Where will Computer Science take you?

The University of York
Department of Computer Science
Undergraduate courses

your future = the future

Where will Computer Science take you?
Welcome to the Department of Computer Science at the University of York

Now, more than ever, computer scientists are at the forefront of the modern world, as our society embraces technology. You can see the effects of Computer Science research everywhere – in your home, on our roads, and even in your pocket.

Here at the University of York, we are proud to be at the cutting edge of this dynamic discipline. Our excellent reputation for both teaching and research has seen us rise up the league tables to firmly establish ourselves as a top ten UK Computer Science department.

At York you can take advantage of this expertise, and be taught by world leaders in the field. You will find Computer Science is a subject that is both intellectually stimulating and creative and you will develop a skill set that is extremely attractive to employers. Our graduates are highly sought after, with more than 95 per cent going into employment or further study within six months of graduating.

Our holistic view of teaching the subject – blending theory and practice, software and hardware – means that you will learn the principles behind Computer Science, and therefore be able to pick up any challenges you find in the workplace.

Our links with industry inform our undergraduate courses. You can choose to take a year in industry to find out more about what working in this area is like, and to prepare you for when you graduate. We also ask our industrial partners to feed back on our teaching to make sure you are up to date with what is actually happening out there in the real world.

Our state-of-the-art building on the new University campus expansion has allowed us to create an excellent learning environment for all our students. You can take advantage of purpose-built, always accessible lab space, and become part of a thriving academic community.

We look forward to welcoming you to York.

Professor Jim Woodcock FREng
Head of Department
Nearly every home now has a computer. The internet and social media have changed the way we communicate and we take for granted the computational systems that make things like mobile phones, cars, aeroplanes and medical equipment operate. Computer systems are all-pervasive, ranging from the embedded system controlling a fridge to international banking systems handling billions of secure transactions every day. They have had a huge impact on other areas of science, most of which now require the processing and analysis of vast datasets. From capturing and interpreting data at the Large Hadron Collider to the Human Genome Project, these scientific endeavours simply would not be possible without Computer Science.

You may ask what is the difference between Computer Science and ICT? Computer Science is mainly concerned with the invention and development of new software and hardware, whereas the focus of ICT is the use of software packages and is a very different subject.

Computer Science teaches you how to use computers to make the world work as it does. You will learn theoretical ideas about how information is stored and processed and how we can express the instructions necessary to perform a useful computation. You will also learn about practical techniques for the creation of new computer software and hardware.

As a subject, Computer Science requires logical thinking, creativity and problem solving. Since computer systems are now so large and complex, they are inevitably developed by sizeable teams, so working well with others is also crucial. A Computer Science degree gives you the chance to study exciting new technologies as well as learning skills which will make you highly employable.

"It is important to study a subject you will enjoy. If you like logical thinking, solving puzzles and making things work then Computer Science is the right choice for you."

Will Smith
Admissions Tutor

Our researchers are working on pioneering swarm robotics which could one day explore distant worlds.

Play a vital part in the future of everyday life
Key reasons to study Computer Science at York

- We are a top ten UK Computer Science department – based on student satisfaction and the employability of our graduates.
- We teach Computer Science in a broad and principled way giving you a thorough grounding in the theory as well as the practice and you can choose to study different areas as you progress through the course.
- You will have excellent career prospects – our graduates are highly sought after in the workplace.
- Our strong links with industry ensure that our courses are current in such a dynamic and fast-moving sector.
- You will be taught by academics at the cutting edge of their field and you will learn about, and get involved with, the latest advances in Computer Science through research, projects and practical work.
- You can choose to work for a year in industry, putting into practice what you have learnt in your degree. We have a dedicated Industrial Placement Co-ordinator who will support you throughout the process.
- Our high staff:student ratio provides a supportive and friendly environment which gives you quality time with academic staff and easy access to your personal supervisor.
- Our brand new purpose-built facilities include up-to-date computer labs that are accessible 24 hours a day, seven days a week.
- York has excellent transportation links – you can reach London in under two hours, and there are international airports at Leeds and Manchester.

“The first year gives everyone a great overview of all the areas that are important in modern Computer Science. I found experiencing different topics and spending time in the lab wiring up complex circuits, while also thinking about the algorithms behind the software, gave me a really good idea about what I wanted to specialise in later.”

Harry
BEng Computer Science
2nd year
The Department of Computer Science is based in the new campus extension at Heslington East. Our building reflects the University’s belief in fostering the highest standards of academic excellence, delivering a world-class student experience, and providing a stimulating environment to support interactions between the University, researchers and business.

Our lakeside purpose-built accommodation includes software and hardware laboratories, teaching spaces and research laboratories. Our new hardware labs, including one sponsored by Crossrail, the largest civil engineering project in Europe, give students the chance to study embedded computer systems which are used in applications as diverse as cars, aeroplanes and mobile phones.

World-class facilities
Connections with industry

The Department of Computer Science has a long history of successful collaboration with industry. This ranges from ensuring our teaching is relevant to emerging trends, to working with leading businesses across a range of industries.

Our employability statistics, one of the best for a UK Computer Science department, reflect the success of our links with industry. Smaller, more local companies, also engage with our students, giving a range of different sizes and types of businesses.

Large multinationals such as IBM, Airbus, Mercedes GP F1 Team and GlaxoSmithKline take on our students for industrial placements and later recruit them for future careers. Smaller, more local companies, also engage with our students, giving a range of different sizes and types of businesses.

Our Industrial Advisory Board, made up of industry professionals from organisations including Thales Group, Rolls Royce PLC and BAE Systems, ensures that our students are at the forefront of industrial developments and are highly sought after in the workplace.

We regularly invite speakers from large and small companies to bring their knowledge and perspective on the application of Computer Science. The course includes the opportunity to learn and participate in setting up your own business and to develop entrepreneurial skills.

“IBM works closely with its clients to understand every aspect of their business and so we need people with a wide range of skills and experience. We have a close relationship with the Department of Computer Science at York providing great opportunities for collaboration. We are able to give students an insight into IBM careers and advice on skills and applying for jobs.”

Peter Thomas
IBM Lab Lead, York
Shaping future technology with our cutting-edge research

The Department has a major role in a number of important national and international research programmes involving strong collaborations with industry. This means translating our research into tangible solutions that shape the future of technology. You can choose to study this inspiring research as you progress further through your course, allowing you to come into contact with the very latest discoveries in the discipline.

We are working on a number of exciting research projects with industry including:

- Developing revolutionary car software to connect electronic systems together, for example, the engine control unit and antilock braking system, which has been used by a number of leading car manufacturers including Volvo, Aston Martin and Jaguar Land Rover.

- How technology can be deployed in the kitchen to help older or disabled people to remain independent for longer.

- Developing novel computer architectures, inspired by neuroscience and how humans process information, including 3D facial recognition systems which are used in security applications.

- Artificial Intelligence technologies including constraint solving and machine learning with wide-ranging applications from games to natural language processing.

- Working with the NHS, rail signalling systems developers, cloud computing developers and air traffic management developers to study the challenges of developing and sustaining complex business critical software systems.

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Swarm robotic systems for search and rescue

Researchers are working with flying, underwater and land-based robots to find out how they can function together in swarm robotic systems made up of small, self-repairing robots.

Teams of robots can cover more ground than one large robot, and should one break down, the rest of the group can continue the operation. All the robots behave independently, but like a swarm of insects or our immune systems, the robots interact among themselves and alter their behaviour based upon the behaviour of others.

Swarm robotics could potentially play a vital role in future planetary and deep sea exploration, as well as in search and rescue operations. For example, they could be used to find aircraft black boxes following a disaster over water.

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"The Department has close relationships with many areas of industry, meaning that you will be well prepared to understand and better contribute to the world of work after graduation."

Steve King
Senior Lecturer
A Computer Science degree opened up a wider job market than I ever imagined. I have recently been modelling the London-wide traffic flows expected during the Olympic Games. It is a varied job and my background gives me an edge in the technical aspects of it. I have found the critical thinking and problem-solving aspects of my degree very useful in my day-to-day work.

Nicola Price
Transport planner, Atkins
MEng Computer Systems and Software Engineering, 2006

Strong links with industry
Computer Science = your future

What can you do with a degree in Computer Science?

Computer Science graduates from York are highly successful in finding good quality employment after graduating, with more than 95 per cent going on to employment or further study within six months, one of the best rates for a UK Computer Science department.

Many of our graduates are employed in the software and electronics industries, but the expansion of technology in business means that you will be in demand by a wide range of organisations.

Throughout your course you will develop the ability to solve problems and produce effective solutions, a skill well recognised and valued by employers. You will have the opportunity to work on practical projects to develop and demonstrate your research, management and communications skills, and by the end of your course, your sharpened thinking and analytical skills will be invaluable and make you highly employable.

Most jobs asking for a degree don’t specify which subject. Lots of our students go into Computer Science and IT jobs but many go into a wider range of careers such as banking, law and the public sector.

Susan Stepney
Professor of Computer Science

Tom Brearley started Twitterfall, which The Daily Telegraph called ‘Google for the Twitter-verse’ with David Somers while studying at York. As a result of this Tom now works for Twitter in California as a Software Engineer.

“I learned the technical reasons behind why things work in my degree, so when developing Twitterfall, I knew how to make it faster and why. The course taught me that a good computer scientist breaks things down into the smallest parts and builds them up from there. I really enjoy my role at Twitter, especially the team and people I work with.”

Tom Brearley
Software Engineer, Twitter Inc
BEng Computer Science, 2010

Solve problems and produce effective solutions
We encourage you to develop your professional competence as well as your intellectual adventure. You will learn how to think about important general questions, such as ‘What is computable?’ ‘What can computers do better than humans?’ and ‘What can we do better than computers?’

The early part of each of our courses comprises core Computer Science, which gives you a solid foundation in the subject. In later years you can select modules which are closely related to the Department’s world-leading research, allowing you to sharpen your focus on what interests you and to exercise your creativity.

You can choose either a three-year Bachelors degree or a four-year Masters degree. Doing a Masters gives you an extra year to study topics at a deeper level and connects you with current, leading research being undertaken in the Department. Each course is also available with an additional year in industry, which you take after your second year.

At York, Computer Science is taught as a broad subject, where you cover theory as well as practice, and hardware (electronics) as well as software (programs). For both the design and application of computer systems, you will require creative flair, imagination and an enthusiasm to make things work.
### Which course is right for me?

**Do I want to study Computer Science as a single subject?**

<table>
<thead>
<tr>
<th>Course</th>
<th>UCAS Code</th>
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<tbody>
<tr>
<td>Computer Science BEng or BSc – 3 years</td>
<td>G400</td>
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<tr>
<td>Computer Science BEng or BSc – 4 years (with a year in industry)</td>
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</tr>
<tr>
<td>Computer Systems and Software Engineering MEng – 4 years</td>
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<tr>
<td>Computer Systems and Software Engineering MEng – 5 years (with a year in industry)</td>
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<td>G413</td>
</tr>
<tr>
<td>Computer Science and Mathematics BSc – 3 years</td>
<td>GG41</td>
</tr>
<tr>
<td>Computer Science and Mathematics BSc – 4 years (with a year in industry)</td>
<td>GGK1</td>
</tr>
<tr>
<td>Mathematics and Computer Science MMath – 4 years</td>
<td>GG14</td>
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<tr>
<td>Mathematics and Computer Science MMath – 5 years (with a year in industry)</td>
<td>GG1K</td>
</tr>
<tr>
<td>Computer Science and Philosophy BSc – 3 years</td>
<td>GV45</td>
</tr>
<tr>
<td>Computer Science and Philosophy BSc – 4 years (with a year in industry)</td>
<td>GVK5</td>
</tr>
<tr>
<td>Computer Science and Philosophy MEng – 4 years</td>
<td>GV4M</td>
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**Do I want to study Computer Science with a specialism?**

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**Do I want to study Computer Science combined with another subject?**

**YES**

I particularly like how the first two years of the degree give a real insight into as many core aspects of Computer Science as possible. This has helped me to find what I am interested in, so I can choose modules for later in the course that I know I will enjoy.

Luiza
BEng Computer Science with a year in industry, 2nd year
Computer Science BEng or BSc

Computer Science is the most broad ranging of our degree courses. It involves the study of software (programs) and hardware (electronics) and how they are integrated into the design of systems.

You will learn what systems are needed now, how they actually work and how they may work in the future.

The first two years form a solid foundation and then in the third year you can choose from a variety of modules encompassing recent developments in Computer Science.

Computer Systems and Software Engineering MEng

Computer Systems and Software Engineering follows a similar programme to the Computer Science course for the first two years.

In the final two years of the course, special emphasis is given to Software Engineering, where a highly systematic approach is taken to the development and maintenance of software. Subjects central to this include requirements analysis, formal specification of systems, system design methodologies, human factors engineering, software testing and measurement and topics in privacy and security. Both a group project and an individual research project are undertaken in the final year.

Computer Science with Artificial Intelligence MEng

Artificial Intelligence (AI) is concerned with the development of computational systems that are intelligent. You can investigate how human reasoning and behaviour can be imitated, and even surpassed, by computer systems in language understanding, vision and games. The first two years provide a solid foundation in core areas of Computer Science, and introduce some of the fundamental AI concepts. In the third and fourth years you concentrate on developing a solid knowledge in one or more of the four main AI themes: natural language processing, machine learning and automated reasoning, intelligent agents, and pattern recognition and computer vision. You work alongside staff in world-leading research areas working on the latest achievements in the field.

Computer Science with Embedded Systems Engineering BEng, MEng

Embedded systems refers to the computer systems in a multitude of devices such as cars (engine management systems), mobile phones, aeroplanes, medical equipment, kitchen appliances and so on. Embedded systems requirements and specifications are detailed and comprehensive as they must operate in real-time, reliably, safely and in a user-friendly manner.

Our MEng award is sponsored by Crossrail, which is delivering the new railway for London and the South East, Europe’s largest civil engineering project.
You will have the opportunity to visit Crossrail’s premises or take your year in industry on the project, for first-hand experience of working with embedded systems.

You will gain a solid grounding in Computer Science for the first two years of study and then you will study embedded systems modules in the third and fourth years.

**Computer Science and Mathematics BSc, MMath**
Mathematics is strongly connected to Computer Science in many ways and so we offer both Bachelors and Masters level courses in this joint discipline.

Both programmes have equal weighting between Computer Science and Mathematics in the first two years with a solid foundation across the two subjects. In subsequent years you can choose to study slightly more Computer Science than Mathematics or vice versa, with the option of an individual project in either area.

**Computer Science and Philosophy BSc, MEng**
Understanding how and why we use technology is as important as developing it. Linking Computer Science with Philosophy encourages creative, interdisciplinary thinking about how the two subjects intersect. There is a natural affinity between the two, ranging from logic through to Artificial Intelligence and machine consciousness. You will study the fundamentals of both Computer Science and Philosophy, to give you a good grounding in both disciplines, with the chance to explore the topics that interest you in both subjects in your third and fourth years.

**Accreditation**
Our single subject Masters programmes are fully accredited by the Institution of Engineering and Technology (IET) and the BCS, the Chartered Institute for IT, while our Bachelors programmes are partially accredited. Our single subject programmes with a specialism have been submitted for accreditation.

For more details of our degree courses see [www.cs.york.ac.uk/undergraduate/ug-courses](http://www.cs.york.ac.uk/undergraduate/ug-courses).

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One of the things that sets York apart is the way the course covers computer hardware. Understanding the low-level concepts is key to becoming a good computer scientist. For me, the most interesting parts of the course have been project work, such as building a heartbeat monitor during my second year. Working in groups can be really rewarding and it is satisfying to watch everything come together.

Alex
MEng Computer Science with Embedded Systems Engineering, 3rd year
At the University of York the first two years of study lay the foundation for Computer Science. After this, you are able to take a year in industry (between your second and third years) or progress onto the third and fourth years of your chosen course.

In the third year, the option modules follow a similar pattern to the first and second years. You will be able to choose a number of modules for the year and if this is your final year, you will also be working on a project which is a very important part of your course.

If you choose to study for an MEng award, you will choose modules related to your specialism as well as from the broader modules available. As this is your final year, you will be working on a significant individual project as well as a team project which is designed in collaboration with industry.

There are a lot of options in the later years of the degree courses at York and you can pick and choose the modules that appeal to you the most. You could be in the hardware lab preparing for a career of programming robots, or in the software lab gaining the skills necessary to ensure that computer systems are safe.

Louis Rose
Lecturer

What you will study

We have found the York Computer Science students to be of an exceptionally high standard. Because the degree appeals to a diverse population, our students use their computer knowledge in a multitude of ways and this provides a great variety of skill sets from which to select.

Jackie Crawford
HR Manager, YorkTest Laboratories
First year

**Four core modules**
- Skills for Computer Scientists
- Theory and Practice of Programming
- Mathematical Foundations of Computer Science
- Digital Architecture, Circuits and Systems

**Modules on**
- Human-Centred Computing
- Numerical Analysis (except joint Computer Science and Mathematics or Philosophy)

Second year

**Extends the core teaching of first year**
- Skills for Computer Scientists
- Theory and Practice of Programming
- Mathematical Foundations of Computer Science
- Digital Architecture, Circuits and Systems

**Choice of hardware or software orientation, with a substantial project-driven module** (except Computer Science with Embedded Systems Engineering and Computer Science and Mathematics or Philosophy students)

**Module on systems covering issues such as compiling and networking** (except Computer Science and Mathematics or Philosophy students)

**Your year in industry follows this year (if chosen)**

Third year

**Examples of modules**
- Analysable Real-Time Systems
- Computer Vision
- Embedded Systems Design and Implementation
- Enterprise Architecture
- Computing by Graph Transformation
- Information and Coding Theory
- Introduction to Neural Computing and Applications
- Machine Learning and Applications
- Non-Standard Computation
- Programming: Correctness by Construction

**Project (if final year)**

**Individual project**

**Team project**

Fourth year

**Examples of modules**
- Software Measurement and Testing
- Critical Systems
- Swarm Intelligence
- Topics in Privacy and Security
- Quantum Computation
- Adaptive and Learning Agents
- Systems Architecture
- Evolvable Hardware
- Evolutionary Computing
- Constraint Programming
- User Centred Design
- Emergence
- Requirements Engineering
- Quantum Information Processing
- Neural Computing
- Symbolic Learning of Language

**Individual project**

**Team project**
Your year in industry

Studying Computer Science at York gives you the opportunity to spend a year in industry. You can do this on all of our degree courses. Many students who choose to do this often find themselves ahead in the race for jobs at graduation – or even with a job offer before they finish their degree.

We pride ourselves on excellent relationships with a strong portfolio of companies. These include: Airbus UK, Amadeus, BAE Systems, Detica, GlaxoSmithKline, Goldman Sachs, IBM, Mercedes GP, Nestle UK and Thales Underwater Systems.

Your year in industry takes place between your second and third years and is a recognised part of your degree. You do not need to make a firm decision about whether to take a year in industry until the Summer Term of your first year. However, if you are considering a course with a year in industry, you should apply for one, as it is easier to shorten your funding than to lengthen it.

Our dedicated Industrial Placements Co-ordinator helps you throughout the process. This includes identifying a range of possible opportunities, helping you prepare your applications and for job interviews and, should you be successful, visiting you in the workplace.

The Eurofighter Typhoon, developed at BAE Systems with the help of York Computer Science expertise

The experience of being in industry was invaluable, especially working with colleagues from other disciplines such as management and finance. The work ethic I picked up gave me a good perspective on what I needed for the world of work. It also helped me to focus on the rest of my degree and I am sure it will have helped me to get a better result!

James
MEng Computer Systems and Software Engineering, with a year in industry, 5th year

Ahead in the race for jobs at graduation
Choosing to spend a year in industry is highly recommended. It gives you experience in the workplace, and the chance to use what you have learned during your degree. All our students receive a realistic salary during their placement, so you will also be paid!

We also find that students who do a year in industry obtain better grades, mature a great deal and develop a broad range of skills, becoming highly valuable and attractive to future employers.

Over the last 12 years dozens of York Computer Science students have participated in a year in industry at Thales. We look for communication and teamwork skills and a positive can-do attitude, which of course needs to be underpinned by a basic technical level of programming expertise. It is our experience that York students have no problems in achieving this.

Paul Keeler
Industrial Placements Co-ordinator

My year in industry was one of the best decisions I ever made. I realised how to take the skills and knowledge I learned from lectures and apply them to real-world situations and how to effectively deliver presentations to large audiences. As a student, I was very grateful for the opportunity to work for an international company. It has made me even more focused on my aspirations.

Priya
BEng Computer Science, with a year in industry, 4th year

Martin Sharman
Resource Manager, Thales Group
Every student in the Department of Computer Science has a supervisor, who is a member of the academic staff. Your supervisor will meet you regularly and guide you through your studies and is someone who you can turn to for help. He or she is normally your first port of call if you have an academic problem, but supervisors deal with personal issues as well. You normally keep the same supervisor throughout your studies until you reach the project stage of your programme, when you will be given a specialist in the subject area associated with your project.

Our courses are designed to give you strong theoretical foundations that will accompany you throughout your professional lifetime. We also expose you to real-world problems through industrial placements and collaborative projects to help you develop your employability skills. Overall, a top-class department in brand new facilities on a purpose-built campus located in one of the most beautiful cities in the country is a combination that is really hard to beat.

Dimitris Kolovos
Lecturer

The demand for skilled computer scientists continues to rise
Personal development
We are dedicated to the personal development of our students. We encourage you to develop skills to increase your employability prospects, including offering CV and interview coaching, help with your presentation style and an exploration of the professional issues in Computer Science.

You are encouraged to widen your experience and skills and develop your non-academic interests during your time at University. You can get involved with a huge variety of extra-curricular activities at York, including volunteering, University clubs and societies or the opportunity to learn a new language (free of charge to first year students).

Opportunities to study abroad
The University operates a worldwide exchange programme that allows students to pursue international interests, and we have links with universities in North America, Asia and Australia. A year abroad would replace your corresponding year at York and the marks you attain contribute to the classification of your York degree. If you are interested in the scheme you do not need to indicate this on your application form; you can discuss the opportunities which are available with your supervisor once you arrive in York.

Teaching and learning
The number of hours scheduled for lectures, programming classes, laboratory periods and tutorials is between 15 and 20 per week. However, much of the required learning is achieved outside the scheduled timetable. Consequently, students are expected to be self-motivated, self-disciplined and willing to learn outside regular classes. The Department boasts a high staff:student ratio which means that our students benefit from quality time with academic staff.

Course assessment
There are a variety of modes of assessment, including traditional closed examinations, open assessments, coursework and other activities, such as project demonstrations, appropriate to the subject matter and level. The most significant open assessment which you will undertake is your final year project which contributes significantly towards your final mark.

“ One of the most rewarding aspects of the job for me is having a creative idea for the solution to a research problem and then seeing this ‘breathe life’ into a concrete implementation. I really enjoy one-to-one supervision of students on individual research projects and helping them to achieve results. ”

Nick Pears
Senior Lecturer

“The staff are always happy to help and you can contact them with questions on anything you find difficult. You also have a supervisor who you meet at the start, middle and end of term, with whom you can raise any issues that you’re concerned about.”

George
BEng Computer Science with Embedded Systems Engineering, 2nd year
How to apply

All applications for our degree courses should be made through UCAS (www.ucas.com). We are very happy to offer you advice before and during the admissions process. Please contact us at admissions@cs.york.ac.uk.

Essential subjects
Our normal requirement is grade A in Mathematics A level or equivalent, plus grade A in two further subjects at A level or equivalent. We also require GCSE at grade C or above in English Language or equivalent, and a basic qualification in a physical science, for example, a GCSE at Grade C or above in Physics or Double Science.

Other qualifications
We welcome international students and information about international qualifications is available on our website.

Our selection and admissions requirements are subject to review and we recommend that you visit www.cs.york.ac.uk/undergraduate for up-to-date information. If you have any specific enquiries, please contact our admissions team at admissions@cs.york.ac.uk.

Mature applicants
The Department welcomes applications from mature candidates and any application is considered on its own merits; however, students are expected to have an appropriate background in Mathematics. We recommend that you contact our admissions team for an informal discussion before making an application.

Undergraduate scholarships
Every year the Department offers a number of scholarships to the most outstanding UK/EU students entering the Department. An internal panel will consider your examination grades, your performance at interview (if appropriate), and any other indicator of your academic or creative excellence. Please visit www.cs.york.ac.uk/undergraduate for more information.

Visiting the campus
The University has two Open Days each year. Campus tours are also available during most school holiday periods and our student guides will show you around the facilities. Please visit www.york.ac.uk/study/visit for more information.

If you are unable to come to an Open Day, we are happy to organise an individual visit to the Department. Please email admissions@cs.york.ac.uk to arrange a time.

Bursaries
The University offers bursaries to students from England, Scotland, Wales and Northern Ireland. The amount of funding varies. A number of other awards and scholarships is available. For further information and advice about funding and financial issues visit the University Financial Support Unit at www.york.ac.uk/studentmoney.

York emphasises programming concepts rather than a particular programming language. This gives the building blocks to pick up any programming language with ease. From an engineering point of view, York provides modules that teach various parts of the engineering process. My year in industry gave me the opportunity to put such processes into practice.

Ralph
MEng Computer Systems and Software Engineering, with a year in industry, 5th year
We offer our international students:

- Dedicated support services with the International Support Office. This provides support and guidance including an Immigration Advice Service, student orientation, an International Students’ Association and help with housing, health and finances.

- A dedicated member of our academic staff, who has overall responsibility for international matters, and has studied himself as an international student. He is available to provide specialist support, and to co-ordinate activities for international students.

- A range of courses at the Centre for English Language Teaching to further develop and improve English Language skills. Please visit www.york.ac.uk/celt for more information.

If your first language is not English, and you have not been taught predominantly in English, you will be expected to have attained a score of 6.5 in the IELTS test, with at least 6.0 in each skill. Alternative qualifications are accepted, including TOEFL, Cambridge Certificate of English Language and GCSE/IGCSE.

International students

The Department of Computer Science at York is truly multicultural and our international students form an important part of our community. We welcome students from all over the world. We realise that you are a long way from home and sometimes you may require additional support services.

I have found the programming knowledge and analytical abilities I gained in my course to be very helpful for my job. Being at York was one of my greatest ever experiences. I have lots of precious memories and I would advise everyone who comes to concentrate on their studies, and to get involved in the different societies, courses, events available. There are so many amazing opportunities and I would love to do it all again!

Karina Alpysbayeva
Senior IT Business Analyst
Air Astana (Kazakhstan)
BEng Computer Science, 2010
About the University of York and the city of York

The University of York performs equally well on teaching and research quality measures. It is ranked eighth in the world and number one in the UK in the Times Higher Education world rankings of universities less than 50 years old.

The main campus is at Heslington on the edge of the historic city of York, where our colleges are set in an attractive lakeside setting. It is compact, easy to get around, and has a safe, friendly atmosphere. As a Computer Science student you will study at our lakeside state-of-the-art facilities on the new Heslington East campus.

We offer you:

- A very high-quality academic experience
- A commitment to enhancing your employability
- A strong reputation for student support
- A welcoming college system
- 24/7 student welfare support
- Affordable and plentiful accommodation
- A lively and stimulating environment
- A beautiful location in one of Europe’s finest cities... with easy access from anywhere.

“...The campus is beautiful and it’s great being in Computer Science on Heslington East which has lots of modern buildings with high tech labs and lecture theatres. York itself is an absolutely beautiful city, with (my personal favourite) the magnificent Minster, charming little streets and cafés and a vibrant night life! What else can you really wish for?”

Alina
BSc Computer Science with Mathematics, with a year in industry, 3rd year

For further information about life as a student at York visit www.york.ac.uk/study/student-life.
A Computer Science degree in York prepares graduates for the workplace at all levels. York collaborates with industry to ensure that they keep up with emerging trends in such a dynamic sector. They prepare graduates to adapt quickly, and it is for these reasons graduates from York are able to integrate with Amadeus easily.

Jeffrey Hau
HR Business Partner
Amadeus
Join the world-leading Department of Computer Science at the University of York. We are a top ten department with impressive credentials and a supportive atmosphere. We will provide you with a myriad of opportunities to develop your Computer Science knowledge and equip you with skills to go out and change the world.

For full details of all the courses available and information about the Department, please see our website at www.cs.york.ac.uk/undergraduate