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Decision Day
May 11th 2024

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Welcome to Computing@YSJ

- Main Reception in Holgate
- No fire alarms planned today
- Fire meeting point grassed area on Lord Mayors Walk
- First Aid – Security 01904 876444

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Introductions

Dr Shao Ying Zhu – Associate Head

Dr David Gundry – Lecturer

Dr Hamidreza Bagheri – Industrial Placement lead

Thomas Wood – 3rd Year Computer Science Student

Vitto Topic – 2nd Year Cyber Security Student

Sarah Quinn – First Year Games Development Student



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York St John

Top 10 University of the Year

(WhatUni Student Choice Awards 2023)

Gold for Student Experience

(Teaching Excellence Framework)

13th out of 135 universities in the UK for student satisfaction

(Times & Sunday Times Good University Guide)

1st in North East (19th in UK) for students' overall positivity about their studies

(NSS 2023)

95% of graduates in work or further study after 15 months

(Higher Education Graduate Outcomes data)

Joint 1st for Carbon Reduction among UK universities

(People & Planet Green League 2022)



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Degrees

Undergraduate

- BSc Computer Science
- BSc Software Engineering
- BSc Games Development
- BSc Cyber Security

All available with a year in industry

Postgraduate

- MSc by Research
- PhD



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Our approach to teaching and learning

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- **A practical degree**
 - 1.5 hr. Lecture, 2.5 hr. Practical in a week for each module
 - Authentic and relevant to practice
 - Direct learning activities in skills lab (simulation)
- **Coursework assessments**
 - ~55% of assessments are portfolio
 - Few exams: only ~ 7% of assessments
- **Supported Open Learning (SOL)**
 - 4 hr. per week supported by academics / technicians



Timetable Example

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	Mon	Tue	Wed	Thu	Fri
9:00			COM4009M-A - PROGRAMMING 01 - LECTURE A 01 Lu, Yang 90		
9:30					
10:00	COM4011M-A - SECURITY SYSTEMS AND PRODUCTS - LECTURE A 01	COM4009M-A - SOL A 01 Rahuma, Adel 30	DG/017 - LECTURE THEATRE {140} LECTURE 1.01-1.07, 1.09-1.12		
10:30	Bagheri, Hamidreza 90	CC/106 - COMPUTER SCIENCE SUITE 1 {48} SOL 1.01-1.12			
11:00	DG/017 - LECTURE THEATRE {140} LECTURE 1.01-1.12		COM4009M-A - PROGRAMMING 01 - PRACTICAL A 01 Lu, Yang;Wells, Alec;Dajnowski, Norbert 35	COM4009M-A - SOL C 01 for Cyber Security, Software Eng, Comp Sci Wells, Alec 30	
11:30			CC/106 - COMPUTER SCIENCE SUITE 1 {48}, CC/114 - COMPUTER SCIENCE SUITE 2 {38}, CC/115 - COMPUTER SCIENCE SUITE 3 {35} PRACTICAL 1.01-1.12	CC/106 - COMPUTER SCIENCE SUITE 1 SOL 1.01-1.12 {48}	
12:00		COM4010M-A - MATHS AND PROBLEM SOLVING - LECTURE A 01 Gundry, David 90			
12:30					
13:00		TW/007 - TEMPLE HALL {248} LECTURE 1.01-1.07, 1.09-1.12			
13:30	COM4011M-A - SECURITY SYSTEMS AND PRODUCTS - PRACTICAL A 01 Bagheri, Hamidreza;Rahuma, Adel;Wells, Alec;Dajnowski, Norbert 35				
14:00	CC/106 - COMPUTER SCIENCE SUITE 1 {48}, CC/114 - COMPUTER SCIENCE SUITE 2 {38}, CC/115 - COMPUTER SCIENCE SUITE 3 {35} PRACTICAL 1.01-1.12	COM4010M-A - MATHS AND PROBLEM SOLVING - PRACTICAL A 01 Gundry, David;Shkuratsky, Slav;Dajnowski, Norbert 35		COM4009M-A - SOL B 01 [MATH] Gundry, David 30	
14:30		CC/106 - COMPUTER SCIENCE SUITE 1 {48}, CC/114 - COMPUTER SCIENCE SUITE 2 {38}, CC/115 - COMPUTER SCIENCE SUITE 3 {35} PRACTICAL 1.01-1.12		CC/115 - COMPUTER SCIENCE SUITE 3 SOL 1.01-1.12 {35}	
15:00					
15:30					
16:00					
16:30					
17:00					
17:30					



Course Structure Year 1

Module Title	Taught to			
Semester 1	Computer Science	Software Engineering	Games Development	Cyber Security
Programming 01				
Maths & Problem Solving				
Security Systems and Products				
Games Fundamentals				

Semester 2	Computer Science	Software Engineering	Games Development	Cyber Security
Programming 02 – Programming for the web				
Operating Systems				
Software Engineering				
Games Design				

Course Structure Year 2

Module Title	Taught to			
Semester 1	Computer Science	Software Engineering	Games Development	Cyber Security
Programming 03 –Systems Programming and Scripting				
Database Systems				
Computer Networks				
Software Project Management and Agile Development				
Game Development With Game Engines				
Semester 2	Computer Science	Software Engineering	Games Development	Cyber Security
Professional and Research Practices				
Programming 04 – Advanced Programming				
Artificial Intelligence				
User Experience				
Game Development Group Project				
Digital Forensics				
Information Security and Risk Management				

Course Structure Year 3 Semester 1

Module Title	Taught to			
Semester 1	Computer Science	Software Engineering	Games Development	Cyber Security
Internet of things				
Data Analytics				
Software Testing				
Games Programming				
3D Graphics Programming				
Penetration Testing and Vulnerability Assessment				

Module Title	Taught to			
Semester 1 & 2	Computer Science	Software Engineering	Games Development	Cyber Security
Dissertation				

Course Structure Year 3 Semester 2

Semester 2	Computer Science	Software Engineering	Games Development	Cyber Security
Cloud Computing Security and Compliance				
Advanced Web Development				
Smartphone App Design and Development				
Immersive Computing				
Privacy and Data Protection				
Network Security Architecture and Operations				
Software and Web Security				
Software Design Patterns				
iOS Games Development				
Artificial Intelligence for Games				
Procedural Content Generation				
Agile Games Development				

Key Stats

- 100% of computing graduates in employment or full-time study 15 months after graduation
(2020-21 graduating cohort)
- 88% of computing students achieve a 1st or 2:1 degree



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Certification Opportunities



AZ-900 Azure Fundamentals

Prove foundational knowledge of cloud computing and the Software as a Service (SaaS) cloud model.



AI-900 Azure AI Fundamentals

Prove foundational knowledge of machine learning (ML) and artificial intelligence (AI) workloads and how to implement them on Azure.



DP-900 Azure Data Fundamentals

Prove foundational knowledge of core data concepts and how they are implemented using Microsoft Azure data services.



MS-900 M365 Fundamentals

Prove foundational knowledge, available options and benefits gained by implementing Microsoft 365 cloud service offerings.



SC-900 Security, Compliance, and Identity Fundamentals

Prove foundational knowledge of security, compliance, and identity (SCI) across cloud-based and related Microsoft services.



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Industrial Placement Year



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Amanda



"Handshake provides all the jobs you could want in one place, and allows you to be super organized with due dates and searches. It makes the entire process easier."



Dremere



"I've had five internships, this will be my fifth one... four opportunities came directly from Handshake."



Anson



"You're able to filter for visa status restrictions and it saves international students so much time because we don't want to be applying for jobs we know we're never going to get."

Deloitte.

Emma



"Handshake is a great way to find jobs and internships. It's really easy to use and it's really easy to find what you're looking for."

Download
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Thank You For Coming

- Explore the activities and demos
- Talk to our current students
- Ask us any questions you have



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Computer Science

Level 6 - Year 3 or 4			
Semester 2	COM6016M Dissertation [40 Credits]	Optional Module 1 [20 Credits]	Optional Module 2 [20 Credits]
Semester 1		COM6017M The Internet Of Things [20 Credits]	COM6035 Data Analytics [20 Credits]
COM5018P Year In Industry - Year 3 Optional [0 Credits]			
Level 5 - Year 2			
Semester 2	COM5015M Programming 04 [20 Credits]	COM5016M Professional and Research Practices [20 Credits]	COM5025M Artificial Intelligence [20 Credits]
Semester 1	COM5012M Programming 03 [20 Credits]	COM5013M Database Systems [20 Credits]	COM5014M Computer Networks [20 Credits]
Level 4 - Year 1			
Semester 2	COM4012M Programming 02 [20 Credits]	COM4013 Operating Systems [20 Credits]	COM4014M Software Engineering [20 Credits]
Semester 1	COM4009M Programming 01 [20 Credits]	COM4010M Maths & Problem Solving [20 Credits]	COM4011M Security Systems & Products [20 Credits]

Optional Modules (Offered as available)

- Privacy & Data Protection
- Network Security Architecture & Operations
- Advanced Web Development
- Cloud Computing Security
- Smartphone App Design & Development
- Immersive Computing

Software Engineering

Level 6 - Year 3 or 4			
Semester 2	COM6016M Dissertation [40 Credits]	Optional Module 1 [20 Credits]	Optional Module 2 [20 Credits]
Semester 1		COM6017M The Internet Of Things [20 Credits]	COM6034M Software Testing [20 Credits]
COM5018P Year In Industry - Year 3 Optional [0 Credits]			
Level 5 - Year 2			
Semester 2	COM5015M Programming 04 [20 Credits]	COM5016M Professional and Research Practices [20 Credits]	COM5021M User Experience (UX) [20 Credits]
Semester 1	COM5012M Programming 03 [20 Credits]	COM5013M Database Systems [20 Credits]	COM5024M Software Project Management and Agile Development [20 Credits]
Level 4 - Year 1			
Semester 2	COM4012M Programming 02 [20 Credits]	COM4013 Operating Systems [20 Credits]	COM4014M Software Engineering [20 Credits]
Semester 1	COM4009M Programming 01 [20 Credits]	COM4010M Maths & Problem Solving [20 Credits]	COM4011M Security Systems & Products [20 Credits]

Optional Modules (Offered as available)

- Software & Web Security
- Advanced Web Development
- Cloud Computing Security
- iOS Games Development
- Smartphone App Design & Development
- Software Design Patterns

Games Development

Level 6 - Year 3 or 4			
Semester 2	COM6016M Dissertation [40 Credits]	Optional Module 1 [20 Credits]	Optional Module 2 [20 Credits]
Semester 1		COM6024M Games Programming [20 Credits]	COM6025 3D Graphics Programming [20 Credits]
COM5018P Year In Industry - Year 3 Optional [0 Credits]			
Level 5 - Year 2			
Semester 2	COM5015M Programming 04 [20 Credits]	COM5016M Professional and Research Practices [20 Credits]	COM5019M Games Development with Game Engines [20 Credits]
Semester 1	COM5012M Programming 03 [20 Credits]	COM5013M Database Systems [20 Credits]	COM5020M Game Development Project [20 Credits]
Level 4 - Year 1			
Semester 2	COM4012M Programming 02 [20 Credits]	COM4013 Operating Systems [20 Credits]	COM4016M Games Design [20 Credits]
Semester 1	COM4009M Programming 01 [20 Credits]	COM4010M Maths & Problem Solving [20 Credits]	COM4015M Games Fundamentals [20 Credits]

Optional Modules

(Offered as available)

- Artificial Intelligence For Games
- Procedural Content Generation
- Agile Game Development
- iOS Games Development
- Immersive Computing

Cyber Security

Optional Modules

(Offered as available)

- Software & Web Security
- Privacy & Data Protection
- Network Security Architecture & Operations
- Advanced Web Development
- Cloud Computing Security

Level 6 - Year 3 or 4			
Semester 2	COM6016M Dissertation [40 Credits]	Optional Module 1 [20 Credits]	Optional Module 2 [20 Credits]
Semester 1		COM6017M The Internet Of Things [20 Credits]	COM6018 Penetration Testing & Vulnerability Assessment [20 Credits]
COM5018P Year In Industry - Year 3 Optional [0 Credits]			
Level 5 - Year 2			
Semester 2	COM5026M Digital Forensics [20 Credits]	COM5016M Professional and Research Practices [20 Credits]	COM5017M Information Security & Risk Management [20 Credits]
Semester 1	COM5012M Programming 03 [20 Credits]	COM5013M Database Systems [20 Credits]	COM5014M Computer Networks [20 Credits]
Level 4 - Year 1			
Semester 2	COM4012M Programming 02 [20 Credits]	COM4013 Operating Systems [20 Credits]	COM4014M Software Engineering [20 Credits]
Semester 1	COM4009M Programming 01 [20 Credits]	COM4010M Maths & Problem Solving [20 Credits]	COM4011M Security Systems & Products [20 Credits]