MSc Computer Science Project (COMP0073)

Description

Aims:
To give students the experience of undertaking and completing a substantial piece of individual project work, applying knowledge learned from Terms 1 and 2 of the programme, including the skills of research, analysis, design, implementation, testing and evaluation. To document the results to a good academic standard via a written report.

Learning outcomes:
On successful completion of the module, a student will be able to:
1. work individually to undertake a major project;
2. plan and coordinate the project activities to meet the deadlines;
3. make realistic work commitments;
4. write a substantial report to document the project results;
5. demonstrate good problem solving and evaluation skills.

Content:
Overview:
- There is no set syllabus. During term 2 students identify their chosen project topic and find a member of the academic staff who will act as the project supervisor. The project itself begins in late May or early June after the student's final exam, and runs for roughly three months. The submission deadline is in early September at the end of the programme;
- A number of Industry Exchange Network (IXN) projects with a range of external partners are made available for those students who want to work in collaboration with companies or other organisations. Alternatively a project can be internal to the department, potentially research-oriented, and defined in collaboration with the project supervisor;
- Projects are a full-time activity with no other teaching taking place. A typical project will comprise approximately three weeks of background reading, analysis and design, followed by six weeks of implementation or equivalent.

Key information

Year: 2019/20
Credit value: 60 (600 study hours)
Delivery: PGT L7, Campus-based
Reading List: View on UCL website
Tutor: Dr Graham Roberts
Term: Terms 2 and 3
Timetable: View on UCL website

Assessment

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 August 2019. Please note that aspects of the module may be subject to change. UCL will make best efforts to inform applicants of major changes.
work, and finally three weeks to write the project report. Students who have any Late Summer Assessments (LSA) should consult with their supervisor and the programme director to discuss how to coordinate the project work with preparation for the late assessment;

- Students are responsible for organising and carrying out their project, and are expected to attend weekly tutorials with their supervisor, also meeting regularly with their external collaborator if applicable. Tutorials allow the supervisor to monitor the progress of the project, providing advice and feedback as necessary;
- The project has a 60 credit value, and represents one third of the total value of the MSc;

Project Goals:
- A MSc Computer Science project is expected to have a reasonable level of challenge and depth, and may include research-oriented goals as well as the practical application of Computer Science ideas and concepts. Most projects involve the design, implementation and testing of application software, but more theoretical or mathematical projects are also possible;

Project Report:
- The final report documents the results of the project, and is expected to be a substantial and properly structured academic document. The project guidelines available on Moodle give detailed information about the required content;
- As every student undertakes a distinct project there is no indicative reading list available. The student is expected to locate relevant information sources themselves with advice from their supervisor.

Requisites:
In order to be eligible to select this module, a student must be registered on a programme for which it is formally available.