Swansea University
Prifysgol Abertawe

FACULTY OF SCIENCE AND ENGINEERING

UNDERGRADUATE STUDENT HANDBOOK

YEAR 3 (FHEQ LEVEL 6)

COMPUTER SCIENCE

DEGREE PROGRAMMES

SUBJECT SPECIFIC
PART TWO OF TWO
MODULE AND COURSE STRUCTURE
2025-26

DISCLAIMER

The Faculty of Science and Engineering has made all reasonable efforts to ensure that the information contained within this publication is accurate and up-to-date when published but can accept no responsibility for any errors or omissions.

The Faculty of Science and Engineering reserves the right to revise, alter or discontinue degree programmes or modules and to amend regulations and procedures at any time, but every effort will be made to notify interested parties.

It should be noted that not every module listed in this handbook may be available every year, and changes may be made to the details of the modules. You are advised to contact the Faculty of Science and Engineering directly if you require further information.

IMPORTANT

Term Dates

The 25-26 academic year begins on 29 September 2025

Full term dates can be found here

Academic Integrity

Swansea University and the Faculty of Science of Engineering takes any form of **academic misconduct** very seriously. In order to maintain academic integrity and ensure that the quality of an Award from Swansea University is not diminished, it is important to ensure that all students are judged on their ability. No student should have an unfair advantage over another as a result of academic misconduct - whether this is in the form of **Plagiarism**, **Collusion** or **Commissioning**.

It is important that you are aware of the **guidelines** governing Academic Misconduct within the University/Faculty of Science and Engineering and the possible implications. The Faculty of Science and Engineering will not take intent into consideration and in relation to an allegation of academic misconduct - there can be no defence that the offence was committed unintentionally or accidentally.

Please ensure that you read the University webpages covering the topic – procedural guidance here and further information here. You should also read the Faculty Part One handbook fully, in particular the pages that concern Academic Misconduct/Academic Integrity.

The difference between compulsory and core modules

Compulsory modules must be **pursued** by a student.

Core modules must not only be **pursued**, but also **passed** before a student can proceed to the next level of study or qualify for an award. Failures in core modules must be redeemed.

Further information can be found under “Modular Terminology” on the following link - https://myuni.swansea.ac.uk/academic-life/academic-regulations/taught-guidance/essential-info-taught-students/your-programme-explained/

Key Programme Staff

Undergraduate Programme Director	Year 3 Coordinator
Dr Liam O’Reilly	Dr Jens Blanck

Year 3 (FHEQ Level 6) 2025/26
Computer Science
BSc Computer Science[G400,G401]
BSc Computer Science with a Year in Industry[G40A]
MSci Computer Science[G4G4]

CSP344 **Computer Science Project Implementation and Dissertation** **15 Credits** **Dr JE Blanck**
CSP354 **Computer Science Project Specification and Development** **15 Credits** **Dr JE Blanck**
Total 120 Credits

Optional Modules
Choose exactly 45 credits
**Guidance note: Please note that CSC306 Writing Mobile Apps and CSC348 Web Application Development are both coursework-based modules and will have major deadlines at the end of the semester (possibly the same date). We recommend you do not take both of these modules. If you decide to take both modules, you will need to manage your workload throughout the term carefully. **Guidance note (CSC390): This module requires a pre-enrolment check for the school placement.

CSC306	Writing Mobile Apps	Dr T Owen	TB1	15
CSC313	Critical Systems	Dr AG Setzer	TB1	15
CSC345	Big Data and Machine Learning	Dr H Ren	TB1	15
CSC348	Web Application Development	Dr J Hough	TB1	15
CSC368	Embedded Systems Design	Dr B Chaparro Rico	TB1	15
CSC390	Teaching Computing via a School Placement	Prof FG Moller	TB1	15

And
Choose exactly 45 credits
* Guidance note (CSC309): CSC309 takes place over both Term 1 and Term 2, but the main assessment is in Term 2.

CSC309	Invention and Innovation in Computing	Prof JV Tucker	TB1+2	15
CSC318	Cryptography and IT-Security	Dr E Neumann/Dr H Ren	TB2	15
CSC349	User Experience	Dr MI Ahmad	TB2	15
CSC357	Brain-Inspired Artificial Intelligence	Dr W Macinnes/Prof J Zhang	TB2	15
CSC364	Software Testing	Dr E Neumann	TB2	15
CSC371	Advanced Object-Oriented Programming	Dr T Reitmaier	TB2	15
CSC375	Logic for Computer Science	Prof A Beckmann/Dr AM Pauly	TB2	15
CSC384	Introduction to Video Games Programming	Dr SP Walton	TB2	15

Year 3 (FHEQ Level 6) 2025/26
Computer Science
MSci Computer Science with a Year Abroad[G4G2]
MSci Computer Science with a Year in Industry[G847]

CSP344 **Computer Science Project Implementation and Dissertation** **15 Credits** **Dr JE Blanck**
CSP354 **Computer Science Project Specification and Development** **15 Credits** **Dr JE Blanck**
Total 120 Credits

Optional Modules
Choose exactly 45 credits

CSC306	Writing Mobile Apps	Dr T Owen	TB1	15
CSC313	Critical Systems	Dr AG Setzer	TB1	15
CSC345	Big Data and Machine Learning	Dr H Ren	TB1	15
CSC348	Web Application Development	Dr J Hough	TB1	15
CSC368	Embedded Systems Design	Dr B Chaparro Rico	TB1	15
CSC390	Teaching Computing via a School Placement	Prof FG Moller	TB1	15

And
Choose exactly 45 credits

CSC309	Invention and Innovation in Computing	Prof JV Tucker	TB1+2	15
CSC318	Cryptography and IT-Security	Dr E Neumann/Dr H Ren	TB2	15
CSC349	User Experience	Dr MI Ahmad	TB2	15
CSC357	Brain-Inspired Artificial Intelligence	Dr W Macinnes/Prof J Zhang	TB2	15
CSC364	Software Testing	Dr E Neumann	TB2	15
CSC371	Advanced Object-Oriented Programming	Dr T Reitmaier	TB2	15
CSC375	Logic for Computer Science	Prof A Beckmann/Dr AM Pauly	TB2	15
CSC384	Introduction to Video Games Programming	Dr SP Walton	TB2	15

Year 3 (FHEQ Level 6) 2025/26
Computer Science
BSc Computer Science with a Year Abroad[G40C]

CSP344 **Computer Science Project Implementation and Dissertation** **15 Credits** **Dr JE Blanck**
CSP354 **Computer Science Project Specification and Development** **15 Credits** **Dr JE Blanck**
Total 120 Credits

Optional Modules
Choose exactly 45 credits
**Guidance note: Please note that CSC306 Writing Mobile Apps and CSC348 Web Application Development are both coursework-based modules and will have major deadlines at the end of the semester (possibly the same date). We recommend you do not take both of these modules. If you decide to take both modules, you will need to manage your workload throughout the term carefully. **Guidance note (CSC390): This module requires a pre-enrolment check for the school placement.

CSC306	Writing Mobile Apps	Dr T Owen	TB1	15
CSC313	Critical Systems	Dr AG Setzer	TB1	15
CSC345	Big Data and Machine Learning	Dr H Ren	TB1	15
CSC348	Web Application Development	Dr J Hough	TB1	15
CSC368	Embedded Systems Design	Dr B Chaparro Rico	TB1	15
CSC390	Teaching Computing via a School Placement	Prof FG Moller	TB1	15

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CSC357	Brain-Inspired Artificial Intelligence	Dr W Macinnes/Prof J Zhang	TB2	15
CSC364	Software Testing	Dr E Neumann	TB2	15
CSC375	Logic for Computer Science	Prof A Beckmann/Dr AM Pauly	TB2	15
CSC384	Introduction to Video Games Programming	Dr SP Walton	TB2	15