The Computer Science MSc provides a balance between computer science theory and practical software engineering skills, including teamwork for industrial or research clients. Graduates complement their first degree subject with computer science knowledge, leading to interdisciplinary industrial positions and PhD research. Students are expected to complement their learning with extra research and personal work.

**Degree summary**

You will learn fundamental aspects of how computers work by taking modules in computer architecture, databases, data structures and algorithms. You will also gain practical knowledge in areas such as human-computer interaction, application design, and software engineering. You will also develop programming skills in modern languages.

Team working, project planning and communication skills are developed by working in small groups developing software for real industrial and research clients. Optional modules allow specialisation in subjects such as functional programming, computer music, entrepreneurship and machine learning.

UCL Computer Science is recognised as a world leader in teaching and research. UCL received the highest percentage (96%) for quality of research in Computer Science and Informatics in the UK’s most recent Research Excellence Framework (REF2014).

Our Master’s programmes have some of the highest employment rates and starting salaries, with graduates entering a wide variety of industries from entertainment to finance.

We take an experimental approach to our subject, enjoy the challenge and opportunity of entrepreneurial partnerships and place a high value on our extensive range of industrial collaborations.

The programme is delivered through a combination of traditional face-to-face lectures, flipped learning, blended learning, problem-based and student-led learning. Lectures are often supported by laboratory work with help from demonstrators. Student performance is assessed by unseen written examinations, coursework and a substantial individual project.

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**Degree structure**

**Mode:** Full-time: 1 year

**Location:** London, Bloomsbury

Students undertake modules to the value of 180 credits. The programme consists of five core modules (75 credits), plus a research project (60 credits), with up to three optional modules (maximum 45 credits) and up to two elective modules (30 credits).

Please note that the list of modules given here is indicative. This information is published a long time in advance of enrolment and module content and availability is subject to change.

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**COMPULSORY MODULES**

- Algorithmics (15 credits)
- Architecture and Hardware (15 credits)
- Database and Information Management Systems (15 credits)
- Design (15 credits)
- Introductory Programming (15 credits)

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**OPTIONAL MODULES**

Students must choose a minimum of 15 and a maximum of 45 credits from the Optional modules and for the remaining credits, students can choose up to 30 credits from the Elective options.

- Optional Modules (15 to 45 credits)
- Computer Music (15 credits)
- Entrepreneurship: Theory and Practice (15 credits)
- Functional Programming (15 credits)
- Interaction Design (15 credits)
- Machine Learning for Domain Specialists (15 credits)
- Software Engineering (15 credits)
- Elective Modules (up to 30 credits)
- Affective Interaction (15 credits)
- Artificial Intelligence and Neural Computing (15 credits)
- Computational Photography and Capture (15 credits)
- Language Based Security (15 credits)
- Project Management for Engineering (15 credits)

Please note: the availability and delivery of optional modules may vary, depending on your selection and timetabling constraints.

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**DISSERTATION/REPORT**

All students undertake an independent computer-based science project which culminates in a dissertation in the form of a project report.
Graduates from UCL are keenly sought after by the world’s leading organisations, and many progress in their careers to secure senior and influential positions. UCL Computer Science graduates are particularly valued as a result of the department’s strong international reputation, strong links with industry, and ideal location close to the City of London. Our graduates secure careers in a wide variety of organisations; for example with global IT consultancies, as IT analysts with City banks, or as IT specialists within manufacturing industries.

**Employability**

This degree opens up many different career paths. Recent graduates have been employed by some of the world’s leading IT companies such as Accenture, Barclays Capital and Credit Suisse. The entrepreneurial spirit is ignited in other students and they may either start their own companies or join dynamic start-ups. Other graduates have gone on to PhD study to conduct cutting-edge research in areas that interest them.
Entry requirements

A minimum of an upper second-class UK Bachelor’s degree in a subject other than computer science or information technology, or an overseas qualification of an equivalent standard is required. Evidence should be included within the application to demonstrate suitable mathematical skills (to at least Mathematics A level), and analytical skills.

Note: Although, the current programme is meant for all those who are new to Computer Science, the applicant must ensure they have good computational thinking skills as programming is a core part of the course.

English language proficiency level

If your education has not been conducted in the English language, you will be expected to demonstrate evidence of an adequate level of English proficiency.

The level of English language proficiency for this programme is: Good.

Information about the evidence required, acceptable qualifications and test providers is provided at: www.ucl.ac.uk/graduate/english-requirements

Your application

Students are advised to apply as early as possible due to competition for places. Those applying for scholarship funding (particularly overseas applicants) should take note of application deadlines.

Together with essential academic requirements, the personal statement is your opportunity to illustrate whether your reasons for applying to this programme match what the programme will deliver. Your application will be judged entirely on the evidence you provide.

Your personal statement should include:

- why you want to study Computer Science at graduate level
- why you want to study Computer Science at UCL
- what particularly attracts you to this programme
- how your academic and professional background meets the demands of this programme
- what mathematics experience you have to meet the requirements of the programme
- what programming experience you have
- where you would like to go professionally with your degree

There is an application processing fee for this programme of £75 for online applications and £100 for paper applications. Further information can be found at: www.ucl.ac.uk/prospective-students/graduate/taught/application.

FEES AND FUNDING 2019/20 ENTRY

- UK: £12,750 (FT)
- EU: £12,750 (FT)
- Overseas: £28,410 (FT)

The tuition fees shown are for the year indicated above. Fees for subsequent years may increase or otherwise vary. Further information on fee status, fee increases and the fee schedule can be viewed on the UCL Students website.

All full time students are required to pay a fee deposit of £2,000 for this programme. All part-time students are required to pay a fee deposit of £1,000.

Four MSc Scholarships, worth £4000 each, are made available by the Department of Computer Science to UK/EU offer holders with a record of excellent academic achievement. The closing date is 30 June 2019. For more information, please see the department pages.

Full details of funding opportunities can be found on the UCL Scholarships website: www.ucl.ac.uk/scholarships

APPLICATION DEADLINE

All applicants: 26 April 2019

Details on how to apply are available on the website at: www.ucl.ac.uk/graduate/apply

CONTACT

Elizabeth Awad, Teaching and Learning Administrative Assistant

Email: mscs-admissions@cs.ucl.ac.uk

Telephone: +44 (0)20 3108 6793

EU referendum

For up-to-date information relating to specific key questions following the UK’s decision to leave the EU, please refer to www.ucl.ac.uk/brexit