MODULE MAP OF PROGRAMME LEARNING OUTCOMES

Programme: BSc Computer Science (G400)

(Programme commenced in October 2008 - Updated March 2011)

				Knowledge								Cognitive				Practical				Key Skills					
		Module	Module Title	A1	A2	A3	A4	A5	A6	A7	A8	B1	B2	B3	B4	C1	C2	C3	C4	D1	D2	D3	D4	D5	D6
Level 4	CORE MODULES	CE101-4-SP	Professional Development		◆															◆					
		CE141-4-AU	Mathematics For Computing			◆						◆	◆			◆				◆		◆			
		CE151-4-AU	Introduction to Programming				◆					◆	◆			◆	◆			◆			◆		
		CE152-4-SP	Object-Oriented Programming				◆					◆	◆			◆	◆			◆			◆		
		CE153-4-AU	Introduction to Databases						◆			◆	◆			◆	◆			◆		◆	◆		
		CE154-4-SP	Web Development						◆			◆	◆			◆	◆			◆	◆		◆		
		CE155-4-SP	Network Fundamentals					◆				◆	◆			◆	◆			◆			◆		
		CE161-4-AU	Digital Systems Architecture					◆				◆	◆			◆	◆			◆			◆		
Level 5	CORE MODULES	CE201-5-FY	Computer Science Project and Industrial Practice	◆	◆			◆		◆		◆	◆	◆	◆	◆	◆	◆		◆	◆		◆	◆	◆
		CE203-5-AU	Application Programming				◆					◆	◆			◆	◆			◆			◆		
	COMPULSORY MODULES	CE202-5-FY	Software Engineering			◆	◆			◆	◆	◆	◆		◆	◆	◆			◆		◆	◆		
		CE204-5-SP	Data Structures and Algorithms			◆	◆					◆	◆			◆	◆			◆		◆	◆		
	OPTIONAL MODULES (4 out of 12)	CE205-5-AU	Databases and Information Retrieval			◆			◆		◆	◆	◆			◆	◆			◆		◆	◆		
		CE206-5-SP	Human Computer Interfaces and Visualisation						◆		◆	◆	◆			◆	◆			◆		◆	◆		
		CE212-5-SP	Web Application Programming				◆		◆		◆	◆	◆			◆	◆			◆			◆		
		CE213-5-AU	Artificial Intelligence			◆					◆	◆	◆			◆	◆			◆		◆	◆		
		CE215-5-SP	Robotics			◆	◆				◆	◆	◆			◆	◆			◆		◆	◆		
		CE217-5-FY	Computer Game Design				◆				◆	◆	◆			◆	◆			◆			◆		
		CE218-5-SP	Computer Game Programming				◆			◆	◆	◆	◆			◆	◆			◆		◆	◆		
		CE221-5-AU	C++ Programming				◆		◆		◆	◆	◆			◆	◆			◆			◆		
		CE222-5-SP	Operating Systems				◆	◆			◆	◆	◆			◆	◆			◆		◆	◆		
		CE231-5-FY	Computer and Data Networks					◆			◆	◆	◆			◆	◆			◆		◆	◆		
		CE235-5-SP	Computer Security					◆			◆	◆	◆			◆	◆			◆		◆	◆		
		CE243-5-SP	C Programming and Embedded Systems				◆	◆			◆	◆	◆			◆	◆			◆		◆	◆		
Level 6	CORE MODULE	CE301-6-FY	Individual Project								◆	◆	◆	◆	◆	◆	◆		◆	◆	◆		◆		◆
	OPTIONAL MODULES (6 out of 17)	CE303-6-AU	Advanced Programming				◆				◆	◆	◆			◆	◆			◆		◆	◆		
		CE304-6-SP	Formal Methods			◆	◆				◆	◆	◆			◆	◆			◆			◆		
		CE305-6-AU	Language & Compilers				◆	◆			◆	◆	◆			◆	◆			◆			◆		
		CE310-6-SP	Evoluntionary Computation and Genetic Programming				◆				◆	◆	◆			◆	◆			◆			◆		
		CE313-6-AU	Intelligent Agents			◆					◆	◆	◆			◆	◆			◆		◆	◆		
		CE314-6-SP	Natural Language Engineering			◆	◆				◆	◆	◆			◆	◆			◆		◆	◆		
		CE315-6-AU	Mobile Robotics			◆	◆				◆	◆	◆			◆	◆			◆		◆	◆		
		CE316-6-SP	Image Processing and Computer Vision			◆	◆				◆	◆	◆			◆	◆			◆		◆	◆		
		CE317-6-FY	Virtual Worlds				◆				◆	◆	◆			◆	◆			◆			◆		
		CE318-6-SP	Games Console Programming				◆				◆	◆	◆			◆	◆			◆			◆		
		CE319-6-AU	Business Information Systems						◆	◆	◆	◆	◆			◆	◆			◆		◆	◆		
		CE320-6-AU	Large Scale Software Systems and Extreme Programming	◆					◆	◆	◆	◆	◆			◆	◆			◆		◆	◆		
		CE321-6-AU	Network Engineering					◆			◆	◆	◆			◆	◆			◆			◆		
		CE323-6-AU	Embedded Systems Design					◆		◆	◆	◆	◆			◆	◆			◆			◆		
		CE324-6-SP	Network Security					◆			◆	◆	◆			◆	◆			◆			◆		
		CE325-6-AU	3D Computer Graphics			◆	◆				◆	◆	◆			◆	◆			◆		◆	◆		
		CE329-6-AU	Distributed Computing Systems					◆	◆		◆	◆	◆			◆	◆			◆			◆		