year Abroad Degree'</td>
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<tr>
<td>Level 3: Normally in the Junior Honours year, 90 credits, consisting of:</td>
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<tr>
<td>- 30 credits from CS3001–CS3099</td>
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<td>Integrated Information Technology element of Joint Honours M.A. Degree:</td>
<td>(M.A. Honours):</td>
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<tr>
<td>Level 1: None (in this subject)</td>
<td>Integrated Information Technology and one of Ancient History, Art History, Biblical Studies, Classical Studies, Classics, Greek, Latin, Management and Theological Studies.</td>
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<tr>
<td>Level 2: None (in this subject)</td>
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<tr>
<td>Level 3: 120 credits, consisting of IS3001 and IS3002</td>
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<tr>
<td>Level 4: None in this subject</td>
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<tr>
<td>(B.Sc. Honours):</td>
<td>Single Honours Internet Computing B.Sc. Degree:</td>
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<tr>
<td>Internet Computing</td>
<td>Level 1: At least 40 credits consisting of CS1002, CS1004 and (either CS1010 or appropriate mathematics background)</td>
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<td>Level 2: 60 credits consisting of passes in both CS2001 and CS2003, at grade 11 or better except with the Head of School's permission</td>
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<td></td>
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<td>- remaining credits from CS3001–CS4999</td>
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<tr>
<td>(B.Sc. Honours):</td>
<td>Internet Computing element of Joint Honours B.Sc. Degrees:</td>
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<tr>
<td>Internet Computing and one of</td>
<td>Level 1: At least 40 credits consisting of CS1002, CS1004 and (either CS1010 or appropriate mathematics background)</td>
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<tr>
<td>Chemistry, Logic &amp; Philosophy of</td>
<td>Level 2: 60 credits consisting of passes in both CS2001 and CS2003, at grade 11 or better except with the Head of School’s permission</td>
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<tr>
<td>Science, Management, Management</td>
<td>Level 3: Normally in the Junior Honours year, 60 credits, consisting of:</td>
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<td>Science, Mathematics, Physics</td>
<td>- 15 credits from CS3099</td>
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<tr>
<td>and Statistics</td>
<td>- 45 credits from CS3051, CS3101–CS3199 and CS3301–CS3399, including 15 (or more) credits from CS3301–CS3399</td>
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<tr>
<td>(B.Sc. Honours):</td>
<td>Internet Computing element of Major Degree (B.Sc. Honours)</td>
</tr>
<tr>
<td>Internet Computing with one of</td>
<td>Level 1: At least 40 credits consisting of CS1002, CS1004 and (either CS1010 or appropriate mathematics background)</td>
</tr>
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<td>Level 2: 60 credits consisting of passes in both CS2001 and CS2003, at grade 11 or better except with the Head of School’s permission</td>
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<tr>
<td>Spanish^</td>
<td>Level 3: Normally in the Junior Honours year, 90 credits, consisting of:</td>
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<td></td>
<td>- remaining credits from CS3301–CS3399</td>
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<tr>
<td>^ also available as 'with Integrated</td>
<td>Level 4(H): Normally in the Senior Honours year, 90 credits, consisting of:</td>
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<td>Year Abroad Degree'</td>
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</table>
Computer Science - Honours

Modules
The prerequisite for each of the following Honours modules is entry to the Honours Programme(s) for which they are specified, as well as any additional specific prerequisite(s) given.

General Degree and non-graduating students wishing to enter 3000 or 4000 level modules must consult with the relevant Honours Adviser within the School before making their selection.

Computer Science (CS) Modules

CS3051 Software Engineering
Credits: 15.0 Semester: 1
Prerequisites: CS2001 and (CS2002 or CS2003)
Anti-requisite: CS3041
Description: This module introduces software engineering through lectures, associated practical work, seminar reports and essays. We define software engineering and consider those attributes of software which distinguish a well-engineered system from a badly-engineered system, concentrating on the differences between large systems and small ones, and introduce some concepts of software design and good programming practice. We will concentrate in particular on object-oriented techniques and Java programming.
Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%

CS3099 Software Team Project
Credits: 15.0 Semester: Whole Year
Availability: Not available to General Degree Students
Prerequisites: CS2001 and (CS2002 or CS2003)
Description: This module aims to allow students to take part in a substantial software engineering project as part of a team, using professional development techniques. Each team will specify, plan, design, implement and document a medium-sized software system under the guidance of a member of staff. Teams are required to cooperate in order to produce successful solutions. Typically, the software system will simulate a real world problem, proposed by the module co-ordinator acting as a customer.
Class Hour: To be arranged.
Teaching: Weekly seminars and practical classes.
Assessment: Continuous Assessment = 100%

CS3101 Databases
Credits: 15.0 Semester: 2
Prerequisites: CS2001 and (CS2002 or CS2003)
Anti-requisite: CS3005
Description: This module aims (i) to study data models, indexing techniques and query processing; (ii) to study database systems including concurrency, transactions, distribution and recovery. The syllabus includes: data models; indexing, hashing and query processing; concurrency, transactions and recovery; security and integrity.
Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%
CS3102  Data Communications and Networks
Credits: 15.0 Semester: 1
Prerequisites: CS2001 and (CS2002 or CS2003)
Anti-requisite: CS3020
Description: This module aims (i) to introduce the basics of data communications and computer networks, and (ii) to examine network protocols and architectures. The syllabus includes: data communications; transmission media; data encoding; transmission modes; error detection and correction; flow control; multiplexing; switching techniques; routing; networking; network topologies; protocols; layering; standardisation; LANS; WANS; internetworking; management; study of particular networks and protocols such as FDDI, Ethernet, ISDN, TCP/IP, ATM. Network programming APIs such as sockets.
Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%

CS3103  Graphs and Algorithms
Credits: 15.0 Semester: 2
Prerequisites: CS2001 and (CS2002 or CS2003)
Description: This module introduces selected concepts and results of graph theory, from both a theoretical and an algorithmic viewpoint, with a particular emphasis on applications to computer networks. Other theoretical topics relevant to computer networks, such as queuing theory, may also be covered. Using, where appropriate, graph theoretic problems as examples, the module will also teach a range of algorithm design paradigms, such as “divide and conquer” and “dynamic programming”.
Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%

CS3104  Operating Systems
Credits: 15.0 Semester: 1
Prerequisites: CS2001 and (CS2002 or CS2003)
Anti-requisite: CS3004
Description: This module aims (i) to examine in depth the changing role of the operating system; (ii) to study the concept and implementation of process; (iii) to study the OS/hardware interface with regard to storage and protection; (iv) to study the techniques developed to achieve safety and throughput in a multitasking system. The syllabus includes: structured computer organisation; process definition and implementation; interprocess communication and synchronisation; review of scheduling; review of file systems; storage management.
Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%

CS3201  Machines and Computation
Credits: 15.0 Semester: 2
Prerequisites: CS2001 and CS2002
Anti-requisite: CS3032
Description: This module aims to give an understanding of the foundations of computation including the basic issues in language recognition, with applications in areas such as compiler design, and to introduce general models of computation (Turing machines and others) which illustrate the limits of the power of computers.
Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%
CS3202  Logic, Specification and Verification
Credits: 15.0  Semester: 1
Prerequisites: CS2001 and CS2002
Description: Building on first- and second-level coverage of propositional and predicate logic, this module covers the topics of formal proof (including induction), software and hardware specification, validation and verification, with applications to safety-critical systems. Tools such as the PVS Specification and Verification System will be employed on various case studies.

Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%

CS3301  Component Technology
Credits: 15.0  Semester: 2
Prerequisites: CS2001 and CS2003
Description: The module will provide students with a knowledge and understanding of current and emerging component technologies. The module is focused on two major themes: Object-Oriented Middleware (OOM) and Message-Oriented Middleware (MOM). In the first theme we examine the evolution of object-oriented programming into (distributed) component models such as The Common Object Request Broker Architecture (CORBA), The Component Object Model (COM), Java Remote Method Invocation (RMI) and Java Beans. The common underlying requirements of these systems will be studied in detail such as naming and binding issues and marshalling and un-marchalling of data. The second theme will explore the emerging field of Message-Oriented Middleware with an in-depth study into current MOM technologies such as Java Messaging System (JMS).

Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%

CS3302  Data Encoding
Credits: 15.0  Semester: 1
Prerequisites: CS2001 and CS2003
Anti-requisite: CS3010
Description: This module aims to explain the techniques used to encode data, emphasising in turn the ideas of: security and secrecy, error correcting capabilities, data compression. The syllabus comprises: the weakness of early encryption schemes, the Data Encryption Standard, public key schemes including RSA; attacks on RSA by integer factorisation; Hamming distance, linear codes, parity check equations; Hamming codes, BCH codes; information and uncertainty, run encoding, Huffman encoding.

Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%
CS4051 Professional and Social Aspects of Computing
Credits: 15.0 Semester: Whole Year
Prerequisite: CS3099
Anti-requisite: CS3014
Description: This module aims: (i) to enable students to gain a broad general knowledge of some current research areas in computer science and their application in industry and commerce, and the non-technical factors which may affect decision-making in these areas; (ii) to make students aware of the social implications and ethical problems which may face the users and builders of computer systems; (iii) to develop skills in collecting and communicating information, managing and leading debate and drawing conclusions. It will consist of three parts: (i) a series of seminars will be given and students will be required to write short reports on a certain number of these and take part in a follow-up discussion; (ii) students will be required to write an essay on a current technological, business or social issue in computer science; (iii) students will be required to give an individual or team presentation on a social or professional issue in Computer Science, and lead and manage a follow-up discussion.
Teaching: Individual supervision
Assessment: Continuous Assessment = 100%

CS4098 Minor Software Project
Credits: 15.0 Semester: Whole Year
Prerequisite: CS3099
Anti-requisites: CS4099, CS3016
Description: This module aims to allow students to undertake a substantial software engineering project using professional development techniques. Each student will design, specify and construct a medium-sized software system or undertake a formal development and proof of such a system under the guidance of a member of staff. The syllabus is designed on an individual basis.
Teaching: Individual supervision
Assessment: Continuous Assessment = 100%

CS4099 Major Software Project
Credits: 30.0 Semester: Whole Year
Prerequisite: CS3099
Anti-requisites: CS4098, CS3015
Description: This module aims to allow students to undertake a substantial software engineering project using professional development techniques. Each student will design, specify and construct a medium-sized software system or undertake a formal development and proof of such a system under the guidance of a member of staff. The syllabus is designed on an individual basis.
Teaching: Individual supervision.
Assessment: Continuous Assessment = 100%

CS4101 Artificial Intelligence
Credits: 15.0 Semester: 1
Prerequisite: CS3099
Anti-requisite: CS3018
Description: This module aims to provide understanding of the general features of the A.I. problem solving process, and in particular to explain the various forms of heuristic together with their implementation and case studies of real systems. The syllabus includes aspects of action and planning, learning, reasoning.
Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%
CS4102 Computer Graphics
Credits: 15.0 Semester: 2
Prerequisite: CS3099
Anti-requisite: CS3034
Description: The aims of the module are to provide understanding of the fundamental concepts of computer graphics and to develop the ability to apply the concepts to the generation of realistic, synthetic images of 3D objects and scenes. On completion of the module, students should be competent to undertake many tasks in computer graphics, and should have an understanding of the theory underlying many of the relevant techniques.
Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%

CS4103 Distributed Systems
Credits: 15.0 Semester: 1
Prerequisites: CS3099 and CS3102
Anti-requisite: CS3013
Description: This module aims to help students (i) to understand the fundamentals of concurrency and distribution with reference to architectures, systems, programming techniques and languages; (ii) to study modern distributed systems and parallel programming languages. The syllabus consists of: basics; architecture; systems; languages.
Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%

CS4104 Human Computer Interaction
Credits: 15.0 Semester: TBA
Prerequisites: CS3099 and CS3051
Description: This module covers the main aspects of Human Computer interaction. Design guidelines, structured design methods and standards are studied and practice is given in implementation and evaluation. Students will have experience of current interactive audio, visual and manipulative technologies.
Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%

CS4201 Programming Language Design and Implementation
Credits: 15.0 Semester: 2
Prerequisites: CS3099 and CS2002
Description: This module aims to study the design and implementation of programming languages. The syllabus includes: language design principles, abstract syntax, evaluation mechanisms, binding, type systems, polymorphism, data encapsulation, exceptions, formal definition of programming languages, compiling techniques, abstract machine design, run-time systems and garbage collection.
Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%
CS4202 Computer Architecture

Credits: 15.0 Semester: 1
Prerequisites: CS3099, CS3104 and CS2002
Anti-requisite: CS3003
Description: This module aims to study the principles and technology of modern computer architectures, with particular emphasis on performance and acceleration. The syllabus consists of: (i) the CPU: pipelined, superscalar, multiprocessor and supercomputer architectures, coprocessors and ASICs, microprogramming; (ii) memory: instruction and data caches; (iii) interconnect architectures: topologies, buses; (iv) performance concepts: latency, bandwidth and analysis; (v) programming models: RISC, CISC, virtual addressing, high-level language support, multiprogramming and multiprocessor consistency; (vi) case studies.

Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, Two Hour Examination = 80%

CS4203 Computer Security

Credits: 15.0 Semester: TBA
Prerequisites: CS3099 and (CS2002 or CS3302)
Anti-requisite: CS3047
Description: This module aims to introduce the basic concepts of computer security and cryptography, including common attacks and defences against them, and the legal and policy framework. The syllabus includes: What is security, security applications and policy models. Introduction to access control, typical vulnerabilities. Unix and Internet security, firewalls, intrusion detection, malicious code and countermeasures. Information hiding, Stream ciphers, Block ciphers, Symmetric cryptographic protocols, Asymmetric cryptosystems, Asymmetric cryptographic protocols, Digital signatures, Public key infrastructures, Certification authorities. Security engineering, risk models, robustness, legal and organisational aspects of computer security. Data Protection Act, the Computer Misuse Act, international aspects, export control and key escrow.

Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%

CS4301 Agent Systems and Information Retrieval

Credits: 15.0 Semester: 2
Prerequisites: CS3099 and CS3301
Description: This module looks at some of the fundamental ideas underlying the use of software agents, in particular for information retrieval. Topics covered include: Definition of agents; Successful applications and state-of-the-art agent-based systems; Agent architectures: simple reactive agents, reactive planners, layered architectures, example architectures and applications; Agent theory: beliefs, commitments, desires, intentions, decision-theoretic agents, Markov decision processes; Software agents, personal assistants and information access: collaborative agents, information-gathering agents, believable agents (synthetic characters, modeling emotions in agents); Learning agents; Multi-agent systems: collaborating agents, agent teams, agent modeling, multi-agent learning; Robotic agents; Mobile agents. A tool such as AgentBuilder or Grasshopper will be used for practical work.

Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%
CS4302  Multimedia

Credits: 15.0  Semester: 1
Prerequisites: CS3099 and CS3102
Description: The module will introduce students to the concepts of analogue and digital media and review current standards and technologies used in the production, transport and rendering of digital multimedia. Within the context of networked multimedia the concept of Quality-of-Service will be introduced and the issues involved in transporting time-sensitive data across computer networks will be explained. Specific examples drawn from Internet-based projects, protocols and standards will be used to illustrate these issues.
Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%

CS4303  E-Commerce and Internet Law

Credits: 15.0  Semester: TBA
Prerequisites: CS3099 and CS2003
Description: This module, extending coverage in earlier modules, covers the main ideas in e-commerce and Internet law; cookies, digital money, digital signatures, business to business or consumer commerce, electronic data interchange, Secure Electronic Transaction protocols, smart cards, e-trading; encryption, privacy, copyright, patents, trade marks, domain name system, responsibilities of ISPs, illegal content and spam.
Class Hour: To be arranged.
Teaching: Two lectures, fortnightly tutorial, two-and-a-half hour practical.
Assessment: Continuous Assessment = 20%, 2 Hour Examination = 80%

CS4499  Computer Science (Special Subject)

Credits: 15.0  Semester: Either
Prerequisites: Entry to the Single Honours Computer Science or Internet Computing Degree programme and the consent of the Head of School
Anti-requisite: CS3045
Description: This module is a guided reading module on any aspect of Computer Science not covered by other available modules, intended only for Single Honours students in the Computer Science or Internet Computing Honours programme for whom exceptional timetable arrangements (such as a semester or year of absence) restrict the availability of modules unduly.
Class Hour: To be arranged.
Teaching: Tutorials, guided reading, essays, presentations and supervised practicals.
Assessment: Continuous Assessment = 100%
Information Technology (IS) Modules

IS3001  Third Level Information Technology

Credits: 60.0  Semester: 1
Prerequisites: 90 credits in Second level modules in any of the subjects listed in Arts Regulation 2(i)-(vii)
Anti-requisites: IS1001 (formerly CS1001), unless an extra 10 credits are passed or further IT work is undertaken at the discretion of the Head of School; IS1003 (formerly CS1003), IS2001

Description: This module is an intensive practically oriented introduction to information technology, covering computer and network basics, word processing, spreadsheets, databases, graphics, electronic publishing, the Internet, information retrieval, web site authoring, multimedia, video and data conferencing, UNIX, technical writing, the client/server model, elementary software engineering, legal and ethical aspects of computing and applications of IT in the arts and social sciences in general.

Class Hour: Full time, Mondays to Fridays
Teaching: lectures, tutorials, seminars and practicals
Assessment: Continuous Assessment = 100%
Re-assessment: Practical and/or oral examination

IS3002  Third Level Information Technology Project

Credits: 60.0  Semester: 2, save with Head of School’s permission
Prerequisite: IS3001

Description: A work-placement module, for a ‘remote supervisor’ in the University or in a local enterprise, on an IT topic of likely benefit to the remote supervisor. The topic must be approved by the Head of the School of Computer Science.

Class Hour: Full time, Mondays to Fridays
Teaching: Supervision, technical guidance and day-to-day support provided by the School of Computer Science; some supervision provided by the remote supervisor
Assessment: Project Report = 100%
Re-assessment: Practical and/or oral examination