Computing Science (Combined) (Arts)

University of Glasgow

Venues

Gilmorehill Campus

Content

Computing science is wide-ranging: from programming and engineering large software systems, to the design and evaluation of human–computer interfaces, algorithms, computer and network systems, artificial intelligence, information retrieval and big data systems.

Year 1: There is a substantial emphasis on programming, which we view as a fundamental skill. We mostly use the Python language. We also provide a broad introduction to other key areas of the subject, including computer systems, databases, and human–computer interaction.

You will also study two other subjects in year 1 according to your interests: see Degrees in Arts, Science and Social Sciences.

Year 2: You will study Java programming, object-oriented software engineering, data structures and algorithms, algorithmic foundations, computer networks, operating systems and web application development.

You will also study one or two other subjects in year 2 according to your interests: see Degrees in Arts, Science and Social Sciences.

Years 3, 4 and 5: If you successfully complete the courses in first and second years, you may move on to Honours (years three and four). You will cover the essential aspects of computing science in breadth and depth by the end of third year. In fourth year you will specialise in chosen areas. Together with team projects and a substantial individual project, the programme provides excellent preparation for professional computing scientists.

Computing Science can be taken as an MSci, which includes an additional year. Students on the MSci programme follow the BSc Honours degree programme up to the end of their fourth year of study. This is followed in fifth year by additional advanced modules and a substantial research-oriented project.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

MA Hons

UCAS Code

Please refer to list below

Course Length

4 years

Faculty

College of Science and Engineering

Department

School of Computing Science

Entry Requirements

2027 entry requirements

Standard entry: 5 Highers at AAAAB (by end S6 with min BBBB after S5) including English and Maths at A.

Widening access entry: 4 Highers at AABB or BBBB (by end S6) including English and Maths at A or B. Completion of pre-entry programme is necessary.

SCQF Level

10

Cost

«Cost»

Progression Routes

«ProgressionRoutes»

Combination Courses

Computing Science/Classics	GQ48
Computing Science/English Language and Linguistics	GQ4J
Computing Science/English Literature	GQ4H
Computing Science/French	GR41
Computing Science/History of Art	GVK3
Computing Science/Latin	GQ46
Computing Science/Music	GW43
Computing Science/Theatre Studies	GW44

Computing Science/Theology and Religious Studies VG64

Address

University Avenue
Glasgow
G12 8QQ

Website

www.gla.ac.uk