Computer Science

Research Methods (COMP0030)

Description

Aims:
The aims of this module are to: deepen the student's appreciation of what research in computer science is and how it is carried out; teach students how to read research publications critically; teach students how to evaluate research ideas; teach students how to perform a literature survey; outline the work needed to produce a research paper; and introduce the students to both seminal papers and cutting-edge research in computer science.

Learning outcomes:
On successful completion of the module, a student will be able to:
1. identify seminal and cutting-edge topics in computer science;
2. distinguish research topics from engineering tasks;
3. know how to go about evaluating the novelty and contribution of a research idea;
4. write a critical survey; Students should also gain a good knowledge of a number of areas of research carried out in the department.

Content:
Students are split into groups and each assigned a supervisor who will give them a batch of research papers and help to answer questions on those papers. Speakers from research groups in the department give an overview of their group's activities.

Requisites:
In order to be eligible to select this module, a student must be registered on a programme for which it is a formally-approved option or elective choice AND have passed Years 1 and 2 of BSc/ MEng Computer Science.

Key information

Year: 2019/20
Credit value: 15 (150 study hours)
Delivery: UG L6, Campus-based
Reading List: View on UCL website
Tutor: Prof Anthony Hunter
Term: Term 1
Timetable: View on UCL website

Assessment

Coursework: 80%
Coursework: 20%

Find out more

For more information about the department, programmes, relevant open days and to browse other modules, visit ucl.ac.uk

Disclaimer: All information correct as of June 2019. Please note that aspects of the module may be subject to change. UCL will make best efforts to inform applicants of major changes.