

# **Computing**

University of Aberdeen

#### **Venues**

Old Aberdeen Campus

#### Content

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. 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 course 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) 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, and some involve working with local companies. Many of the taught courses are also related to research activity, including Semantic Web Engineering, Peer-to-Peer and Agent-Based Computing, eScience and Natural Language Processing.

Industrial Placement: Industrial Placements are taken between third and fourth year, or after fourth year.

# **Start Date**

September

#### Qualification

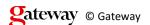
Degree

#### **Study Method**

Full time

#### **Award Title**

MA Hons





### **UCAS** Code

G402

### **Course Length**

4 years

#### **Faculty**

Arts and Social Sciences

### **Department**

**Social Science** 

# **Entry Requirements**

2026 entry requirements:

Standard entry:

4 Highers at BBBB plus English at National 5.

For second year entry you would require the above plus 2 Advanced Highers at AB including Computing Science.

Widening access entry:

3 Highers at BBC plus English at National 5.

1 Foundation Apprenticeship is accepted in place of a Higher.

## **SCQF Level**

10

### **SCQF Points**

«SCQFPoints»

## **Progression Routes**

Professional Accreditation: British Computer Society

### **Combination Courses**

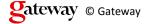
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#### **Address**

King's College Aberdeen Aberdeen City AB24 3FX

### Website







www.abdn.ac.uk

