

Computing Science

University of Stirling

Venues

Stirling Campus

Content

In Semesters 1-3, students from all three of the computing-related degrees (Computing Science, Software Engineering and Business Computing) take the same core modules in Computing Science. Core concepts include: Computational Thinking; Programming Using Java; Social and Professional Issues; Usability and Accessibility of Interfaces; Data Structures, Objects and Algorithms. You'll also take two further subjects. In Semester 1, you must take a Mathematics module.

Semesters 4-8 cover compulsory modules such as Computer Systems and Software Engineering. Optional modules include: Computer Security and Forensics; Artificial Intelligence; Web Services; Telecommunications; Games Development.

Honours students work on an independent project in their final year. The choice of project topic can be motivated by a particular interest that you have, and may involve the design and development of a major piece of software, an investigation into a particular research-driven topic or the development of control software for a hardware device.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

G400

Course Length

4 years

Department

Natural Sciences

Entry Requirements

2024 entry requirements:
4 Highers at ABBB (first sitting) or AABB (two sittings).

For entry to the three year Honours degree you would need 3 Advanced Highers at ABB including Computing Science. You should have experience of Java or other programming languages.

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

Address

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Website

www.stir.ac.uk