Computer Science

Research Methods and Making Skills (COMP0145)

Description
In this module students will be equipped with the basics of: quantitative and qualitative research methods, and basic computing and making skills. For the research methods, students will learn about the concepts, ideas, fundamentals of planning and conducting research, starting with how to make a research question. Students will then explore methods for data collection and data analysis tools for quantitative and qualitative data. For the computing and making skills, students will learn about both physical and digital prototyping: spanning from paper and 3d printer-based prototyping to programming which mainly include Arduino for collecting sensor data (e.g. movement and physiological) and using actuators (e.g. for making haptic display) and Python for data visualisation.

The module is designed to be aligned with the Future Global Technologies for Disability and Development module and will be a split of practical workshops and lab sessions in UCL's Institute of Making as well as more formal seminars and computer lab sessions. Once completed, students will be able to create product prototypes for disability innovation, make informed design choices on material and choose appropriate design and statistical tests.

Key information
- **Year**: 2019/20
- **Credit value**: 15 (150 study hours)
- **Delivery**: PGT L7, Campus-based
- **Reading List**: [View on UCL website](#)
- **Tutor**: Dr Youngjun Cho
- **Term**: Term 1
- **Timetable**: [View on UCL website](#)

Assessment
- Written examination (main exam period): 70%
- Coursework: 30%

Find out more
For more information about the department, programmes, relevant open days and to browse other modules, visit [ucl.ac.uk](http://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.