YOUR UNIVERSITY OF HULL OPEN DAYS

The University of Hull OPEN DAYS are a fantastic opportunity for you to experience all that Hull has to offer:

- See the campus and facilities for yourself
- Talk to students and make connections
- Meet the professors and lecturers who will be teaching you
- Take a tour around the accommodation: see where you will be living

14 June 2014
05 July 2014
11 October 2014
25 October 2014

Find out more
www.hull.ac.uk/opendays

Admissions
For general admissions enquiries, please contact: Admissions Service, University of Hull, Hull, HU6 7RX, UK
T: +44 (0)1482 466100
E: admissions@hull.ac.uk
www.hull.ac.uk

Download the iHull app
hull.ombiel.co.uk/get
CONTENTS

Contact
Admissions Secretary
Department of Computer Science
University of Hull
Hull, HU6 7RX
T: +44 (0)1482 465067
E: dcs-ug@hull.ac.uk
If you have a personal ID number, please quote it in all correspondence.

Connect with us

Follow us on twitter:
@HullUniScience

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Students developing robots

Brynmor Jones Library

Fibre-optic network

HIVE state-of-the-art visualization

The University of Hull 2015 | 1
The Department of Computer Science prides itself on excellent staff–student relations. We foster a friendly atmosphere and offer a range of courses and subject modules, so you can find something to suit your needs.

We place great emphasis on you being able to make an immediate contribution in your chosen field:

- We are the only UK university to have the coveted Microsoft Most Valued Professional (MVP) status awarded to an academic in recognition of their contribution to the .NET community, and to have the only Microsoft MVP academic that we know of who delivers sessions at Microsoft technical conferences.
- We were the first UK university to adopt Microsoft XBox 360 development kits within the undergraduate curriculum and we also offer access to a variety of console development platforms in teaching, including PS4 and Xbox One.
- Hull has a reputation for excellence in games development and software engineering, gained as a direct result of the quality of our graduates and postgraduates.

Industrial relevance

We work closely with companies including Black Marble, Codemasters, Microsoft, Sony, Electronic Arts and Volvo in developing our courses to ensure that they remain up to date and relevant to industry and commerce.

Student achievement

Our students have had outstanding success in the Imagine Cup, a prestigious international competition which showcases student achievement. We have had more students in the UK and World finals of the Microsoft-sponsored Imagine Cup than any other UK university. In fact, Microsoft has so much respect for our Imagine Cup experience that Rob Miles, a Lecturer in the department, is now the Worldwide Competition Captain of the Imagine Cup Software Development Challenge.

To find out more please visit us online: www.hull.ac.uk/computerscience
The British Computer Society (BCS)

We maintain close links with the BCS, so you benefit from automatic BCS student membership. This provides free personal email facilities, the Computing newspaper and access to professional information and industrial contacts. Members also receive discounts on books, equipment and services. BCS branch meetings are held in the department and at other local venues, and we encourage you to get involved in the BCS Young Professionals’ Group.

Following the last BCS accreditation visit in 2012, all our established BSc and MEng degrees were awarded full exemption from the BCS Professional Examination as well as partial/full CEng accreditation. This is the highest award that the three- and four-year Honours courses can achieve.

What can I study?

We offer a variety of degrees, ranging from traditional to more unusual and innovative courses. Not only do we have degrees suitable for students with advanced qualifications in relevant subjects, we also have a range of courses suitable for applicants with unconventional backgrounds or a mixture of subject qualifications: our BScs in Computer Science, Computer Science with Games Development, Computer Software Development, Computer Systems Engineering and Information Systems are all available with a foundation year. These variants involve an additional year of preliminary study, covering foundation topics such as mathematics, IT and an appropriate science. If you feel that this route is suitable for you, please contact the Admissions Selectors and apply using the relevant full course code (see pages 15–20 for codes).

English as a Foreign Language

The Language Learning Centre provides courses in English as a Foreign Language, specially tailored to international students’ needs. It offers intensive courses for one, two or three months before the start of the academic year, focusing on English for study and research and English language, society and culture. The centre also provides a programme of language support, including English for academic study and business purposes, and a year-long intensive programme.

We have degrees for students with advanced qualifications in relevant subjects – and a range of courses for applicants with unconventional backgrounds or a mixture of subject qualifications.
Teaching and Assessment

In the first two years, you normally attend around nine compulsory 50-minute lectures per week. In Year 1, weekly programming workshops and laboratories supplement your lectures. Course lecturers also provide a formal programme of examples classes and practicals in both Years 1 and 2.

Your progress is assessed by a combination of formal written examinations, held at the end of each semester, and a coursework or practical element. The latter may be based on programming work and associated documentation and reports, or assessment may be by submission of solutions to example sheets, through essays on various topics or through team projects.

Practical work is an important feature of all the degree courses, and assessed coursework and programming exercises account for up to 55% of the marks in the first two years.

After Year 1, a range of options gives you the opportunity to specialise. In Year 3, you also undertake an individual project – a further opportunity to specialise in the areas of computing in which you are particularly interested. You can choose your own individual student project or pick a staff project. Recent project topics have included:

- swarm bot development
- a whizzy presentation medium
- home dialysis training tool
- mobile raffle device manager
- generated landscapes
- parallel ray tracer
- strolling through a vision of the future
- object classification in 3D
- mobile app for the Open Day tour guides
- does the ‘quality’ button really work on YouTube?
- an XSL-FO interface design
- robot: autodock
- visualization of surveillance
- video classroom voting system
- Virtual Battlespace 3

The department operates an Ordinary degree scheme to which students who are unlikely to reach Honours standard in their degree are transferred to after Year 1 or Year 2 of their studies.
Computing facilities

The department uses a range of workstation and server platforms to support its teaching and research programmes, in addition to the network of PC laboratories available across the campus and in the halls of residence. The network offers access to library resources and catalogues and extends to student residences – giving you continuous access to accounts and resources, no matter where you decide to work.

An air-conditioned laboratory complex – containing approximately 170 PCs running Windows – supports general coursework in the department. The laboratory is connected via the campus network to the internet using the latest fibre-optic technology. In addition, the department also has smaller, more specialised, laboratories containing hardware such as games-programming equipment and multimedia support.

A standard image is applied to all machines and includes the Microsoft Office Suite, various software development environments (including Visual Studio) and access to alternative operating systems. A number of machines also include hardware design simulators.

The department is affiliated with Microsoft’s Academic Alliance, which allows you to access the latest Microsoft operating systems and development software for home use. Once registered with the department, you can download the software directly to your home PC free of charge. Alternatively, we can order your copies of the software for a small postage and packaging fee.

Scholarships, bursaries and industrial sponsorship

All international students (non-UK/EU applicants) are automatically eligible for a scholarship of £1,500 per year. Students will have their tuition fees reduced accordingly and therefore do not need to apply for the scholarship. Scholarships based on academic achievement are available each year. Applications for bursaries based on personal circumstances rather than academic qualifications are also considered. Please contact the department for further details of the scholarships and bursaries available (see page 1 for contact details).

We welcome applications from candidates who are sponsored and who wish to spend a year in industry during their course. Industrial sponsorships can provide a supplement to normal student funding. The department also offers a number of paid internships within SEED, our in-house software development company.

Open days are an opportunity for you to meet some of the students and staff, and to see some of our facilities.
HULL CAMPUS MAP

1. Brynmor Jones Library
2. Venn Building – Reception
3. Students’ Union
4. International Office
5. Sports Centre
6. Faculty of Arts and Social Sciences
7. Faculty of Education
8. Faculty of Health and Social Care
9. Hull University Business School
10. Faculty of Science and Engineering
11. Department of Computer Science, Robert Blackburn Building
12. Enterprise Centre
13. Hull York Medical School, Hull campus

Download the iHull app for campus maps and more up-to-the-minute information.

hull.ombiel.co.uk/get
CAREERS

The applications of computers and computing continue to grow in industry, in commerce and in pure and applied research. Our graduates have moved into all of these areas for their first employment – joining computer manufacturers, software houses and IT departments – while others have undertaken postgraduate study and research. Hull graduates have recently gained employment with, among others, Sony, the BBC, Government Communications Headquarters, Logica, Dell Computers, Fujitsu and ARCO.

In designing our degree programmes, we aim to provide you with a good theoretical and practical training which will interest potential employers and equip you with the tools to undertake further study.

The University has an excellent Careers and Employability Service, which can give you individual advice about possible careers. It also arranges recruiting visits by prospective employers during your final year. The University does consistently well in the ‘graduate employment’ category of national surveys, and it has one of the lowest graduate unemployment rates in the UK.

Research is an important part of the department’s academic work, and there are opportunities for graduates to undertake research leading to an MSc or PhD, or both. Current research interests in the department include human–computer interaction, artificial intelligence, virtual environments, local area networks, parallel computer architecture, graphics, medical imaging, graphical interfaces for specialist information systems, expert systems and interactive system design.

Cut your industry teeth on live projects at our in-house commercial software development company SEED (Software Engineering Experience Development), which is supported by Microsoft.

Your tutors work in consultancy with this and other providers – one has held the sought-after title of Microsoft’s Most Valued Professional for 11 years running.

Other Computer Science CV boosters you can access include Hull Immersive Visualization Environment, for cutting-edge 3D simulation work with telehealth and environment-focused clients; spin-out companies such as Vertual, for radiography, and Hip-HOPS, for fault-finding in the automotive industry.
'I am only 3–4 weeks into my internship but I do feel confident in my abilities to do this type of work after university, I am working on real projects for real clients.'

James Briffa
Computer Science with games development and a year in industry
What is the MEng route?

An MEng is a Masters-level qualification that provides an alternative to the traditional BSc-plus-MSc route. Our MEng courses offer you a number of distinct benefits. The MEng qualifies you for tuition fee funding in Year 4, unlike the BSc-plus-MSc route, which means that you can gain a Masters-level qualification at a significantly lower cost to you. The first three years of the MEng courses are the same as Years 1–3 of the corresponding three-year BSc degrees. In Year 4, the MEng provides you with guaranteed industrial experience working on real commercial software development projects within SEED Software (our in-house software development unit), heightened development expertise and sought-after business skills that give you a significant advantage when seeking employment. You also study relevant computing subjects in more depth.

What is a year out?

A year out, as a period of industrial experience or studying abroad, is an option for most of our degree courses. In these courses, the year out earns credits as a formal component of the degree.

We also give you the chance to be a funded intern for a year with SEED Software, working on programs that have real-world clients. Typically, to be considered for one of these positions, you will be finishing your second year of study.

All our other degree courses allow for intercalation. That is, you may choose to break your studies before the final year to gain appropriate experience in industry (and perhaps earn some cash!) or to study abroad.

The University’s Careers and Employability Service and the department’s Industrial Liaison Officer can help you find a suitable work or study placement which – combined with a good academic qualification – can make you more attractive to employers when you graduate.

What is the foundation route?

We offer a range of four-year courses in which the standard three years of BSc study described in this brochure follow a foundation year of preliminary studies. These courses are designed to provide a route into the degree-level study of computing for applicants who do not offer qualifications suitable for direct entry but who nevertheless demonstrate the potential for success.

The foundation year is an integral part of a number of degree courses, throughout which you are registered as a student of the University. Studies during the foundation year include mathematical topics, introductory information technology and programming, as well as a choice of options in science and technologies and in English.

The University’s Careers and Employability Service and the department’s Industrial Liaison Officer can help you find a suitable work or study placement which – combined with a good academic qualification – can make you more attractive to employers when you graduate.
COURSE CONTENT

Themes in the Department

The tables below give you a more detailed indication of what you would study on the different degrees that we offer on the Hull campus. The structure and content of the courses are not static – and will change to reflect significant developments in computing – so you should take these tables as a guide only.

Foundation year

All courses including a foundation year begin with the following study pattern, in which you take six equally weighted modules.

<table>
<thead>
<tr>
<th>Module</th>
<th>Pathway</th>
</tr>
</thead>
<tbody>
<tr>
<td>Foundation Science</td>
<td>✔</td>
</tr>
<tr>
<td>Preparing for Learning in Higher Education</td>
<td>✔</td>
</tr>
<tr>
<td>Foundation Computing</td>
<td>✔</td>
</tr>
<tr>
<td>Foundation Maths 1 and 2 (two modules)</td>
<td>✔</td>
</tr>
<tr>
<td>Web Skills and Technologies</td>
<td>✔</td>
</tr>
</tbody>
</table>

Year 1

A common first year for some of our single-subject courses provides you with a strong foundation of computing knowledge and enables you to transfer between our different degree courses during (or at the end of) Year 1, if you wish. You take six equally weighted modules.

<table>
<thead>
<tr>
<th>Module</th>
<th>CS CSa/i</th>
<th>GD GD/i</th>
<th>SD SDa/i</th>
<th>CSE CSE/i</th>
<th>IS IS/i</th>
</tr>
</thead>
<tbody>
<tr>
<td>Professional Skills for Computer Science</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>Quantitative Methods</td>
<td>Option</td>
<td>Option</td>
<td>Option</td>
<td>Option</td>
<td>Option</td>
</tr>
<tr>
<td>Free Elective</td>
<td>Option</td>
<td>Option</td>
<td>Option</td>
<td>Option</td>
<td>Option</td>
</tr>
<tr>
<td>Programming 1</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>Computer Systems</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>Software Engineering and Human Computer Interaction</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>Programming 2</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>Business Management and Enterprise</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>Option</td>
</tr>
</tbody>
</table>
## Year 2

In Year 2, the development of your knowledge of core computing subjects continues and specialist modules are introduced. You take six equally weighted modules.

<table>
<thead>
<tr>
<th>Module</th>
<th>CS</th>
<th>CS/a</th>
<th>GD</th>
<th>GD/i</th>
<th>SD</th>
<th>SD/a/i</th>
<th>CSE</th>
<th>CSE/i</th>
<th>IS</th>
<th>IS/i</th>
</tr>
</thead>
<tbody>
<tr>
<td>System Analysis, Design and Process</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>2D Computer Graphics and User Interface Design</td>
<td>Option</td>
<td>✓</td>
<td>©</td>
<td>Option</td>
<td>✓</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
</tr>
<tr>
<td>Information Systems and User Interface Design</td>
<td>Option</td>
<td>©</td>
<td>©</td>
<td>Option</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
</tr>
<tr>
<td>Free Elective</td>
<td>Option</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
</tr>
<tr>
<td>Advanced Programming</td>
<td>Option</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Artificial Intelligence</td>
<td>Option</td>
<td>✓</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
</tr>
<tr>
<td>E-Commerce and E-Business</td>
<td>Option</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
</tr>
<tr>
<td>Networking and Games Architecture</td>
<td>Option</td>
<td>✓</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
</tr>
<tr>
<td>Networking and Web Technologies</td>
<td>Option</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
</tr>
<tr>
<td>Software Engineering</td>
<td>Option</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
</tr>
<tr>
<td>Database Techniques</td>
<td>Option</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
</tr>
<tr>
<td>Simulation and 3D Computer Graphics</td>
<td>Option</td>
<td>✓</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
</tr>
<tr>
<td>Electronics and Interfacing</td>
<td>Option</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
</tr>
<tr>
<td>Starting a New Business</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
</tr>
<tr>
<td>Everybody Manages: Management Skills for the 21st Century</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
<td>©</td>
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</tbody>
</table>

### Year out

<table>
<thead>
<tr>
<th>Module</th>
<th>CSa</th>
<th>CS/a</th>
<th>GD/i</th>
<th>SDa</th>
<th>SD/i</th>
<th>CSE/a</th>
<th>CSE/i</th>
<th>IS</th>
<th>IS/a</th>
</tr>
</thead>
<tbody>
<tr>
<td>Year in Industry/Commerce</td>
<td>X</td>
<td>✓</td>
<td>✓</td>
<td>X</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Study Abroad</td>
<td>✓</td>
<td>X</td>
<td>X</td>
<td>✓</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
</tbody>
</table>
**Final year (BSc degrees) / Year 3 (MEng)**

Specialisation continues with a degree-specific individual project plus specialist taught modules. You take four equally weighted modules plus a project, or IT Internship for IS students, worth twice the credits of the other modules.

<table>
<thead>
<tr>
<th>Module</th>
<th>CS</th>
<th>GD</th>
<th>SD</th>
<th>CSE</th>
<th>IS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Honours-Stage Project (double module)</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>IT Internship (double module)</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>Communicating and Teaching Computing</td>
<td>Option</td>
<td>Option</td>
<td>Option</td>
<td>Option</td>
<td>Option</td>
</tr>
<tr>
<td>Languages and Compilers</td>
<td>Option</td>
<td>X</td>
<td>Option</td>
<td>Option</td>
<td>X</td>
</tr>
<tr>
<td>Mobile Devices and Applications</td>
<td>Option</td>
<td>Option</td>
<td>✓</td>
<td>Option</td>
<td>Option</td>
</tr>
<tr>
<td>Virtual Environments</td>
<td>Option</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Games Programming and Advanced Graphics</td>
<td>X</td>
<td>✓</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Starting and Managing a High-Tech Business</td>
<td>Option</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>✓</td>
</tr>
<tr>
<td>Neural, Emergent and Agent Technologies</td>
<td>Option</td>
<td>Option</td>
<td>X</td>
<td>Option</td>
<td>X</td>
</tr>
<tr>
<td>Advanced Software Engineering</td>
<td>X</td>
<td>X</td>
<td>✓</td>
<td>Option</td>
<td>Option</td>
</tr>
<tr>
<td>Data Mining and Decision Systems</td>
<td>Option</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>✓</td>
</tr>
<tr>
<td>Distributed Systems Programming</td>
<td>Option</td>
<td>Option</td>
<td>✓</td>
<td>Option</td>
<td>Option</td>
</tr>
<tr>
<td>Visualization</td>
<td>Option</td>
<td>Option</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Commercial Game Development Process</td>
<td>X</td>
<td>✓</td>
<td>Option</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Embedded Systems Development</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>✓</td>
<td>X</td>
</tr>
<tr>
<td>Strategic Management</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>Option</td>
</tr>
<tr>
<td>Information Systems in Accounting and Finance</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>Option</td>
</tr>
<tr>
<td>Psychology and Work</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>Option</td>
</tr>
</tbody>
</table>

**Final year (MEng only)**

Specialisation continues, and you gain experience of working on real commercial software development projects. You take four equally weighted modules plus Commercial Development Practice, which is worth twice the credits of the other modules.

<table>
<thead>
<tr>
<th>Module</th>
<th>CS</th>
<th>GD</th>
<th>SD</th>
<th>CSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Commercial Development Practice (double module)</td>
<td>✓</td>
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</tr>
<tr>
<td>C++ Programming and Design</td>
<td>Option</td>
<td>✓</td>
<td>X</td>
<td>✓</td>
</tr>
<tr>
<td>Real-Time Computer Graphics</td>
<td>Option</td>
<td>✓</td>
<td>X</td>
<td>✓</td>
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<tr>
<td>Simulation and Concurrency</td>
<td>Option</td>
<td>✓</td>
<td>X</td>
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<tr>
<td>Component Based Architectures</td>
<td>Option</td>
<td>X</td>
<td>✓</td>
<td>X</td>
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<tr>
<td>Maintaining Large Software Systems</td>
<td>Option</td>
<td>X</td>
<td>✓</td>
<td>X</td>
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<tr>
<td>Distributed Applications</td>
<td>Option</td>
<td>X</td>
<td>✓</td>
<td>X</td>
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<tr>
<td>Advanced Rendering and Artificial Intelligence</td>
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<td>✓</td>
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<tr>
<td>Trustworthy Computing</td>
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<td>✓</td>
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<tr>
<td>Robotic and Systems and Artificial Intelligence</td>
<td>X</td>
<td>X</td>
<td>✓</td>
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</tbody>
</table>
FREE ELECTIVE SCHEME

Studying for a degree at the University of Hull is a unique experience. We aim to provide you with an education that offers both depth and breadth of knowledge. To meet these ends the University has developed an optional Free Elective Scheme. This scheme enables the majority of undergraduate students to take one module a year from outside their main course of study.

So, how does it work?

Each year you take 120 credits’ worth of modules.

<table>
<thead>
<tr>
<th>SEMESTER 1</th>
<th>SEMESTER 2</th>
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<tr>
<td>20 credits</td>
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</tbody>
</table>

Here you take modules from your main programme of study.
Here you have the option to take a free elective or another module from your main programme of study.

What sort of subjects can I take?

You can take almost any free elective module from outside your main course of study, usually at your home campus. You can even take a module from another faculty. You should discuss your choice of free electives with your supervisor.

What are the main reasons for participating?

- The scheme gives you the opportunity to study a subject without having to commit yourself to taking further modules in that subject area.
- By taking a free elective you are able to follow up your interests as part of your degree.
- With a broader education you may acquire extra skills that will help you when you enter the employment market.
COURSES

Computer Science
Computer Science with Games Development
Computer Software Development
Computer Systems Engineering
Information Systems
**Computer Science**

**CHOOSE HULL**

We offer unrivalled links with employers. You get to meet and network with representatives from industry giants, who regularly give us feedback on our syllabus. Our staff help inform their new product development, too. In fact, our teaching team includes the only UK academic to hold Microsoft’s Most Valuable Professional status for 11 years running.

**Computer Science**

**BSc/MEng (Hons)**

**Single Honours | 3/4 years**

Computer Science is a key discipline within the technological revolution and is a rapidly evolving subject. This degree balances core fundamentals with the latest research and industry practice. When you graduate, you will have an essential body of knowledge to which you can add your own insight, imagination and ability. This course enables you, as part of the next generation of computer scientists, to develop the computer systems of the future.

An undergraduate Masters (MEng) is available if you wish to study at a more advanced level. MEng students are guaranteed industry experience working on live projects within our in-house commercial software unit, SEED Software.

**Course Features**

- Year 1 covers fundamentals such as programming, software development, computer systems, quantitative methods, information technology and professional skills. As Year 1 is common across our courses, it is possible to transfer to another of our Computer Science degrees for Year 2 if you wish.
- Year 2 includes the development of core computing subjects and introduces new topics, so you can create powerful and useful systems that make a difference to organisations and users.
- Year 3 expands on these skills, complemented by specialised modules including Virtual Environment, Visualization, Mobile Devices and individual project work.
- You can bolt on an extra year studying abroad or a paid year in industry as part of your degree.

**Career Opportunities**

Graduate jobs with computer manufacturers, software houses, IT departments or in pure and applied research are common career paths for our students. Recent leavers have been recruited by IBM, Tribal, the BBC, Dell, Arco Ltd, Logica and Fujitsu.

**Typical Entry Requirements**

- Three A levels: 280–300 tariff points
- IB Diploma: 28–30 points
- BTEC L3 Extended Diploma: DDM–DDD
- Access to HE Diploma: Pass with 23 credits at merit
- GCSE Mathematics at Grade C (or equivalent), and GCSE English is preferred.
Computer Science with Games Development

**CHOose Hull**

We create industry-ready games and industry-ready graduates. First in the UK to adopt Microsoft Xbox 360 development kits into the undergraduate curriculum, we also use PS4, PS Vita and Xbox One development platforms in teaching. Our twice-yearly student games development competition, the Three Thing Game, sees more than 100 students enter a 24-hour programming marathon, with the best entries going on to be released commercially. All our courses are accredited by the British Computer Society.

**Computer Science with Games Development BSc/MEng (Hons)**

Single Honours | 3/4 years

The computer games industry is dynamic, fast-moving and creative. The latest cutting-edge technology enables more realistic physics and artificial intelligence to be used. This degree covers industry-critical areas of programming, software engineering, computer programming and simulation. It also includes a significant element of practical project work that is relevant to the gaming industry.

An undergraduate Masters (MEng) is available if you wish to study at a more advanced level. MEng students are guaranteed industry experience working on live projects within our in-house commercial software unit, SEED Software.

**Course Features**

- Year 1 covers fundamentals such as programming, software development, computer systems, quantitative methods, information technology and professional skills. The courses have a common first year, so you can transfer to another of our Computer Science degrees for Year 2 if you wish.
- Year 2 develops the core computing subjects and introduces new topics.
- Year 3 expands on these skills, complemented by project work and specialised modules covering commercial game development processes, games programming and advanced graphics.
- You can enhance your degree with an extra paid year in industry.

**Career Opportunities**

Graduate-level jobs with games studios and software houses are common career paths for our students. Our leavers have recently been recruited by the likes of Codemasters, Criterion (Electronic Arts), Dynamo Games, Eutechnyx, Rare (Microsoft), Lionhead Studios (Microsoft), Pi Studios, Sony and Bohemia Interactive.

**Typical Entry Requirements**

- Three A levels: 280–300 tariff points
- IB Diploma: 28–30 points
- BTEC L3 Extended Diploma: DDM–DDD
- Access to HE Diploma: Pass with at 23 credits at merit
- GCSE Mathematics at Grade C (or equivalent), and GCSE English is preferred.

**If this subject interests you, see our full range of courses.**

**Single Honours**

Computer Science with Games Development [G490](#)

**With industrial experience (4 yrs)**

Computer Science with Games Development [G493](#)

**With a foundation year (4 yrs)**

Computer Science with Games Development‡ [G491](#)

**Undergraduate Masters (4 yrs)**

Computer Science with Games Development‡ [G492](#)

‡ Contact the appropriate admissions tutor for guidance.

FIND OUT MORE

E: admissions@hull.ac.uk

Keep updated visit us online [uniofhull.info/comp](http://uniofhull.info/comp)
Computer Software Development

CHOOSE HULL

Designed in collaboration with industry partners, we bring the giants of the computer industry (Microsoft; Sony; IBM) on to campus to inspire and inform. We think it works. Our student teams make the UK finals of Microsoft’s Imagine Cup contest, and the best entries from our in-house games development competition have seen commercial release. It’s little wonder that our students gave us 91% for satisfaction with their course in the National Student Survey 2013.

Computer Software Development
BSc/MEng (Hons)
Single Honours | 3/4 years

Although programming is at the heart of software development, creating successful software involves much more than just writing code.

The course explores the tools and techniques used at every level: from controlling the life cycle over which code is deployed to the ways it can be tested in development and learning how to determine the behaviour of a required system.

An undergraduate Masters (MEng) is available if you wish to study at a more advanced level. MEng students are guaranteed industry experience working on live projects within our in-house commercial software unit, SEED Software.

Course Features

- Year 1 covers fundamentals such as programming, software development, computer systems, quantitative methods, information technology and professional skills. As our courses share a common first year, it’s possible to transfer onto another of our Computer Science degrees before Year 2, if you wish.
- Year 2 includes the development of core computing subject, which include advanced programming, software engineering and networking.
- Year 3 expands on these skills, complemented by specialised modules and project work, including advanced software engineering, distributed systems programming and mobile devices.
- Enhance your degree with an extra year studying abroad or a paid year in industry.

Career Opportunities

Graduate-level jobs with computer manufacturers, software houses, IT departments or in pure and applied research are common career paths for our students. Our leavers have recently been recruited by the likes of IBM, Tribal, BAE Systems, GlaxoSmithKline and Cisco.

Typical Entry Requirements

- Three A levels: 280–300 tariff points
- IB Diploma: 28–30 points
- BTEC L3 Extended Diploma:
  - DDM–DDD
- Access to HE Diploma: Pass with at 23 credits at merit
- GCSE Mathematics at Grade C (or equivalent), and GCSE English is preferred.

If this subject interests you, see our full range of courses.

Single Honours

Computer Software Development G600

With industrial experience (4 yrs)

Computer Software Development G602

With study abroad (4 yrs)

Computer Software Development G603

With a foundation year (4 yrs)

Computer Software Development† G601

Undergraduate Masters (4 yrs)

Computer Software Development† G604

† Contact the appropriate admissions tutor for guidance.

FIND OUT MORE

E: admissions@hull.ac.uk
Keep updated visit us online
uniofhull.info/comp
Computer Systems Engineering

CHOOSE HULL

As a member of the Microsoft Academic Alliance, our students gain free access to virtually the entire range of Microsoft software, including their operating systems and Visual Studio. Our courses are accredited by the British Computer Society, meet the academic requirements for Incorporated Engineers and take you a step closer to Chartered Engineer status.

Computer Systems Engineering BSc/MEg (Hons)
Single Honours | 3/4 years

Computer Systems Engineering is the integration of software engineering and digital electronics.

The course explores the tools and techniques used in the production of embedded computer systems through extensive uses of robots.

An undergraduate Masters (MEng) is available if you wish to study at a more advanced level. MEng students are guaranteed industry experience working on live projects within our in-house commercial software unit, SEED Software.

Course Features

- Year 1 covers fundamentals such as programming, software development, computer systems, quantitative methods, information technology and professional skills. As our courses share a common first year, you can transfer to another of our Computer Science degrees for Year 2 if you wish.
- Year 2 expands on the core computing subjects and introduces new topics, as well as students getting to meet their first robot.
- Year 3 sharpens these skills, complemented by specialised modules and project work. You are also introduced to issues of embedded control.
- You can enhance your degree with a paid year in industry.

Career Opportunities

Graduate-level jobs with computer manufacturers, software houses, IT departments and in pure and applied research are common career paths for our students. Our leavers have recently been recruited by employers including IBM, Nestlé, Microsoft, Airbus and Nokia.

Typical Entry Requirements

- Three A levels: 280–300 tariff points
- IB Diploma: 28–30 points
- BTEC L3 Extended Diploma: DDM–DDD
- Access to HE Diploma: Pass with at 23 credits at merit
- GCSE Mathematics at Grade C (or equivalent), and GCSE English is preferred.

If this subject interests you, see our full range of courses.

Single Honours

- Computer Systems Engineering H600

With industrial experience (4 yrs)

- Computer Systems Engineering H650

With a foundation year (4 yrs)

- Computer Systems Engineering H601

Undergraduate Masters (4 yrs)

- Computer Systems Engineering H606

‡ Contact the appropriate admissions tutor for guidance.

FIND OUT MORE

E: admissions@hull.ac.uk
Keep updated visit us online

uniofhull.info/comp
Information Systems

CHOOSE HULL

As a professional, you will need to analyse business requirements and put IT solutions in place. Here, you manage live commercial software engineering projects in your final year with a guaranteed industry placement at our in-house commercial software company, SEED Software. You can also tailor your degree to fit your preferred career path. And British Computer Society course accreditation means that you can register as a Chartered IT Professional on graduation.

Information Systems BSc (Hons)
Single Honours | 3/4 years

This degree links computer science and business. It focuses on exploring and exploiting the use of computing in business to gain a competitive edge. This is distinct from information systems as a technology.

This course offers exposure to project management within various types of business environment, while providing core computing skills.

Course Features

• Year 1 covers fundamentals such as programming, software development, computer systems, quantitative methods, information technology and professional skills. As our courses have a shared first year, you can transfer to another of our Computer Science degrees for Year 2 if you wish.

• Year 2 develops your core computing subjects and introduces new topics such as requirements capture, specification, analysis and software development.

• Year 3 expands on these skills, complemented by specialised modules and either individual project work or industrial experience, managing real commercial software projects within SEED: our in-house software development company.

• Enhance your degree with a paid year in industry, with options including a placement at SEED Software.

Career Opportunities

Graduate-level jobs with computer manufacturers, software houses, IT departments or commercial organisations are common career paths for our students. Our leavers have recently been recruited by employers including Sony, the BBC, UK Government Communication Headquarters, Logica, Dell, Fujitsu and News International.

Typical Entry Requirements

• Three A levels: 280 tariff points
• IB Diploma: 28 points
• BTEC L3 Extended Diploma: DDM
• Access to HE Diploma: Pass with merits in a minimum of 23 credits (including some science)
• GCSE Mathematics at Grade C (or equivalent), and GCSE English is preferred.

Information Systems

FIND OUT MORE

E: admissions@hull.ac.uk

Keep updated visit us online

uniofhull.info/comp
‘I would describe all of the teaching staff I have interacted with as very kind and hard working people. If I have ever had a problem and asked one of the lecturers they have always taken time out to fully explain the problem (even when they were busy doing something previously).’

Nathan Roys
Computer Science
How do I get to know other people in the department?
Our induction week includes a welcome party where you meet staff and other first-year students. You will soon get to know other members of your year through tutorials and practical classes.

What is a typical week like?
A typical week in Years 1 and 2 involves 10 hours of lectures and six hours of support classes such as practicals and tutorials. There is less formal contact time in Year 3, when you will be working on your individual project. In between formal classes, you have plenty of time to complete your coursework and pursue all your other interests.

Is there tutorial support?
Teaching support is provided in a variety of ways. For example, several tutorial sessions or classes may be organised per week, each for a subset of students. Open-door clinic sessions may also be provided to give practical support with lab work or coursework.

How do I decide which modules to take?
Each year you receive a handbook giving full details of each module and showing the compulsory and optional modules. Your supervisor is also available to advise you.

How are my modules assessed?
The module specifications outline the method of assessment for each module: normally a mix of coursework and written examination at the end of the semester in which it is studied.

What happens if I fail a module? Do I have to leave?
No. You may be able to retake the module. Most students pass the resit, but even if you find that you are unable to maintain the level required for an Honours degree, you may be able to transfer to an Ordinary degree.

Can I get help if I am having problems with a module?
Our open-door policy means that you can call on any member of staff at any time and seek their help. Staff are busy, of course, but you will find that we are approachable and genuinely willing to help.

Who can I turn to for help and advice?
Throughout your time here, one member of staff acts as your personal supervisor. This ensures that there is at least one person you can turn to for advice on any matter, whether academic or personal. The Counselling Service, hall wardens and their assistants, tutors for student houses and the students’ union Advice Centre are also concerned, in different ways, with your welfare. The department also has its own dedicated Student Experience Officer to provide support and advice.
Our induction week includes a welcome party where you meet staff and other first-year students. You will soon get to know other members of your year through tutorials and practical classes.

Can I comment on the teaching I receive?

Yes. At the end of each module we collect your comments. Staff review a summary of the feedback and present a report to the next staff and Staff–Student Committee meeting. Comments can be made in other ways too: through our Quality Incident Book, the Quality Officer, your rep on the Staff–Student Committee, your personal supervisor, the Director of Undergraduate Studies or the Head of Department.

How easy is it to change degree course?

It is usually possible to change courses depending on the options you have chosen. You may wish to transfer to a degree that includes industrial experience, our four-year MEng (integrated Masters), or perhaps move between our different three-year BSc degrees.

Is there any time for sport or leisure activities?

Wednesday afternoons are free for all undergraduates. The compact nature of the campus means that you won’t have to spend much time travelling around. You could even fit in a game of squash between lectures!

Why do the courses encompass professional development?

Our courses are technical in nature, but it is no longer enough to be just a good ‘techie’. Computing professionals must be able to communicate at different technical and organisational levels, to work in teams, to be comfortable giving presentations and to use modern communications technology effectively. In addition to such transferable skills, we believe it is important that you acquire a firm understanding of the legal, moral and social implications of your future activities.

Do your graduates have good employment prospects?

Students who work hard and attain a good degree are very well positioned to take advantage of the exciting opportunities that careers in computing offer. All of our degrees provide a grounding in programming and software engineering, which constitutes a solid foundation for traditional computing careers. Depending on the degree you choose, you can also gain a deep understanding of specific areas of computing such as robotics and games development.
2015 ENTRY – YOUR JOURNEY

Your choice of University and course will influence the rest of your life, it's important to get it right, The Schools and Colleges Liaison Team are here to help and support you at the start of your journey. We welcome enquiries – contact the Schools and Colleges Liaison Service:

T: +44 (0)1482 465103
E: scls@hull.ac.uk
www.hull.ac.uk/scls

February – July 2014
UCAS HE Conventions

We go nationwide to meet you – book your place and find out why the University of Hull is your first choice.

June 14 2014
Open Day
Book your place.

July 5 2014
Open Day
Book your place.

July 2014 – January 2015
Apply to university via UCAS – deadline 15 January 2015. Make the University of Hull your choice.

October 11
2014
Open Day
Book your place.

October 25
2014
Open Day
Book your place.

Now you have met us, read about us, come and see for yourself and meet your professors, see your campus and get the answers to all your questions.

October 2014 – May 2015
Place offers sent out – make your decision.
BOOK YOUR OPEN DAY PLACE NOW

T: +44 (0)1482 466500
E: opendays@hull.ac.uk
www.hull.ac.uk/opendays

Welcome to
The University of Hull

28 September 2015
Congratulations and enjoy your welcome week as a student at the University of Hull.

5 October 2015
The start of teaching.

February 2015
Applicant Day
Good Luck.

April 2015
Applicant Day
Good Luck.

March 2015
Applicant Day
Good Luck.

May 2015
The University of Hull Student Living Guide goes live online.

8 May 2015
• Decision deadline
• Finance deadline

September 2015
Receive your Welcome Guide and confirmation.

1 September 2015
Accommodation guarantee deadline.

These dates are for the main UCAS cycle and some subjects operate different interview dates. We are often able to offer places at other times, especially to international applicants. Please contact us for advice on your application.
WELL CONNECTED

You have the best of all worlds at the University of Hull.

Not only does our campus in Hull have beautiful surroundings and an abundance of outdoor leisure opportunities right on the doorstep, it is also well situated – making it easily accessible by road, rail, sea and air.
The city of Hull is in East Yorkshire, on the north bank of the Humber Estuary. A gateway to Europe and beyond, it has strong global transport connections as well as good road and rail links to other major UK cities.

Scarborough, a picturesque seaside town, is situated on the North Yorkshire coast, and is within an hour’s drive of York and only 40 miles from the University's Hull campus.

By road, the M62 puts Hull on the national motorway network. By rail, direct trains between Hull and London take as little as two-and-a-half hours.

By sea, daily overnight passenger ferries run from the city’s port to Rotterdam in the Netherlands and Zeebrugge in Belgium.

And by air, Hull is served by international airports including nearby Humberside Airport, which has direct flights to Europe and a global reach via Amsterdam’s Schiphol Airport; Robin Hood Airport in South Yorkshire; Leeds Bradford Airport in West Yorkshire; and Manchester Airport.

1 HOUR to Amsterdam (Schiphol) from Humberside Airport

2.5 HOURS to Central London

1 HOUR from Hull to Scarborough

2 HOURS to Manchester Airport
MONEY MATTERS

Transparent costing policy

The University of Hull believes in transparency regarding costs incurred by students studying for its awards. We will clearly identify mandatory costs which arise from undertaking a programme and/or its core modules. The costs of all compulsory field trips and of all field trips at Level 4 (typically the first year) of a programme will be free of charge, as will essential equipment. We will be clear in our information about necessarily incurred costs (e.g. living costs, accommodation, parking and so on) associated with studying at the University and will provide clear guidance in our information about what these are likely to be. A further category is optional costs which may arise from particular module choices. Though optional, these costs may nonetheless by seen by students as necessary if they are to do well on a programme or to get the most out of it, and as such will be made transparent and easily accessible.

Welcome back – Loyalty Scholarships

We know that loyalty is a two-way street. That’s why we offer our alumni a range of fee discount options on our postgraduate taught courses. As a Hull graduate, you already have a lifelong connection with your university; if you’re considering further study, you don’t have to start all over again at a brand new university – a postgraduate programme at Hull would be a natural extension of your student experience with us. Whether you’re looking for an injection of career momentum, a change of direction, or purely to explore your area of academic interest in even greater depth, the wide range of postgraduate studies across our faculties will have something for you. As a postgraduate here, you can take advantage of world-class research expertise, cutting-edge facilities and unrivalled student support.

Be inspired, further information about Loyalty Scholarships and how your University can make postgraduate taught studies more affordable for you is available by contacting:

For faculties and course information; hefunding@hull.ac.uk or Elaine Warrener on +44 (0)1482 465363.

For a range of international scholarships offered by the University of Hull Business School (HUBS); businessmasters@hull.ac.uk or Bella Anand at b.anand@hull.ac.uk
### USEFUL CONTACTS

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<thead>
<tr>
<th>Accommodation</th>
<th>Admissions</th>
<th>International Office</th>
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<tbody>
<tr>
<td>For further information please contact:</td>
<td>For further information please contact:</td>
<td>We welcome enquiries on:</td>
</tr>
<tr>
<td>E: <a href="mailto:rooms@hull.ac.uk">rooms@hull.ac.uk</a></td>
<td>Hull campus</td>
<td>T: +44 (0)1482 466904</td>
</tr>
<tr>
<td><a href="http://www.hull.ac.uk/accomm">www.hull.ac.uk/accomm</a></td>
<td>T: +44 (0)1482 466100</td>
<td>E: <a href="mailto:international@hull.ac.uk">international@hull.ac.uk</a></td>
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<td></td>
<td>E: <a href="mailto:admissions@hull.ac.uk">admissions@hull.ac.uk</a></td>
<td><a href="http://www.hull.ac.uk/international">www.hull.ac.uk/international</a></td>
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<tr>
<th>Student Finance</th>
<th>The Schools and Colleges Liaison Team</th>
<th>UCAS</th>
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<tr>
<td>For a full list of fees and funding advice:</td>
<td>We welcome enquiries on:</td>
<td>Contact the UCAS Customer Service Unit for further information:</td>
</tr>
<tr>
<td>T: +44 (0)1482 465363</td>
<td>T: +44 (0)1482 465103</td>
<td>T: +44 (0)871 468 0468</td>
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<tr>
<td>E: <a href="mailto:hefunding@hull.ac.uk">hefunding@hull.ac.uk</a></td>
<td>E: <a href="mailto:scls@hull.ac.uk">scls@hull.ac.uk</a></td>
<td><a href="http://www.ucas.com">www.ucas.com</a></td>
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<td><a href="http://www.hull.ac.uk/scls">www.hull.ac.uk/scls</a></td>
<td><a href="http://www.ucas.com">www.ucas.com</a></td>
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Without limiting the effect of the previous paragraph, we reserve the right to introduce changes to the information given in our brochure, including the addition, withdrawal, re-location or restructuring of courses.

In no event will we be liable for any loss or damage including without limitation, indirect or consequential loss or damage, or any loss or damage whatsoever arising from loss of data or profits arising out of or in connection with the use of this brochure.

This brochure is available in alternative formats on request.

Admissions information provided in this brochure is intended as a general guide and cannot cover all possibilities. Entry requirements are generally stated in terms of A level grades and/or UCAS points, but we encourage applications from people with a wide range of other qualifications and/or experience. Some further details of the various entry routes are included in our general prospectus. Please contact the Admissions Service with any specific queries about admissions.

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