**Programme Regulations: 2021/22**

**Programme Titles:**
**Degree of Bachelor of Science with Honours in Computer Science (Human-Computer Interaction) – UCAS Code: I140**
**Degree of Bachelor of Science with Honours in Computer Science with Industrial Placement (Human-Computer Interaction) – UCAS Code: I141**
**Degree of Bachelor of Science with Honours in Computer Science with Industrial Placement (Human-Computer Interaction) – UCAS Code: 1747U**

*Notes*

*(i)* *These programme regulations should be read in conjunction with the University's Taught Programme Regulations.*

*(ii)* *All optional modules are offered subject to the constraints of the timetable and to any restrictions on the number of students who may be taught on a particular module. Not all modules may be offered in all years.*

*(iii)* *Unless otherwise stated under 'Type', modules are not core.*

*(iv)* *A compulsory module is a module which a student is required to study.*

*(v)* *A core module is a module which a student must pass, and in which a fail mark may neither be carried nor compensated; such modules are designated by the board of studies as essential for progression to a further stage of the programme or for study in a further module. Unless otherwise stated, modules are not core.*

*(vi)* *Programme transfers for Tier 4 students may be restricted by current Tier 4 rules. Please refer to the Visa Team for advice.*

*(vii)* *All modules are delivered in Linear mode unless stated otherwise as Block, eLearning or distance learning.*

**Students entering study from academic year 2018/19 onwards are not permitted to move into this programme. This programme was suspended from academic year 2017-18 and is currently running only for students already enrolled.**

**1.      Stage 3**

(a)      Candidates who commenced their studies after September 2018 shall take the following compulsory modules:

| Code | Descriptive title | Total Credits | Credits Sem 1 | Credits Sem 2 | Level | Type |
|------|-------------------|---------------|---------------|---------------|-------|------|
| CSC3031 | Research and Project Skills | 20 | | 20 | 6 | Block |
| CSC3032 | Major Project in Computer Science | 40 | | 40 | 6 | Block |
| CSC3731 | Human Computer Interaction: Interaction Design | 20 | 20 | | 6 | |

(b)     Candidates who commenced their studies after September 2018 shall select a further 40 credits of optional modules from the table below. Candidates may not select more than one 10 credit modules.

| Code | Descriptive title | Total Credits | Credits Sem 1 | Credits Sem 2 | Level | Type |
|------|-------------------|---------------|---------------|---------------|-------|------|
| CSC3121 | Distributed Systems | 10 | 10 | | 6 | |
| CSC3131 | Building Systems for People | 20 | 20 | | 6 | |
| CSC3231 | Graphics for Games | 10 | 10 | | 6 | |
| CSC3232 | Gaming Technologies and Simulations | 20 | 20 | | 6 | |
| CSC3323 | Software Verification Technologies | 10 | 10 | | 6 | |
| CSC3333 | Understanding Concurrency | 10 | 10 | | 6 | |
| CSC3431 | Introduction to BioDesign and Natural Computing | 20 | 20 | | 6 | |
| CSC3432 | Biomedical Data Analytics | 20 | 20 | | 6 | |
| CSC3631 | Cryptography | 10 | 10 | | 6 | |
| CSC3632 | System and Network Security | 20 | 20 | | 6 | |
| CSC3634 | Fault Tolerant and Cyber-Physical Systems | 20 | 20 | | 6 | |
| CSC3831 | Predictive Analytics, Computer Vision & Machine Learning | 20 | 20 | | 6 | |
| CSC3833 | Data Visualization and Visual Analytics | 10 | 10 | | 6 | |
| NCL3007 | Career Development for Final Year Students | 20 | 10 | 10 | 6 | |

(c)     Candidates may take modules from other Schools to a value of 20 credits, subject to the approval of the Degree Programme Director. NCL3007 is treated as 20 credits from another School and is subject to the approval of the Degree Programme Director.

## 2.     Intercalating Year – 1747U Only

(a)     Upon completion of Stage 3, Candidates who were unable to complete their placement year between stages 2 and 3 as a result of the Covid-19 situation, shall spend the equivalent of one academic year in a placement approved by the Placement Coordinator. If a candidate is not successful in securing an approved placement, or fails the assessment of the placement year, then the candidate will be required to transfer to Stage 3 of I140.

(b)     All candidates shall take the following compulsory module:

| Code | Descriptive title | Total Credits | Credits Sem 1 | Credits Sem 2 | Level | Type |
|------|-------------------|---------------|---------------|---------------|-------|------|
| ICM0043 | Intercalating module for Computing Science Programme | 120 | 60 | 60 | 6 | |

## 3.     Assessment methods

Details of the assessment pattern for each module are explained in the module outline.

## 4.     Degree title

Candidates who are eligible for the award of the degree of I140 Computer Science (Human-Computer Interaction) may instead elect to be awarded the degree in G400 Computer Science.

Candidates who are eligible for the award of the degree of I141 Computer Science with Industrial Placement (Human-Computer Interaction) may instead elect to be awarded the degree in G401 Computer Science with Industrial Placement.

**5.      Degree classification**

Candidates entering Stage 1 in 2015/16 will be assessed for degree classification on the basis of all the modules taken at Stage 2 and 3 with the weighting of the stages being 1:2 for Stage 2 and Stage 3 respectively.