From 3:30pm-5pm The View and Liberty Plaza accommodation sites (adjacent to the USB) are available to view - report to either reception for a tour.

Information regarding student life, campus tours and accommodation tours are available from 3.30pm – 5pm in King’s Gate (10 minutes walk from the USB)
Offer Holder Day
25th January 2020
Welcome
Professor John Fitzgerald
Head of School of Computing
62 million lines of code
...not including the backend
2 billion lines of code

For all of Google's Internet services from Google Search to Gmail to Google Maps
120 million lines of code
Equivalent to the total DNA basepairs in a genome
Offer Holder Days 2020

Our Mission

We’re here to improve the quality of life, business and society by advancing the foundations, technology and application of Computer Science through teaching and research.

We have some important values:
• All our work has positive real-world impact in mind
• We work across traditional boundaries
• We are open to people from a wide variety of intellectual and personal backgrounds

Deep skills:
• Discovering and representing patterns in data and action
• Managing complexity and scale
• Rigour in expression and reasoning
Satisfaction Score
87%
National Student Survey
August 2019

Ranked
1st
for Impact in
REF2014 UoA 11

Students from
162
countries

Degrees accredited by
91%

Gold Award in
Teaching Excellence
Framework 2017

of computing students are in work or
further study six months after
graduation.* DLHE 2016/17
We’re pushing the boundaries of computer science and addressing global challenges

- Interdisciplinary Computing and Complex BioSystems
- Advanced Model-Based Engineering and Reasoning (AMBER)
- Secure and Resilient Systems
- Scalable Computing and Internet of Things
- Teaching Innovation Group
- Human Computer Interaction
- Human Computer Interaction
- Scalable Computing and Internet of Things
- Teaching Innovation Group
- Advanced Model-Based Engineering and Reasoning (AMBER)
- Secure and Resilient Systems
Our Student Success
A team of Newcastle University students have been awarded a gold medal and special prize nomination at this year’s International Genetically Engineered Machine (iGEM) competition in Boston.

The team, made up of six students from the School of Natural and Environmental Sciences and School of Computing, developed an indicative diagnostic tool to detect the presence of early Parkinson’s disease biomarkers.

The iGEM competition marked the culmination of a summer of hard work, with the team producing a website and travelling to present their work in Boston, USA. The iGEM competition is held annually and aims to introduce students to the field of Synthetic Biology.

Teams compete from prestigious universities such as Harvard, Oxford, Yale, MIT, NTU Singapore, Kyoto, and the Sorbonne;
Mehdi
Computer Science with Industrial Placement MComp

Mehdi was voted Target Jobs UK Undergraduate of the Year for Computer Science, IT and Physics in April 2019.

He won an exclusive summer internship at Visa as part of the prize.

Mehdi was the Outreach Officer for NUCATS where he directed teams of mentors who taught coding lessons in local schools and empowered students to think about a career in tech.

"My role as Outreach Officer has allowed me to make a critical impact in my community. Not only has this been invaluable in helping me win the award, it also developed my interpersonal skills, and allowed me to inspire the next generation of coders"
Justyna
Computer Science with Industrial Placement (Games Engineering) MComp

Justyna came to University with a clear career goal, so studying Game Engineering was a conscious choice to help her achieve her dream job.

“The team in Games Lab have excellent links to the industry, which gives you a tremendous head start when looking for positions. I had multiple job offers from leading game studios before even finishing my final year.”

She started working at Creative Assembly as an Associate Animation Programmer right after finishing her dissertation.

“The games course teaches you skills that are essential to pass the technical tests set by the game companies and the industry links provide opportunities that are not available anywhere else.”
Undergraduate Curriculum

Dr Steve Riddle
Director of Excellence in Learning and Teaching
<table>
<thead>
<tr>
<th>Stage 1</th>
<th>Stage 2</th>
<th>Stage 3</th>
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<tbody>
<tr>
<td>Gives students a deep understanding of programming, computer architecture, professionalism and the mathematics involved with computing.</td>
<td>Gives students a realistic preview into industry life, building upon the understanding of stage 1 and being taught in a team environment. A large proportion of Semester 1 is taken up by the Team Project.</td>
<td>Where a student can specialise their degree and potentially tailor it towards the type of career they want.</td>
</tr>
</tbody>
</table>
Semester 1

- Fundamentals of Computing (20), Computer Systems Design (20), Information Storage and Retrieval (20)
- Programming Portfolio 1 (30)
- Security and Programming Paradigms (20)
- Algorithm Design and Analysis (10)
- Exams

Semester 2

- Software Engineering Team Project (30)
- Introduction to Contemporary Topics in Computing (30)
- Operating Systems and Networks (30)

Stage 3

Optional Modules (60):
You choose 60 credits which can be made up of the following:
- 3 x 20-credit modules
- 2 x 20-credit modules + 2 x 10-credit module

- Research Methods (20)
- Major Project (40)
### Stage 3  Semester 1: Choose 60 credits from:

<table>
<thead>
<tr>
<th>Course</th>
<th>Credits</th>
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<tbody>
<tr>
<td>Graphics for Games</td>
<td>10</td>
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<tr>
<td>Understanding Concurrency</td>
<td>10</td>
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<tr>
<td>Cryptography</td>
<td>10</td>
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<tr>
<td>Introduction to BioDesign and Natural Computing</td>
<td>20</td>
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<tr>
<td>Data Exploration</td>
<td>20</td>
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<tr>
<td>Gaming Technologies and Simulations</td>
<td>20</td>
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<tr>
<td>Programming Language Design and Verification</td>
<td>20</td>
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<tr>
<td>System and Network Security</td>
<td>20</td>
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<tr>
<td>Biomedical Data Analytics</td>
<td>20</td>
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<tr>
<td>Predictive Analytics and Machine Learning</td>
<td>20</td>
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<tr>
<td>Reliability and Fault Tolerance</td>
<td>10</td>
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<tr>
<td>Building Systems for People</td>
<td>20</td>
</tr>
<tr>
<td>Real Time and Cyber Physical Systems</td>
<td>10</td>
</tr>
<tr>
<td>HCI: Interaction Design</td>
<td>20</td>
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</tbody>
</table>
Specialisms and Placements

BSc and MComp options available on:

- Computing Science
- Game Engineering
- Security and Resilience

BSc degrees also available in

- Software Engineering

Specialisms require particular module and project choice in Stage 3. It is possible to move to or from specialisms at any time during first 2 years.

Similarly, it is possible to move to or from a course with a Placement at any time during first 2 years.
Any questions?

Contact: computing.admissions@ncl.ac.uk