

Acronym	Module Code	Module Title	Module Leader	No. of students on module	No. of students completed survey	% response rate	Overall I'm satisfied with this module (out of 4)	Check-In Attendance %
SOF2	COM00016C	Software 2: Object Oriented Data Structures & Algorithms	Kofi Appiah	326	76	23%	3.1	44.9%
SYS1	COM00011C	Systems & Devices 1: Introduction to Computer Architectures	Mike Freeman	282	53	19%	3.4	55.4%
THE2	COM00014C	Theory 2: Formal Languages & Automata	Alvaro Miyazawa	316	62	20%	3.1	52.5%
IMLO	COM00026I	Intelligent Systems: Machine Learning & Optimisation	James Walker	303	91	30%	3.2	41.7%
DATA	COM00028I	DATA: Introduction to Data Science	Xinwei Fang	296	88	30%	2.9	52.3%
SYS3	COM00018I	Systems & Devices 3: Advanced Computer Systems	Pengcheng Liu	275	73	27%	2.8	37.3%
EVAC-H	COM00037H	Evolutionary Intelligence	Simon O'Keefe	33	3	9%	3	37.6%
EVAC-M	COM00177M	Evolutionary Intelligence	Simon O'Keefe	26	5	19%	3	45.3%
DEEP-H	COM00049H	Deep Learning	Dimitar Kazakov	91	6	7%	2.8	37.7%
DEEP-M	COM00184M	Deep Learning	Dimitar Kazakov	47	13	28%	3.4	62.2%
EHAC-H	COM00064H	Ethical Hacking, Analysis & Investigation	Roberto Metere	28	4	14%	3.5	37.8%
EHAC-M	COM00182M	Ethical Hacking, Analysis & Investigation	Roberto Metere	26	3	12%	4	61%
ENG2-H	COM00055H	Engineering 2: Automated Software Engineering	Antonio Garcia-Dominguez	55	11	20%	3.5	42.5%
ENG2-M	COM00187M	Engineering 2: Automated Software Engineering	Antonio Garcia-Dominguez	9	2	22%	3	43%
EMBS-H	COM00003H	Embedded Systems Design & Implementation	Steven Dai	37	7	19%	3.4	31.5%
EMBS-M	COM00175M	Embedded Systems Design & Implementation	Steven Dai	8	0	0%	NA	41.8%
AIPS-H	COM00050H	AI Search & Logic	Peter Nightingale	22	3	14%	3.3	33.2%
AIPS-M	COM00191M	AI Search & Logic	Peter Nightingale	15	4	27%	3	43%
TECC-H	COM00054H	Human Factors: Technology in Context	Katrina Attwood	28	4	14%	3.5	45.9%
TECC-M	COM00189M	Human Factors: Technology in Context	Katrina Attwood	35	5	14%	4	62.5%
PLEI-H	COM00065H	Player Experiences in Digital Games	Alena Denisova	23	3	13%	4	48.9%
PLEI-M	COM00190M	Player Experiences in Digital Games	Alena Denisova	11	1	9%	4	57.4%
QUCO-H	COM00042H	Quantum Computation	Sam Braunstein	41	11	27%	3.2	36.9%
QUCO-M	COM00168M	Quantum Computation	Sam Braunstein	11	3	27%	3	34.5%
PRAD	COM00195M	Professional & Academic Development	Carlo Ottaviani	57	12	21%	3.2	73%
CBDA	COM00207M	Cloud Based Data Analysis	Michael O'Dea	29	11	38%	3.5	72.4%
GPIG	COM00138M	Group Project (Integrated Masters)	Xinwei Fang	35	5	14%	3.4	64.6%
PRIN	COM00079M	Capstone Project (PRIN): Mathematics & Computer Science (UG)	Jake Rigby	2	0	0%	NA	NA
PRBX	COM00015H	Capstone Project (PRBX): Computer Science (UG)	Jake Rigby	188	19	10%	2.9	NA