ULSTER UNIVERSITY COURSES

List of courses available:
a. Artificial Intelligence – Msc
b. Computer Science – Msc
c. Internet of Things - MSc

1. Artificial Intelligence - MSc
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2024/25 Full-time Postgraduate course

Award: Master of Science
Faculty: Faculty of Computing, Engineering and the Built Environment
School: School of Computing
Campus: Belfast campus
Start dates:
September 2024
January 2025

Overview

Creating the next generation of high quality professionals for the AI industry.

Summary

The MSc in Artificial Intelligence is a specialized program aimed at preparing students for careers in various AI-related fields, including computing, knowledge representation, reasoning, robotics, machine learning, deep learning, neural networks, natural language processing, and data analytics. It also provides a foundation for further research studies. The course is supported by advanced infrastructure, including pervasive and mobile computing environments, sensing technologies, and rapid prototyping facilities. Informed by leading research and strong industry partnerships with BT and PwC, the program responds to industry demand for AI skills and addresses a market gap in postgraduate education. It is accredited by BCS for Partial CITP and Partial CEng. Ulster University's School of Computing, which holds an Athena Swan Bronze Award, encourages female applicants due to their underrepresentation in postgraduate taught courses.

Modules

The MSc program comprises six compulsory modules totaling 120 credits, alongside a substantial 60-credit independent Masters Project. The modules include:

1. Data Science and Machine Learning: Focuses on the data science process, including mathematical and statistical foundations for exploratory data analysis, and practical skills for applying supervised and unsupervised machine learning algorithms to real-world data.

2. Deep Learning and Its Application: Covers the fundamentals of deep learning, neural network construction, and the development of deep learning algorithms, with applications in computer vision and natural language processing.

3. Robotics & AI: Provides an overview of smart robotics and AI, with hands-on experience in programming smart robots, focusing on designing and implementing AI behaviors in robotics.

4. Knowledge Engineering: Explores modern topics in knowledge representation and reasoning, including decision making, automated reasoning, and the semantic web, with practical skills in building knowledge-based applications.

5. Intelligence Engineering and Infrastructure: Teaches best practices for engineering, deploying, and testing AI systems, covering machine learning, data engineering, production pipelines, and automated processes.

6. Emerging and Advanced Topics in AI: Examines cutting-edge AI theories, algorithms, and applications, as well as ethical issues like privacy and fairness. It emphasizes independent learning, research skills, and practical application of advanced AI systems.

Students will gain both theoretical knowledge and practical skills across these diverse aspects of artificial intelligence.

Attendance
Typically 15 timetabled hours per week Monday – Friday including lectures, tutorials and practicals in the computer labs for the taught components of the course. Research Project takes place in the final semester seperately.

Start dates
September 2024
January 2025

Teaching, Learning and Assessment
Teaching is delivered through lectures, directed tutorials, seminars, and practical sessions, some of which are by industry professionals / researchers. The course is assessed by 100% coursework.

Attendance and Independent Study

The course induction provides information on organization, attendance, and assessment requirements, typically outlined in a timetable. Full-time course timetables are finalized close to the start date, while part-time courses specify attendance in the offer letter. A course handbook is provided.

Modules are assigned credit points, each representing 10 hours of effort. Undergraduate courses have 10-40 credit modules, and postgraduate courses have 15-30 credit modules. Full-time undergraduates typically take 120 credits per year, equating to 36-42 hours of study per week, including both in-person and online activities. Part-time study is proportional.

Postgraduate Master's programs usually consist of 180 credits over three semesters. PGCerts are 60 credits, typically completed part-time in one year, and PGDips are 120 credits, usually completed in two years. Class contact hours vary, with at least 3 hours per week for lecture-based modules and more for lab-based ones. Course structures may change for quality reasons, with student consultation on significant changes.

Assessment

Assessment methods vary by module and can include exams, coursework, or a combination of both, designed to evaluate the achievement of specific learning outcomes. Students receive timely feedback, either individually or in groups, to aid their development. Coursework may take various forms, such as essays, reports, presentations, dissertations, designs, portfolios, or group work.

The specific assessment methods and their combinations are provided in advance through various resources, like the course handbook and assessment brief. These details may change annually for quality improvements, with students being consulted on significant changes.

Typically, a module has four learning outcomes and no more than two assessment items, which can include multiple tasks. The workload and assessment types are standardized. The pass mark for undergraduate courses is 40%, while for postgraduate courses, it is 50%.

Calculation of the Final Award

The class of Honours for Bachelor's degrees is determined by an aggregate mark based on module performance in the second (Level 5) and third (Level 6) years. Level 6 contributes 70% and Level 5 contributes 30% to the final classification. For integrated Master's degrees with Honours, the calculation includes a Level 7 component, with the breakdown being 50% Level 7, 30% Level 6, and 20% Level 5. At least half of the Level 5 modules must be completed at the University for inclusion in the calculation. Other qualifications base the overall grade on results from the final level of study. For Master's degrees with more than 200 credit points, the final 120 points typically determine the overall grade. This information reflects data from the 2022-2023 academic year.

Academic profile

The School of Computing's academic staff are well-qualified, with most holding a Postgraduate Certificate in Higher Education Practice. About 89% are HEA fellows or higher, and the staff includes Professors (22%), Readers/Senior Lecturers (28%), and Lecturers (50%).

University-wide, over 1,000 academic staff are employed, 60% with PhDs. Courses are taught by Professors (19%), Readers/Senior Lecturers (22%), and Lecturers (57%). Around 82% have qualifications for higher education teaching, and 85% are recognized as HEA fellows. Staff profiles are available online, and staffing may vary annually. Occasionally, part-time staff and guest lecturers, inducted through the University's development program, may also teach courses. This data pertains to the 2022-2023 academic year.

Belfast campus

2-24 York Street, Belfast, BT15 1AP

Accommodation

High quality apartment living in Belfast city centre adjacent to the university campus.

Entry Requirements

Applicants need:
1. A second class honours degree or better in a relevant discipline, or equivalent qualifications such as a Graduate Diploma or Postgraduate Certificate.

2. English language proficiency, with a minimum Academic IELTS score of 6.0 (no band less than 5.5) or equivalent.

For non-standard applicants, significant relevant experience and a portfolio may be considered. Other recognized English language tests are also accepted.

English Language Requirements

English language requirements for international applicants
The minimum requirement for this course is Academic IELTS 6.0 with no band score less than 5.5. Trinity ISE: Pass at level III also meets this requirement for Tier 4 visa purposes. Ulster recognises a number of other English language tests and comparable IELTS equivalent scores.

Fees and funding

Fees Notice - September Start

Northern Ireland, Republic of Ireland, and EU Settlement Status: £7,000
International: £17,090

Additional Costs:
- Accommodation, travel, and living expenses are extra.
- Additional mandatory costs, if any, will be highlighted.
- Students may incur fees for graduation, exam resits, and library fines.
- Costs for work placements or study abroad include extra travel, living, and tuition fees.

For the most current fees, refer to the student guide.

2. Computer Science - MSc
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2024/25 Full-time Postgraduate course

Award: Master of Science
Faculty: Faculty of Computing, Engineering and the Built Environment
School: School of Computing
Campus: Belfast campus
Start dates:
September 2024
January 2025

Overview

Creating the next generation of high quality professionals for the AI industry.

Summary

The MSc in Computer Science is designed to prepare students for careers in industry or research by providing a deep understanding of advanced computing concepts, including algorithms, AI, and the Internet of Things. The program addresses industry demand for skilled professionals who can manage data, understand business processes, and integrate solutions into larger systems.

It features state-of-the-art facilities and is supported by strong industry partnerships with BT and PwC. The course is accredited by BCS for Partial CITP and Partial CEng. The School of Computing at Ulster University, which holds an Athena Swan Bronze Award, encourages female applicants due to their under-representation in postgraduate courses.

Modules

Compulsory Modules (40 credits):
  1. Scalable Advanced Software Solutions: Focuses on modern development concepts like containerisation, cloud architectures, and high-performance computing.
  2. Data Science and Machine Learning: Covers data analysis, machine learning algorithms, and practical programming for real-world datasets.

Optional Modules (80 credits), including:
  - Cyber Security: Examines recent advancements in theory, practice, and policy, addressing threats and ethical issues.
  - Deep Learning and Its Application: Covers neural networks, deep learning algorithms, and their applications in computer vision and NLP.
  - Digital Transformation: Explores how digital technologies disrupt industries and strategies for successful digital transformation.
  - Big Data and Infrastructure: Focuses on data storage paradigms, cloud computing, and distributed computing.
  - IoT Networks and Protocols: Evaluates IoT concepts, standards, and the impact on privacy and sustainability.
  - Software Product Management: Teaches skills for managing software product lifecycles and market success.
  - Robotics & AI: Provides hands-on experience with smart robotics and AI technologies.
  - Pervasive Computing: Surveys pervasive computing systems and emerging technologies with practical case studies.
  - Knowledge Engineering: Covers knowledge representation, reasoning, and building knowledge- based applications.
  - Intelligence Engineering and Infrastructure: Focuses on best practices for engineering, deploying, and testing AI systems.
  - Emerging and Advanced Topics in AI: Reviews cutting-edge AI theory, applications, and ethical issues.
  - Embedded Systems and Sensors: Teaches about embedded systems and their role in IoT applications.
  - Human Computer Interaction and UX Research: Explores HCI and UX practices, including data analysis and literature review.

Note: Optional modules run based on student demand each academic year.

Attendance
Typically 15 timetabled hours per week Monday – Friday including lectures, tutorials and practicals in the computer labs for the taught components of the course. Research Project takes place in the final semester seperately.

Start dates
September 2024
January 2025

Teaching, Learning and Assessment

Teaching is delivered through lectures, directed tutorials, seminars, and practical sessions, some of which are by industry professionals / researchers. The course is assessed by 100% coursework.

Attendance and Independent Study

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Postgraduate Master's programs usually consist of 180 credits over three semesters. PGCerts are 60 credits, typically completed part-time in one year, and PGDips are 120 credits, usually completed in two years. Class contact hours vary, with at least 3 hours per week for lecture-based modules and more for lab-based ones. Course structures may change for quality reasons, with student consultation on significant changes.

Assessment

Assessment methods vary by module and can include exams, coursework, or a combination of both, designed to evaluate the achievement of specific learning outcomes. Students receive timely feedback, either individually or in groups, to aid their development. Coursework may take various forms, such as essays, reports, presentations, dissertations, designs, portfolios, or group work.

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Calculation of the Final Award

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Academic profile

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Belfast campus
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Accommodation
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Entry Requirements

Applicants need:
1. A second class honours degree or better in a relevant discipline, or equivalent qualifications such as a Graduate Diploma or Postgraduate Certificate.
2. English language proficiency, with a minimum Academic IELTS score of 6.0 (no band less than 5.5) or equivalent.

For non-standard applicants, significant relevant experience and a portfolio may be considered. Other recognized English language tests are also accepted.

English Language Requirements

English language requirements for international applicants
The minimum requirement for this course is Academic IELTS 6.0 with no band score less than 5.5. Trinity ISE: Pass at level III also meets this requirement for Tier 4 visa purposes. Ulster recognises a number of other English language tests and comparable IELTS equivalent scores.

Fees and funding
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For the most current fees, refer to the student guide.

3. Internet of Things - MSc
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2024/25 Full-time Postgraduate course
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Award: Master of Science
Faculty: Faculty of Computing, Engineering and the Built Environment
School: School of Computing
Campus: Belfast campus
Start dates:
September 2024
January 2025
Overview
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Creating the next generation of high-quality practitioners for the IoT industry.

Summary
The MSc in Internet of Things is a one-year, intensive program designed to equip students with skills in Computing Science, Engineering, and Data Analytics. It covers advanced topics such as Sensor Technology, Networks, Security, and Big Data in the IoT field.

Supported by state-of-the-art facilities and informed by leading research and industry partnerships, including a £28.6 million collaboration with BT, the course prepares students for careers in Smart Cities, Industrial IoT, Connected Health, and Smart Homes. It is accredited by BCS for Partial CITP and Partial CEng and offers a pathway to further research. The School of Computing at Ulster University, holding an Athena Swan Bronze Award, encourages female applicants due to their under-representation in postgraduate programs.

Modules

The MSc award includes six compulsory modules (120 credits) and a significant independent Masters Project (60 credits). The core modules are:

Data Science and Machine Learning: Covers data science processes, mathematical and statistical foundations, and machine learning algorithms with practical programming skills.

- Cyber Security: Focuses on recent advancements in cyber security, including theory, practice, policy, and security standards, and addresses threats and ethical issues.

- Big Data and Infrastructure: Explores database and data storage systems, big data challenges, cloud computing, and distributed computing with practical tools like MapReduce and Spark.

- IoT Networks and Protocols: Examines IoT concepts, standards, protocols, and their impact on privacy and sustainability.

- Pervasive Computing: Provides an in-depth understanding of pervasive computing and its applications, including developing solutions for wearable and smart home technologies.

- Embedded Systems and Sensors: Focuses on embedded systems used in communications, automotive, consumer electronics, and medical devices, with an emphasis on feasibility, reliability, and security in IoT applications.

Attendance
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Start dates
September 2024
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less than 5.5. Trinity ISE: Pass at level III also meets this requirement for Tier 4 visa purposes.
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Fees and funding

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For the most current fees, refer to the student guide.

How would a student struggling with a practical assignment be evaluated, and what resources are available to help them succeed?   Students struggling with practical assignments are assessed based on their effort and progress. Support includes tutoring, workshops, and access to online resources.

Can you describe how the School of Computing curates its course offerings to align with current industry trends and emerging technologies?   The School of Computing aligns courses with industry trends by collaborating with employers, integrating emerging technologies, and updating curricula regularly.

What factors should students consider when balancing academic and personal commitments, given the average workload for computing courses? Students should prioritize time management, balancing coursework with personal commitments by using schedules and support services for workload guidance.

If I want to join an extracurricular activity that complements my computing studies, what are my best options and how can I find them? Joining the computing society, hackathons, or coding clubs are great options. Check the university website or student union for activities.

How does participating in a computing society contribute to both academic growth and professional development for students in the School of Computing?   Computing societies foster networking, teamwork, and exposure to industry through events, workshops, and guest speaker sessions.

Can you outline the process and considerations for students who meet the entry requirements for a Master's program but need additional support to enroll? Students should review admission guidelines, contact admissions staff for support, and explore preparatory courses if needed.

What are some of the significant achievements of notable alumni from the School of Computing, and how can their success stories inspire current students? Alumni achievements include innovations in AI, software development, and entrepreneurship. These stories inspire students through mentorship and events.

What strategies does the university employ to ensure computing graduates are equipped with skills that meet the demands of the current job market? The university ensures graduates are job-ready by offering practical projects, internships, and career guidance tailored to market demands.

How does the university address mental health challenges for students, particularly those in demanding fields like computing, to foster overall well-being? The university offers counseling, mental health workshops, and peer support programs to help students manage challenges effectively.

In what ways does the accreditation of computing programs reflect the quality and relevance of the education offered in the School of Computing? Accreditation ensures programs meet professional standards, offering students quality education recognized by industries globally.

What types of projects are computing students typically involved in, and how do these projects prepare them for real-world challenges? Computing students work on software development, AI models, and cybersecurity projects, building real-world problem-solving skills.

How do the computing labs support hands-on learning, and what specific technologies or equipment are made available to students? Computing labs provide advanced computers, programming tools, and industry-standard software to support hands-on learning.

What career fairs are specifically organized for computing students, and how can these events help them establish connections with prospective employers?   Career fairs feature tech companies and networking opportunities. Students gain insights and connections to kickstart their careers.

How does the School of Computing communicate application deadlines, and what are the consequences of missing these deadlines?   Application deadlines are communicated via email, the website, and advisors. Missing deadlines can delay enrollment or admissions.

What innovative technologies are incorporated into the learning experiences within the School of Computing to enhance both teaching and student engagement?   The school uses VR, interactive coding platforms, and AI tools to enhance learning experiences and keep students engaged.

How can an undergraduate student seeking to gain research experience identify opportunities and approach faculty members for mentorship?   Students can approach faculty for mentorship by emailing professors, joining research groups, or expressing interest in ongoing projects.

What are the key components of industry partnerships that the School of Computing maintains, and how do students benefit from these collaborations? Partnerships with tech firms provide internships, industry projects, and real-world exposure to benefit students' career growth.

How are student achievements in the School of Computing recognized and celebrated by the university?   Student achievements are celebrated through awards, social media features, and dedicated ceremonies like graduation showcases.

What resources or technologies are available to support distance learning students in maintaining the same quality of education as on-campus learners? Distance learning students access recorded lectures, e-libraries, virtual labs, and online support to ensure quality education.

What is the university's approach to handling plagiarism and academic misconduct, and

how are students educated on these policies? The university enforces strict policies on plagiarism with tools like Turnitin and educates students on academic integrity.

What are the specific tuition fees for international students enrolled in computing programs, and are there payment plans or financial aid options? Tuition fees for international computing students are listed on the website. Flexible payment plans and scholarships are available.

What processes and tools does the School of Computing use to ensure students receive adequate academic advising throughout their studies? Academic advising is provided through regular meetings with advisors, supported by tools like study planners and course guides.

How does the School of Computing foster entrepreneurship among students, and are there any specific programs or competitions that encourage innovation?
Entrepreneurship is encouraged via innovation hubs, startup competitions, and mentorship programs to promote student-led ventures.

What advice or preparatory steps are recommended for students considering enrollment in the computing program to ensure a successful transition? Preparing for computing programs involves reviewing prerequisites, practicing programming basics, and exploring online courses.

What resources are provided to students with disabilities, and how does the university ensure inclusivity within the School of Computing? The university offers accessible facilities, assistive technologies, and tailored support services to ensure inclusivity for all students.

What are the initiatives and support mechanisms in place to promote student well-being within the School of Computing? Student well-being is supported through peer networks, wellness programs, and counseling services within the School of Computing.

What steps should a prospective student follow to successfully apply for a computing course at Ulster University? Prospective students can apply via the university's website, ensuring they meet all requirements and submit documents by the deadline.

How can students stay informed about events hosted by the School of Computing, and are there platforms dedicated to such updates? Event updates are shared through email, the university portal, and department social media pages.

What criteria are used to select guest speakers for events in the School of Computing, and how do these speakers benefit students? Guest speakers are chosen for their expertise and industry relevance to provide insights and inspire students at events.

What is the most reliable way for students to keep up with news and updates from the School of Computing? Students can stay informed about school news through newsletters, social media, and the university portal.

What career support services are available for students in the School of Computing, and how are these tailored to individual needs? Career services include resume workshops, mock interviews, and career counseling tailored to computing students' goals.

Are students in the School of Computing allowed to take elective courses from other departments, and if so, how does the process work? Elective courses from other departments are possible with approval, ensuring they complement the computing curriculum.

What are some of the most successful student-led initiatives in the School of Computing, and how can new students get involved? Successful initiatives include hackathons, student-led coding workshops, and outreach programs. Join through society memberships.

How does the computing department engage with the local community, and are there opportunities for students to contribute to outreach programs? The department engages with communities via coding camps, school visits, and public tech demonstrations.

What steps does the School of Computing take to integrate community engagement into its curriculum and student activities? Community engagement is embedded in projects like volunteering, sustainability drives, and partnerships with local organizations.

How does the university incorporate student feedback into curriculum development, and

what changes have been implemented as a result of this input?   Curriculum

development incorporates student feedback through surveys, focus groups, and regular

consultations.

What initiatives does the School of Computing have to ensure diversity and inclusion

among its students and staff? Diversity is promoted through scholarships, outreach

programs, and a welcoming culture for underrepresented groups.

What specific steps can students take to enhance their employability while enrolled in

computing courses?   Students can enhance employability by attending workshops,

networking events, and gaining certifications or internship experience.

What kinds of research opportunities are available in the School of Computing, and how

can students get involved in these projects?   Research opportunities include AI,

cybersecurity, and software projects. Students can join by applying to open roles or

approaching faculty.

How does the university facilitate job placement for graduates, and what role do

partnerships with employers play in this process?   Job placement is facilitated through

career fairs, industry connections, and a dedicated career services team.

How are computing students prepared to enter the job market through coursework,

internships, and other university-provided opportunities?   Students gain job market

readiness via internships, real-world projects, and guidance on professional skills.

What types of extracurricular activities are tailored to computing students, and how do

they complement their academic experience?   Extracurriculars include coding

competitions, tech societies, and volunteering opportunities that complement academic

growth.

What role do faculty members play in shaping the academic and professional

development of students in the School of Computing?   Faculty support students by

mentoring, teaching, and providing guidance on academic and career-related goals.

How do I access course materials?   Course materials are typically accessible via the

university's virtual learning environment (VLE), known as Blackboard Learn Ultra

How do I access library resources?   You can access library resources through the university's online library portal.

How can I provide course feedback? Course feedback is usually collected via surveys or feedback forms provided by the university at the end of each module

How can I access academic support? Academic support is available through tutoring services, study skills workshops, and consultations with your lecturers or academic advisors

Can I study part-time in computing? Yes, Ulster University offers part-time study options in computing, though availability may vary by program.

What programming languages are taught?   Common programming languages include Python, Java, C++, and JavaScript, depending on the course.

Are there online courses in computing?   Yes, the university offers some online or blended learning options for computing courses.

How can I contact an academic advisor?   You can contact your academic advisor via email or during scheduled office hours.

Are there industry-sponsored projects?   Yes, Ulster University often collaborates with industry partners on student projects.

Can I switch programs after enrolling?   Switching programs may be possible, but it depends on availability and specific requirements; consult with academic advisors.

Can I visit the campus before applying?   Yes, the university offers campus tours for prospective students.

How can I connect with faculty members?   You can connect with faculty members via email, during office hours, or via virtual platforms.

Are there mentorship programs available?   Yes, the university offers mentorship programs, especially for students in their later years of study.

Explain the grading system in computing.   Performance is generally recorded in percentage marks, but it may be recorded on a pass/fail basis(e.g., Distinction = 70-

100%).

Is there a student society for computing? Yes, there is a computing student society that organizes events and provides networking opportunities.

Are there workshops or boot camps offered? Yes, the university offers workshops and boot camps related to coding, technology, and employability.

How are group projects managed in courses? Group projects are usually managed through the university's virtual learning environment (VLE), known as Blackboard Learn Ultra.

Are there summer internship opportunities? Yes, there are opportunities for summer internships, both through the university and external companies.

What is the duration of Master's programs? Master's programs generally last 1 year full-time or 2 years part-time.

What is the process for changing my major? You would need to consult with academic advisors to determine if a program change is possible and to understand the requirements.

Can I find housing through the university? Yes, the university offers student accommodation options, though you may also need to explore external housing.

Where is the School of Computing on campus? The School of Computing is located at the Belfast campus, 2-24 York Street, BT15 1AP.

What resources are available for exam prep? Resources include past exam papers, study guides, workshops, and revision sessions.

Are there unique aspects of the curriculum? The curriculum includes practical applications, industry collaborations, and opportunities for research in areas like AI and cybersecurity.

What software tools are used in coursework? Common tools include integrated development environments (IDEs), databases, version control software, and specialized software for AI or data analysis.

Are there partnerships with tech companies? Yes, Ulster University has partnerships

with tech companies like BT for research and development, as well as internships and industry-sponsored projects.

Are there guest lectures or industry talks?   Yes, the university regularly hosts guest lectures and industry talks, often featuring experts from the tech sector.

What networking opportunities are available?   Opportunities include career fairs, events, alumni networks, and student societies.

Are there specific computing certifications? Some courses may provide pathways to certifications in areas like networking, cybersecurity, or software development.

What are the popular electives in computing?   Popular electives may include artificial intelligence, cybersecurity, data science, and web development.

What is the typical class size in computing? Class sizes can vary but typically range from 20 to 50 students for most computing courses.

What is the process for transferring credits? Credit transfer requires approval from the faculty director, with an assessment of the equivalency of previous coursework.

Are there interdisciplinary courses available?   Yes, there are opportunities for interdisciplinary courses, particularly in areas like business, engineering, and health.

Are there scholarships for computing students?   Yes, Ulster University offers a variety of scholarships for computing students based on merit and financial need.

Can I take a leave of absence from my studies?   Yes, students can apply for a leave of absence, typically for personal or health-related reasons.

What are the details of the final year project?   The final year project typically involves independent research or practical work, often in collaboration with an industry partner.

Are there international exchange opportunities?   Yes, the university offers international exchange programs with partner institutions.

How does the university handle course feedback?   Course feedback is reviewed by faculty and used to improve course delivery and content.

How does the university promote sustainability?   Ulster University promotes

sustainability through initiatives like green campus practices and sustainability-focused courses.

What is the process for getting a student visa? The process involves applying through the UK Home Office, with support from the university's international office.

Are there online resources for study materials? Yes, online resources such as lecture slides, e-books, and discussion forums are available through Blackboard Learn Ultra.

Are there resources for improving coding skills? Yes, resources like coding workshops, online platforms, and peer support groups are available.

Are there internship or placement opportunities? Yes, the university offers a variety of internship and placement opportunities, both through academic programs and industry partnerships.

Are there research assistant positions available? Yes, research assistant positions are available, particularly for postgraduate students.

What hardware is available in the computing labs? The computing labs are equipped with high-performance computers, specialized software, and peripherals like VR headsets.

Are there part-time work opportunities on campus? Yes, part-time work opportunities are available through the university's student employment service.

What role does technology play in the curriculum? Technology is integrated throughout the curriculum, with a focus on practical skills, software development, and emerging technologies like AI and data science.

Are there competitions or hackathons in computing? Yes, the university organizes hackathons, coding competitions, and tech challenges.

What is the process for requesting accommodations? You can request accommodations through the university's student services, providing relevant documentation.

How does the university ensure academic integrity? The university has strict policies on

plagiarism and academic misconduct, supported by software to detect academic dishonesty.

What is the student-to-faculty ratio in computing?   The student-to-faculty ratio in computing is typically around 20:1, but it can vary by course.

What is the policy on late assignment submissions? Late submissions may incur penalties, though extensions can be granted in special circumstances with prior approval.

How are assessments conducted in computing courses?   Assessments typically include a mix of coursework, exams, and project work.

What are the latest research projects in computing? The university is involved in cutting-edge research in areas like artificial intelligence, cybersecurity, and data science.

Are there computing-related clubs or organizations? Yes, there are computing-related student societies and clubs that organize events and activities.

Can you provide information about computing alumni?   Alumni information is available through the university's alumni network, which can be useful for networking.

What projects do students typically collaborate on? Students typically collaborate on software development, AI, cybersecurity, and data science projects, often with real-world applications.