Computing Science at Glasgow

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Who am I?

- Comp Sci graduate
  - M.Sci, 2000 – 2005.
- Staff/student committee member
  - 2000 – 2001
- Compsoc board member
  - 2003 – 2005
- Member of staff
  - 2005 – 2007

Outline

- Old course
  - pros and cons
- New course
  - pros and cons
- Ideas/annoyances/pointers...

Course outline

Programming	Programming/ Software Dev	Programming/ Software Dev		Research readings
				Research Methods
Foundation topics			Student's selection of elective materials	Elective
	Varied basic topics			Elective
Maths		Wide variety of core topics		Project Proposal
	Elective(s)			
Elective(s)			Individual Project & PI4	Individual Research Project
		Team Project		

Y-axis scale: 0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, 130

Course outline

Old course...

	2000 - 2001	2001 - 2002	2002 - 2003	2003 - 2004	2004 - 2005
0	IP1	FP2	PSD3	NC4	Adv. Topics in CS
10	FP1	DSA2		CA4	
20	HCI1	SDI2	AP3	NCT4	RT
30					Topics in CS
	CF1	AF2	Algs3	AC4	DIP5
40		DM2	GMM3	DAS4	IR5
50	Maths 1R				
		CS2	NSA3	AI4	Project Proposal
60		Maths: NT&C	IS3	RTES4	
70	Maths 1T				
		Maths: GS&F	OS3	S&C4	
80		Maths: LM	DB3		
90				Individual Project & PI4	Individual Research Project
	EEE1	Maths: G&N	PLDI3		
100		EEE: Dig Elec 2			
110			Team Project		
		EEE: Emb Proc 2			
120					
130					

Old course...

The programming language problem.

Old course...

The 2nd year problem.

Old course…

- Student perceptions:
  - What makes an elective module "easy"?
  - What makes an elective module "difficult"?

Old course...

- What else?
  - Examination model used in some modules.
- Missing:
  - Debugging environments...
  - Integrated Development Environments...

New course…

CS1P	JP2	PSD3	Elective	Adv. Topics in CS
	ASD2		Elective	
CS1Q	OOSE2	AP3	Elective	RT
				Topics in CS
	AF2	Algs3	Elective	Elective
Maths	IM2	FP3? GMM3?	Elective	Elective
	CS2	NSA3	Elective	Project Proposal
		IS3	Elective	
	Elective(s)	OS3	PS&I4	
Elective(s)		DB3	Individual Project	Individual Research Project
		PL3		
		Team Project		

Scale (left axis): 0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, 130

New course...

- Taught languages are no longer embarrassing!
  - New structure seems more focussed.
  - New languages *may* help students engage with 2nd year material without altering anything else.
  - *May* also help alleviate "easy" course, "difficult" course syndrome

New course...

- PSD3 does now use Eclipse as an IDE for Java
  - (correct?)
- So far as I know, debugging of code isn't covered.
  - (Is it?)

New course...

- No GMM3...?

The following are suggestions...

Suggestions

- With the restructuring, there's scope for more background material

  - Some modules might benefit from linking to papers

  - Currently, few modules aside from Masters level modules go near scientific papers

  - Offer these as background material, so long as it is "background", and not extra work.

Suggestions

- Online materials are good.
  - Not offering materials already in electronic form (Powerpoint) can be extremely condescending if done for the wrong reasons, and doesn't encourage anybody.

Suggestions

- Gulf of communication
  - Perceived gulf of communication between student body and the department
  - Examples:
    - ssh servers
    - hardware support (tech? botech?)
    - software support
    - printing costs?
- This sort of information belongs on a wiki...

Suggestions

- Books...

Suggestions

- Exams...
  - Exams are a black box for the students.
  - Information on the grading process, marking timeline, and when exam grades should be available are useful
    - (Though the Registry normally adds up to 4 days delay)
  - This information won't change anybody's grades, but it's "nice to know" information that keeps people happy.
  - Perhaps a wiki entry...

Questions...?