The UK's European university

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YEAR IN COMPUTING/
KICKSTART LUNCH

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School of Computing

Schedule

- 13:00-13:30 Introductory Talk
- 13:30-14:00 Lunch and Discussion
- 14:00-14:40 Q&A Session
- 14:40-15:00 Feedback

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Add a Year in Computing?

- Year in Computing: a full-time academic year where you study just computing modules.

- Adds one year on to your undergraduate degree—you still do the same amount of your original degree subject.

- You can do this between Stages 2 and 3 of your degree, or at the end of Stage 3.

- The first entry to the Year will be in September 2016.

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Why do a Year in Computing?

- Because you want to combine computing skills with your current degree:
  - A social science student who wants to understand how "big data" can be used to understand society.
  - An art student who wants to build new kinds of interactive artworks that need programming.
  - A biosciences student who sees the opportunities in bioinformatics and health informatics.

- Because you want to develop computing knowledge in addition to your current degree.
  - Adding employment-related skills
  - Developing an understanding of how to use computation/tech/data to solve problems

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How does this affect my degree?

- The Year in Computing is a pass/fail year.
  - The detailed grades will be on your transcript.
  - Your degree classification will depend on your main degree subject.

- If you pass the year, you will get "with a Year in Computing" added to your degree title.
  - E.g. *BA History with a Year in Computing*

- If you fail, you will drop back to your current degree; you do not risk your current degree by doing the year.

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How will the year be funded?

- If you are a UK/EU student, then you will be able to extend your current student funding arrangements to cover the year.

- The fees will be at the standard rate for a year of undergraduate study.

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What subjects would I study?

Autumn Term	Spring Term
An Introduction to Computer Systems: Understanding how computers work, from the desktop to the global Internet. (15 credits)	**Solving Problems with Data**: Collecting, analysing and portraying data from a wide variety of sources. (15 credits)
HCI and the User Experience (UX): Designing information and applications for a wide variety of people (15 credits)	**Web Development**: Building and managing large scale, dynamic, web applications. (15 credits)
An Introduction to Web Technologies (30 credits): • Presenting information (HTML and CSS) • A general introduction to programming, using Javascript • Storing information (databases and SQL) • Dynamically generating content for web pages from stored data (PHP).	**Project** (30 credits): Putting what you've learnt into practice in a larger piece of work, perhaps related to your degree. Draft to be confirmed

You will be able to…

- Understand the role of technology and how it is used in the contemporary world.

- Have a good foundational knowledge of coding that is focused on the ideas of programming not just learning a specific language.

- Build dynamic, modern web-based systems.

- Understand how data can be used to tackle complex problems.

- Have a practical grasp of methods for presenting data and designing interactions with computer-based systems.

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What do I need to get in?

- We expect you to have an average of 50% in your current modules.
  - We want to know that you are coping with the demands of university study.

- You will need to give a brief description of why you are interested in the Year and what you hope to get out of it.
  - We will follow this up with a brief interview.
  - The aim is to ensure that we are all on the right page; that you know what you are letting yourself in for, that we are confident that you understand what the course contains.

- We do *not* expect prior computing experience or knowledge.

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How to apply?

- Simply fill out the form at

  http://www.cs.kent.ac.uk/ug/year-in-computing.html

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Lunch!

- Several staff and students from the School of Computing will be around during lunch—do talk to them about studying Computing here at Kent.

- If you have any questions, then think of them and we can answer them in the Q&A session after lunch.

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Q&A Session

- Write your questions about the Year on one of the pieces of paper and hand it in.

- Then we will discuss the questions together.

Feedback

- We are still in the process of finalising the Year in Computing; we would appreciate your help.

- To finish, could you please write on one of the pieces of paper:
  - One thing that you think is good about the Year in Computing.
  - One thing that you would want to learn on the Year in Computing.
  - The main reason why the Year in Computing would be useful/interesting to you.

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