



Programme Specification (UG)

Awarding body / institution:	Queen Mary University of London
Teaching institution:	Queen Mary University of London
Name of award and field of study:	Master of Science (MSci) Computer Science with Year Abroad
Name of interim award(s):	CertHE, DipHE, BSc, MSci
Duration of study / period of registration:	5 year
QMUL programme code / UCAS code(s):	UMIF-QMCOMF1 / G41Y
QAA Benchmark Group:	Computing
FHEQ Level of Award :	Level 7
Programme accredited by:	Chartered Institute for IT (BCS). Institution of Engineering and Technology (IET) - Extended to the full 5 year period to 2025 intake.
Date Programme Specification approved:	
Responsible School / Institute:	School of Electronic Engineering & Computer Science

Schools / Institutes which will also be involved in teaching part of the programme:

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Collaborative institution(s) / organisation(s) involved in delivering the programme:

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Programme outline

This broad degree programme provides a solid foundation for a number of IT careers, including programming and systems analysis and design. You will cover core topics such as software engineering, computer systems and applications. You can specialize in subjects such as computer graphics, artificial intelligence and distributed systems. You will gain practical experience in building a variety of computer systems in progressively more demanding contexts.

This programme is accredited by the Institution of Engineering and Technology on behalf of the Engineering Council for the purposes of fully meeting the academic requirement for registration as an Incorporated Engineer and partly meeting the academic requirement for registration as a Chartered Engineer.

Aims of the programme

The overall aims of this programme are to produce graduates with a sound understanding of the discipline of computer science and the knowledge and skills that will enable them to develop rapidly into professional software designers and engineers.

The programme has three main themes: software engineering, computer systems and applications. The aim is to provide a good coverage of the foundations of these areas along with the opportunity for students to develop a deeper knowledge of the topics that particularly interest them.

The programme has a strong practical character and students gain experience in building a variety of computer systems in a range of progressively demanding situations.

Alongside this, the programme pays attention to the wider context of computing and the development of transferable skills such as writing, presentation and team work. The programme is under continual revision to ensure it matches the needs of both students and their future employers.

What will you be expected to achieve?

The programme provides opportunities for students to develop and demonstrate knowledge, understanding and skills in the following areas. The outcomes are informed by the QAA subject benchmark statement in Computing, the requirements of the BCS and IET for CEng accreditation and the ACM Computing Curricula 2001.

Software Engineering

- knowledge of the basic theory of programming languages and of the main classes of languages
- experience in using several programming languages
- appreciate the importance of simplicity, robustness and systematic organization in program design
- knowledge of fundamental algorithms and the notion of complexity
- experience in applying a range of methods in the development of large-scale software systems
- knowledge of the software life-cycle, software design methodologies and software development tools
- understanding of database principles and techniques and they role they play in information management

Computer Systems

- knowledge of computer system components and architecture
- understanding of the principles of operating systems and networks and the techniques required for their implementation
- knowledge of specific operating systems including experience in implementing parts of an operating system
- knowledge of the common protocols used in networks

Applications

- knowledge and understanding of some major application areas in the sciences, medicine, industry and commerce
- knowledge of some advanced application techniques and experience with using them in practice
- knowledge of usability principles and the ability to apply them in practice

Generic Knowledge and Transferable Skills

- experience in problem-solving
- work effectively as a member of a design team
- knowledge of project management skills
- appreciate the presence of risk in engineering practice
- produce well-written technical reports
- understanding of the mathematical, scientific and engineering elements of computer science
- understanding of the historical, social and professional context of computer science

Please note that the following information is only applicable to students who commenced their Level 4 studies in 2017/18, or 2018/19

In each year of undergraduate study, students are required to study modules to the value of at least 10 credits, which align to one or more of the following themes:

- networking
- multi- and inter-disciplinarity
- international perspectives
- enterprising perspectives.

These modules will be identified through the Module Directory, and / or by your School or Institute as your studies progress.

Academic Content:

A 1	Knowledge and skills related to the key field of software engineering, including the ability to design, implement and test algorithms and larger programmes in a rigorous and principled way, and detailed understanding of the software development life-cycle, relevant methodologies and tools.
A 2	Knowledge and skills related to the key field of computer systems, including understanding of the principles of computer architecture, operating systems and networks, and the ability to use specific techniques for small-scale implementations.
A 3	Knowledge and skills related to the key field of applications, including understanding of some of the major application areas in the sciences, medicine, industry and commerce, and the ability to grasp and apply appropriate usability principles and techniques for these areas.

Disciplinary Skills - able to:

B 1	Analyse and solve technical problems effectively, both individually and as part of a design team
B 2	Understand and apply technical project management techniques and skills
B 3	Demonstrate awareness and understanding of the mathematical, scientific and engineering foundations of the discipline of computer science
B 4	Demonstrate awareness and understanding of the historical, social, professional, industrial and ethical context of the discipline of computer science
B 5	Communicate technical detail effectively to a variety of audiences, both through production of well-written technical reports and through oral presentation / demonstration
B 6	Work with a high degree of independence to define a problem area; perform appropriate research; understand and work within the broader context including client / user needs, constraints and resources; manage the project effectively and efficiently; justify and evaluate the outcomes

Attributes:	
C 1	Connect information and ideas within the broader context of the discipline of computer science
C 2	Acquire and apply knowledge in a critical way, evaluating its reliability and relevance, in order to investigate and solve unfamiliar problems
C 3	Explain complex technical concepts clearly in a variety of settings, to a variety of audiences, using a variety of media
C 4	Develop a strong sense of intellectual and professional integrity
C 5	Think and work creatively, using information and experience as the basis for decision-making
C 6	Identify, select, apply and evaluate appropriate scientific and engineering principles, techniques and tools in the development, usage, maintenance and modification of information systems

How will you learn?

All taught courses involve lectures, problem-solving coursework and practical sessions. Lectures are used to introduce principles, methods and techniques and, through the use of examples, to illustrate how they can be applied in practice. Coursework allows students to develop their own skills in design and problem-solving and gain extensive practical experience of building computer systems using a wide range of tools and techniques. Practical sessions provide students with the guidance and help required to achieve this. These sessions take the form of programming laboratories, design studios, exercise classes and project consultancy meetings run by academic staff with the assistance of postgraduate students. On all our courses, students mostly 'learn through doing' and can expect to spend far longer in the teaching laboratory than in lectures. Some core units include short essay writing coursework to develop the skills that are vital for effective presentation of project work.

How will you be assessed?

The assessment of the taught course units takes place through a written examination and coursework.

The final year project is examined on the basis of a written report, a formal oral presentation, and a demonstration of the piece of software developed by the student. Students can also put in some business flavour into their final year projects. In addition to the final year project, other modules introduce project and group working skills.

How is the programme structured?

Please specify the structure of the programme diets for all variants of the programme (e.g. full-time, part-time - if applicable). The description should be sufficiently detailed to fully define the structure of the diet.

Year 1 Modules

Semester 1

ECS401U Procedural Programming (15 credits)

ECS404U Computer Systems and Networks (15 credits)

ECS407U Logic and Discrete Structures (15 credits)

ECS427U Professional and Research Practice (15 credits)

Semester 2

ECS414U Object Oriented Programming (15 credits) (pre requisite for ECS639U,ECS657U,ECS658U)

ECS417U Fundamentals of Web Technology (15 credits)

ECS419U Information Systems Analysis (15 credits)

ECS421U Automata and Formal Languages (15 credits) (pre requisite for ECS652U)

Year 2 Modules

Semester 3

ECS505U Software Engineering (15 credits)

ECS509U Probability and Matrices (15 credits)

ECS519U Database Systems (15 credits) (pre requisite for ECS650U)

ECS529U Algorithms and Data Structures (15 credits)

Semester 4

ECS506U Software Engineering Project (15 credits)

ECS518U Operating Systems (15 credits) (pre requisite for ECS642U)

ECS522U Graphical User Interfaces (15 credits)

ECS524U Internet Protocols and Applications (15 credits)

Third Year Module

Semester 5

ECS635U Project (30 credits) (Core)

Plus three modules from:

ECS607U Data Mining (15 credits)

ECS610U Computer Graphics (15 credits)

ECS638U Design for Human Interaction (15 credits)*

ECS639U Web Programming (15 credits) (pre requisite ECS414U)

ECS640U Big Data Processing (15 credits)

ECS642U Embedded Systems (15 credits) (pre requisite ECS518U)

ECS651U Computability, Complexity and Algorithms (15 credits)

ECS657U Multi-platform Games Development (15 credits) (pre requisite ECS414U)

ECS658U Further Object Oriented Programming (15 credits) (pre requisite ECS414U)

ECS671U Semi-Structured Data Engineering (15 credits) (pre requisite ECS519U)

Semester 6

ECS635U Project (cont) (30 credits) (Core)

Plus three modules from:

ECS605U Image Processing (15 credits)

ECS622U Product Development (15 credits)*

ECS637U Digital Media and Social Networks (15 credits)

ECS647U Bayesian Decision and Risk Analysis (15 credits)

ECS652U Compilers (15 credits) (pre requisite ECS421U)

ECS655U Security Engineering (15 credits)

ECS656U Distributed Systems (15 credits)

ECS659U Neural Networks and Deep Learning (15 credits)

ECS661U User Experience Design (15 credits)

Students may only take 1 from either ECS638U Semester A or ECS622U Semester B maximum*

Fourth Year modules

Semester 7 and 8

ECS600U Year Abroad (120 credits) Core

Final Year Modules

Semester 9

ECS7019U Advanced Group Project (30 credits) (Core)

Plus three modules from:

ECS708U Machine Learning (15 credits)

ECS709U Introduction to Computer Vision (15 credits)

ECS712U Design for Human Interaction (15 credits) (not if taken as ECS638U)

ECS713U Functional Programming (15 credits)

ECS763U Natural Language Processing (15 credits)

ECS7018U Logic in Computer Science (15 credits)

Semester 10

ECS7019U Advanced Group Project (30 credits) cont'd) (Core)

Plus three modules from:

ECS726U Security Authentication (15 credits)

ECS733U Interactive Systems Design (15 credits)

Programme Title: G41Y Master of Science (MSci) Computer Science with Year Abroad (2024-2025)

ECS736U Information Retrieval (15 credits)
ECS784U Data Analytics (15 credits)
ECS797U Machine Learning for Visual Data Analysis (15 credits)
ECS7028U Data Semantics (15 credits)

Academic Year of Study FT - Year 1

Module Title	Module Code	Credits	Level	Module Selection Status	Academic Year of Study	Semester
Procedural Programming	ECS401U	15	4	Compulsory	1	Semester 1
Computer Systems and Networks	ECS404U	15	4	Compulsory	1	Semester 1
Logic and Discrete Structures	ECS407U	15	4	Compulsory	1	Semester 1
Professional and Research Practice	ECS427U	15	4	Compulsory	1	Semester 1
Object Oriented Programming	ECS414U	15	4	Compulsory	1	Semester 2
Fundamentals of Web Technology	ECS417U	15	4	Compulsory	1	Semester 2
Information Systems Analysis	ECS419U	15	4	Compulsory	1	Semester 2
Automata and Formal Languages	ECS421U	15	4	Compulsory	1	Semester 2

Academic Year of Study FT - Year 2

Module Title	Module Code	Credits	Level	Module Selection Status	Academic Year of Study	Semester
Software Engineering	ECS505U	15	5	Compulsory	2	Semester 1
Probability and Matrices	ECS509U	15	5	Compulsory	2	Semester 1
Database Systems	ECS519U	15	5	Compulsory	2	Semester 1
Algorithms and Data Structures	ECS529U	15	5	Compulsory	2	Semester 1

Programme Title: G41Y Master of Science (MSci) Computer Science with Year Abroad (2024-2025)

Module Title	Module Code	Credits	Level	Module Selection Status	Academic Year of Study	Semester
Software Engineering Project	ECS506U	15	5	Compulsory	2	Semester 2
Operating Systems	ECS518U	15	5	Compulsory	2	Semester 2
Graphical User Interfaces	ECS522U	15	5	Compulsory	2	Semester 2
Internet Protocols and Applications	ECS524U	15	5	Compulsory	2	Semester 2

Academic Year of Study FT - Year 3

Module Title	Module Code	Credits	Level	Module Selection Status	Academic Year of Study	Semester
Project	ECS635U	30	6	Core	3	Semesters 1 & 2
Data Mining	ECS607U	15	6	Elective	3	Semester 1
Computer Graphics	ECS610U	15	6	Elective	3	Semester 1
Design for Human Interaction	ECS638U	15	6	Elective	3	Semester 1
Web Programming	ECS639U	15	6	Elective	3	Semester 1
Big Data Processing	ECS640U	15	6	Elective	3	Semester 1
Embedded Systems	ECS642U	15	6	Elective	3	Semester 1
Computability, Complexity and Algorithms	ECS651U	15	6	Elective	3	Semester 1
Multi-platform Games Development	ECS657U	15	6	Elective	3	Semester 1
Further Object Oriented Programming	ECS658U	15	6	Elective	3	Semester 1
Semi-Structured Data Engineering	ECS671U	15	6	Elective	3	Semester 1

Programme Title: G41Y Master of Science (MSci) Computer Science with Year Abroad (2024-2025)

Module Title	Module Code	Credits	Level	Module Selection Status	Academic Year of Study	Semester
Image Processing	ECS605U	15	6	Elective	3	Semester 2
Product Development	ECS622U	15	6	Elective	3	Semester 2
Digital Media and Social Networks	ECS637U	15	6	Elective	3	Semester 2
Bayesian Decision and Risk Analysis	ECS647U	15	6	Elective	3	Semester 2
Compilers	ECS652U	15	6	Elective	3	Semester 2
Security Engineering	ECS655U	15	6	Elective	3	Semester 2
Distributed Systems	ECS656U	15	6	Elective	3	Semester 2
Neural Networks and Deep Learning	ECS659U	15	6	Elective	3	Semester 2
User Experience Design	ECS661U	15	6	Elective	3	Semester 2

Academic Year of Study FT - Year 4

Module Title	Module Code	Credits	Level	Module Selection Status	Academic Year of Study	Semester
Year Abroad	ECS600U	120	6	Core	4	Semesters 1 & 2

Academic Year of Study FT - Year 5

Module Title	Module Code	Credits	Level	Module Selection Status	Academic Year of Study	Semester
Advanced Group Project	ECS7019	30	7	Core	5	Semesters 1 & 2
Machine Learning	ECS708U	15	7	Elective	5	Semester 1

Module Title	Module Code	Credits	Level	Module Selection Status	Academic Year of Study	Semester
Introduction to Computer Vision	ECS709U	15	7	Elective	5	Semester 1
Design for Human Interaction	ECS712U	15	7	Elective	5	Semester 1
Functional Programming	ECS713U	15	7	Elective	5	Semester 1
Natural Language Processing	ECS763U	15	7	Elective	5	Semester 1
Logic in Computer Science	ECS7018U	15	7	Elective	5	Semester 1
Security Authentication	ECS726U	15	7	Elective	5	Semester 2
Interactive Systems Design	ECS733U	15	7	Elective	5	Semester 2
Information Retrieval	ECS736U	15	7	Elective	5	Semester 2
Data Analytics	ECS784U	15	7	Elective	5	Semester 2
Machine Learning for Visual Data Analytics	ECS797U	15	7	Elective	5	Semester 2
Data Semantics	ECS7028U	15	7	Elective	5	Semester 2

What are the entry requirements?

Further information about the entry requirements for this programme can be found at:

<http://www.eecs.qmul.ac.uk/undergraduates/entry-requirements/>

How will the quality of the programme be managed and enhanced? How do we listen to and act on your feedback?

EECS has an Education Committee (Edu Comm) structure which enables programmes to be both managed and enhanced.

The Structure allows for subject level teaching groups and Programme Directors to regularly evaluate the content and delivery of each programme. Feedback from module evaluations and SSLC meetings are fed into these groups and this provides an opportunity for student feedback to be incorporated into the programmes.

Additionally, Programme Directors work with the Director of Education to ensure each programme is current and can be

delivered effectively.

The Student-Staff Liaison Committee (SSLC) provides a formal means of communication and discussion between the School and its students. The committee consists of student representatives from each cohort, together with appropriate representation from School staff. It is designed to respond to the needs of students, as well as act as a forum for discussing programme and module developments. Student-Staff Liaison Committees meet four times a year, twice in each teaching semester.

Each semester, students are invited to complete a web-based module questionnaire for each of their taught modules, and the results are fed back through the SSLC meetings. The results are also made available on the student intranet, as are the minutes of the SSLC meetings. Any actions necessary are taken forward by the relevant Senior Tutor, who chairs the SSLC, and general issues are discussed and actioned through the School's Education Committee (EduComm).

The School's Education Committee (EduComm) advises the Director of Education on all matters relating to the delivery of taught programmes at school level including monitoring the application of relevant QM policies and reviewing all proposals for module and programme approval and amendment before submission to Taught Programmes Board. Student views are incorporated in this Committee's work in a number of ways, including through student membership and consideration of student surveys and module questionnaires.

The School participates in the College's Annual Programme Review process, which supports strategic planning and operational issues for all undergraduate and taught postgraduate programmes. The APR includes consideration of the School's Taught Programmes Action Plan, which records progress on learning and teaching related actions on a rolling basis. Students' views are considered in the APR process through analysis of the NSS and module questionnaires, among other data.

What academic support is available?

All students are assigned an academic adviser during induction week. The adviser's role is to guide advisees in their academic development including module selection and to provide first-line pastoral support.

In addition, the School has a Senior Tutor for undergraduate students who provides second-line guidance and pastoral support as well as advising staff on related matters.

The School also has a Student Support Team, the first point of contact regarding all matters.

Every member of Teaching Staff holds 2 open office hours per week during term time.

How inclusive is the programme for all students, including those with disabilities?

Queen Mary has a central Disability and Dyslexia Service (DDS) that offers support for all students with disabilities, specific learning difficulties and mental health issues. The DDS supports all Queen Mary students: full-time, part-time, undergraduate, postgraduate, UK and international at all campuses and all sites.

Students can access advice, guidance and support in the following areas:

- Finding out if you have a specific learning difficulty like dyslexia
- Applying for funding through the Disabled Students' Allowance (DSA)
- Arranging DSA assessments of need
- Special arrangements in examinations
- Accessing loaned equipment (e.g. digital recorders)
- Specialist one-to-one "study skills" tuition
- Ensuring access to course materials in alternative formats (e.g. Braille)
- Providing educational support workers (e.g. note-takers, readers, library assistants)
- Mentoring support for students with mental health issues and conditions on the autistic spectrum.

Programme-specific rules and facts

Further information on the Academic Regulations can be found at <http://www.arcs.qmul.ac.uk/policy>

In addition to this the programme does have special regulations (further details are available in the Academic Regulations):

1. There is a requirement for students to achieve a minimum mark of 30.0 in every module, and to pass the project outright (in addition to the standard award rules) in order to achieve the intended, accredited, award.
2. The exit award and the field of study of the exit award will be dictated by the specific modules passed and failed by a student.

Links with employers, placement opportunities and transferable skills

The School has a wide range of industrial contacts secured through research projects and consultancy, our Industrial Experience programme and our Industrial Advisory Panel.

The Industrial Advisory Panel works to ensure that our programmes are state-of-the-art and match the changing requirements of this fast-moving industry. The Panel includes representatives from a variety of Computer Science oriented companies ranging from SMEs to major blue-chips. These include: Microsoft Research, IBM, The National Physical Laboratory, National Instruments, PA Consulting, Rohde and Schwarz, O2, Cisco Systems, ARM, Selex and BAE Systems.

Recent graduates have found employment as IT consultants, specialist engineers, web developers, systems analysts, software designers and network engineers in a wide variety of industries and sectors. A number of students also go on to undertake PhDs in electronic engineering and computer science. Merrill Lynch, Microsoft, Nokia, Barclays Capital, Logica,, Credit Suisse, KPMG, Transport for London, Sky and Selex ES are among the organizations that have recently employed graduates of EECS programmes.

Transferable skills are developed through a variety of means, including embedding of QM Graduate Attributes in taught modules and the project, together with the opportunity to participate in extra-curricular activities, e.g. the School's E++ Society, the School's Annual Programming Competition and external competitions with support from the School.

Programme Specification Approval

Person completing Programme Specification:

Joan Hunter

Person responsible for management of programme:

Dr Nikos Tzevelekos

Date Programme Specification produced / amended by School / Institute Education Committee:

9 December 2023

Date Programme Specification approved by Taught Programmes Board: