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

2026 entry requirements:
4 Highers at ABBB

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

Stirling
FK9 4LA

Website

www.stir.ac.uk