Computing Science

University of Aberdeen

Venues

Old Aberdeen Campus

Content

Computing Science at Aberdeen encompasses both the theory and the practice of computing with particular emphasis on developing your technical analysis, design and programming skills. You will study topics including software programming, databases and data management, computer systems, artificial intelligence (AI) and cyber security and learn to apply your programming and creative problem-solving skills to a wide variety of commercial, scientific and socio-economic contexts.

First Year: First year students focus on the foundations of Computing Science, including: how to design and implement programs; relevant mathematical concepts, and some of the grand challenges of Computing Science. They also study two other subjects, depending on their degree choice.

Second Year: In second year, students are introduced to core topics in modern computing, with courses in Algorithmic Problem Solving, Data Management and Human Computer Interaction. Students further develop significant programming skills in a number of languages, and also gain a deeper understanding of related issues.

Third and Fourth Year (Honours): The third year includes a year-long Software Engineering Project. Working in teams, students develop a major software system, from an initial analysis to the final delivery. The project emphasises interpersonal teamwork skills as strongly as technical topics. Taught courses cover essential computing topics relevant to the chosen degree, with all Single Honours (Computing Science) students studying Knowledge-based Systems, Distributed Systems and Security, Operating Systems, Adaptive Interactive Systems, Languages and Computability, and Enterprise Computing.

The fourth year also involves a substantial project, but this time students work individually on a specific topic of interest to them; most projects are research-related. Many of the taught courses are also related to research activity, including advanced knowledge and internet technologies.

The optional Industrial Placement happens between third and fourth year, or after fourth year.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

G400

Course Length

4 years

Faculty

Physical Science

Department

Natural and Computing Sciences

Entry Requirements

2027 entry requirements:

Standard entry:
4 Highers at BBBB including 2 maths or science subjects plus English and Maths at National 5.

For second year entry you would require 2 Advanced Highers at AB.

Widening access entry:
3 Highers at BBC including 2 maths or science subjects plus English and Maths at National 5.

1 Foundation Apprenticeship is accepted in place of a non-essential Higher.

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse» «htmlCombinationUCASCode»

Address

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Website

www.abdn.ac.uk