

## Master of Science in Computer Science

<b>Programme</b>	Master of Science in Computer Science 理學碩士(電腦科學)
<b>Award Title</b>	Master of Science in Computer Science 理學碩士(電腦科學)
<b>Offering Academic Unit</b>	Department of Computer Science
<b>Mode of Study</b>	Combined mode

### Normal Period of Study

- 1 year (Full-time)
- 2 years (Part-time/Combined mode)

### Maximum Period of Study

- 2.5 years (Full-time)
- 5 years (Part-time/Combined mode)

### Credit Units Required for Graduation

- Master of Science in Computer Science - 30 credit units
- Postgraduate Diploma in Computer Science - 24 credit units

### Programme Aims

The programme aims to (1) enable computer professionals to strengthen and upgrade their technical capabilities in computer software development, (2) broaden students' knowledge and deepen their understanding of key issues of specific areas in computer science, including artificial intelligence, data science, information security, multimedia, and other related contemporary technologies, and (3) prepare graduates to take up research and advanced innovative development work in the industry or pursue higher research studies.

### Programme Intended Learning Outcomes (PILOs)

Upon successful completion of this Programme, students should be able to:

1. apply tools and techniques in the development of computer systems and propose solutions;
2. apply computer network, software and data engineering concepts and technologies, as well as domain-specific tools and techniques, in the design of quality computer software;
3. work effectively as member of a team in the development of computer software systems;
4. delineate key issues of specific areas in computer science and develop potential solutions for tackling problems in these areas.

### Programme Requirements

Courses in the programme are categorized into **Core Courses** and **Electives**. The list of Electives is divided into two groups: **Group I** and **Group II**. To obtain the award of Master of Science in Computer Science, students are required to take

all 9 credit units of the Core Courses, AND

at least 21 credit units of Electives, including at least 3 credit units of Electives in Group I.

Some of the Electives are also designated as **Stream (Core or Elective) Courses** of the **Artificial Intelligence (AI) Stream, Data Science (DS) Stream or Information Security (IS) Stream**. Students may choose to

**concentrate on a stream** by taking at least 12 credit units of the stream courses, including all the stream core course(s), if any, and no more than 3 credit units of courses of each of the other streams, OR

take any Electives **without concentration on any stream**.

#### 1. Core Courses (9 credit units)

Course Code	Course Title	Credit Units	Remarks
<a href="#">CS5222</a>	Computer Networks and Internets	3	
<a href="#">CS5351</a>	Software Engineering	3	
<a href="#">CS5481</a>	Data Engineering	3	

#### 2. Electives (21 credit units)

##### Group I (at least 3 credit units)

Course Code	Course Title	Credit Units	Remarks
<a href="#">CS5487</a>	Machine Learning: Principles and Practice	3	AI Stream Elective
<a href="#">CS6493</a>	Natural Language Processing	3	AI Stream Elective
<a href="#">CS6535</a>	Guided Study in Artificial Intelligence	3	AI Stream Elective
<a href="#">CS5286</a>	Algorithms and Techniques for Web Searching	3	DS Stream Elective
<a href="#">CS5296</a>	Cloud Computing: Theory and Practice	3	DS Stream Elective
<a href="#">CS5489</a>	Machine Learning: Algorithms and Applications	3	DS Stream Elective
<a href="#">CS6536</a>	Guided Study in Data Science	3	DS Stream Elective
<a href="#">CS5293</a>	Topics on Information Security	3	IS Stream Elective
<a href="#">CS6290</a>	Privacy-enhancing Technologies	3	IS Stream Elective
<a href="#">CS6537</a>	Guided Study in Information Security	3	IS Stream Elective
<a href="#">CS5188</a>	Virtual Reality Technologies and Applications	3	
<a href="#">CS5367</a>	Computer Games Design	3	
<a href="#">CS6187</a>	Vision and Language	3	
<a href="#">CS6382</a>	Algorithm Analysis and Game Theory	3	
<a href="#">CS6487</a>	Topics in Machine Learning	3	
<a href="#">CS6520</a>	Project	6	
<a href="#">CS6521</a>	Research/Internship Project	6	
<a href="#">CS6534</a>	Guided Study	3	

##### Group II

Course Code	Course Title	Credit Units	Remarks
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<a href="#">CS5491</a>	Artificial Intelligence	3	AI Stream Core
<a href="#">CS5187</a>	Vision and Image	3	AI Stream Elective
<a href="#">CS5486</a>	Intelligent Systems	3	AI Stream Elective
<a href="#">CS5483</a>	Data Warehousing and Data Mining	3	DS Stream Elective
<a href="#">CS5488</a>	Big Data Algorithms and Techniques	3	DS Stream Elective
<a href="#">CS5285</a>	Information Security for eCommerce	3	IS Stream Elective
<a href="#">CS5288</a>	Cryptography: Theory and Practice	3	IS Stream Elective
<a href="#">CS5294</a>	Information Security Technology Management	3	IS Stream Elective
<a href="#">CS5182</a>	Computer Graphics	3	
<a href="#">CS5185</a>	Multimedia Technologies and Applications	3	
<a href="#">CS5282</a>	Practical Optimization Algorithms and Techniques	3	
<a href="#">CS5348</a>	Software Quality Engineering	3	
<a href="#">CS6175</a>	Virtual Reality and Game-Engine Technologies	3	
<a href="#">CS6491</a>	Topics in Optimization and its Applications in Computer Science	3	
<a href="#">EC5001</a>	Introduction to eCommerce	3	

#### **Additional Information**

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The programme allows early exit with a Postgraduate Diploma in Computer Science as an intermediate award.

#### **No. of credit units required:**

all 9 credit units of the Core Courses, and

at least 15 credit units of Electives, including at least 3 credit units of Electives in Group I

#### **Related Links**

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[Department of Computer Science](#)