

# SCHOOL OF COMPUTING SCIENCE AND DIGITAL MEDIA

UNDERGRADUATE COURSE GUIDE 2015



# TOP UNIVERSITY FOR GRADUATE EMPLOYMENT

97.7% OF STUDENTS GRADUATING  
FROM RGU WITH THEIR FIRST  
DEGREE IN 2011/12 WERE IN  
EMPLOYMENT OR UNDERTAKING  
FURTHER STUDY WITHIN 6 MONTHS.

HESA (HIGHER EDUCATION  
STATISTICS AGENCY), 2013

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on +44 (0)1224 262728 or email [ugoffice@rgu.ac.uk](mailto:ugoffice@rgu.ac.uk).

# SCHOOL OF COMPUTING SCIENCE AND DIGITAL MEDIA

Situated in a new building at the Garthdee campus, the School of Computing Science and Digital Media provides a state-of-the-art, purpose-built environment. This is the perfect place to study current professional practice in interactive design, systems development and the management of business technologies. You will learn practical and creative problem-solving skills using emerging technologies and apply these to the challenges faced by industry. From the technical emphasis of Computer Science through the commercial orientation of Business Information Technology to the creative opportunities of Digital Media: Design, Production and Development, our courses equip you with valuable personal and professional skills, and a career enhancing qualification.

We encourage students to form their own ventures, run their own societies and develop their innovative skills to expand their horizons beyond the taught curriculum. Recent students have launched their own businesses, undertaken commercial projects in parallel with their studies, published research papers at international conferences and performed extremely well in national competitions. There are currently three Computing student-led societies to expand the opportunities available.

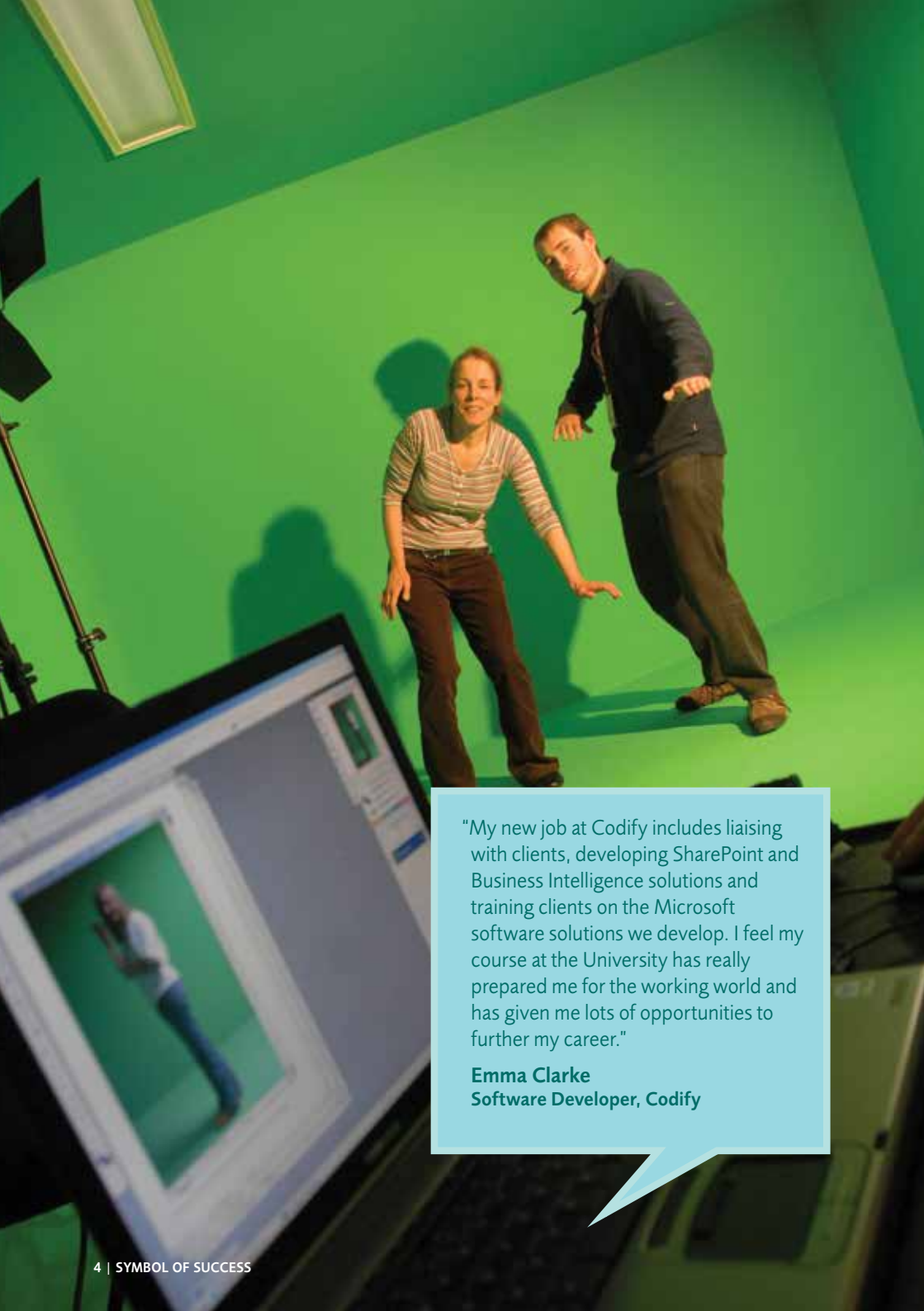
## PRACTICAL AND PROFESSIONAL

Studying computing is about much more than 'just' programming; it is a creative, practical, problem-solving subject. You will gain an understanding of how computing technologies work and how you can develop creative and commercial solutions that improve business efficiency and enhance people's daily lives with improved access to information.

Choosing a computing degree means working towards a career-enhancing qualification and gaining valuable and relevant professional skills.

### OUR COURSES

<b>Application Software Development</b>	<b>8</b>
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## WHY STUDY AT THE SCHOOL OF COMPUTING SCIENCE AND DIGITAL MEDIA?

**Excellent Career Prospects:** We involve the IT and other major industries in the design of our courses, ensuring that you will be well equipped for work and that your degree meets the needs of your future employers.

**Key Skills:** Our courses and teaching methods are designed to allow you to gain valuable transferable skills such as team working, project management and communication. You will gain a balance of theory and practical hands-on experience throughout your studies.

**Top University:** We are the "Top University in the UK for Graduate Employment" (HESA, 2012)

**Flexible Options:** Our 4 year courses begin with a shared First Year, giving you a solid grounding in computing and, crucially, offering you the flexibility to change to another computing course as your studies progress. All courses include a range of optional modules that allow you to broaden your interests and tailor your expertise.

**Professional Recognition:** Many of our current courses are accredited by the British Computer Society (BCS), so that successful completion of an accredited degree enables graduates to apply for membership of the BCS and achieve chartered status in due course, providing valuable additional professional recognition.

**Direct/Advanced Entry:** If you have an HNC or HND, you may be eligible for our Direct Entry option. If you have Advanced Highers or similar qualifications, you may be eligible for our Advanced Entry option.

**Vital Industrial Experience:** During your studies you will participate in our work placement scheme, giving you a valuable opportunity to put your learning into practice and enhance your employability.

**Supportive Environment:** We offer you the chance to study in a friendly and supportive School community.

"My new job at Codify includes liaising with clients, developing SharePoint and Business Intelligence solutions and training clients on the Microsoft software solutions we develop. I feel my course at the University has really prepared me for the working world and has given me lots of opportunities to further my career."

**Emma Clarke**  
Software Developer, Codify

# SHARED FIRST YEAR

The first year on all of our courses is a shared programme of studies, which builds the solid foundation of knowledge and understanding that is needed for later specialist study.

Throughout the year, a blend of lectures and practical exercises, delivered in our state-of-the-art labs will quickly build confidence in your ability to master the subject. You will start to develop the technical skills needed to design and build software using a variety of programming languages, and apply these techniques to your chosen area of study. In addition, group project work will develop the personal, team working and communication skills that employers demand.

The innovative, practical and investigative approach to teaching and learning provided by the first year will equip you with the lifelong learning skills you need for a successful career in a rapidly changing technological world. As your knowledge of computing expands and your awareness of future career pathways develops, our Year 1 course structure has the flexibility to allow transfer between the courses taught within the School of Computing Science and Digital Media.

## WHAT YOU WILL STUDY

**\*COMMON TO ALL EXCEPT DIGITAL MEDIA (DESIGN, PRODUCTION AND DEVELOPMENT)**

**THE FIRST YEAR PROGRAMME CONSISTS OF FOUR SESSION-LONG MODULES THAT INTEGRATE A VARIETY OF COMPUTING TOPICS:**

- Collaborative and Professional Skills in Computing
- Problem Solving and Modelling in Computing
- Software Design and Development
- Computing Information Systems.

### **Digital Media (Design, Production and Development)**

- Collaborative and Professional Skills in Computing (session-long)
- Software Design and Development for Digital Media (session-long)
- Problem Solving and Modelling in Computing (Semester 1)
- Web Techniques (Semester 1)
- Digital Graphics Techniques (Semester 2 – 30 credit points)

## ENTRY REQUIREMENTS

### YEAR 1

**COMMON TO ALL EXCEPT MULTIMEDIA DEVELOPMENT, COMPUTING: APPLICATION SOFTWARE DEVELOPMENT AND COMPUTER NETWORK MANAGEMENT AND DESIGN**

### SQA HIGHER

BBBC and two further passes (normally to include English and Maths) at National 5 level.

### GCE A LEVEL

BCC and three further passes (normally to include English and Maths) at GCSE.

### IRISH LEAVING CERTIFICATE HIGHER

B2B2B2C1 and two further passes (normally to include English and Maths) at Ordinary Level.

### IB DIPLOMA

27 to include a pass in Standard Level English and Maths.

### ADVANCED ENTRY

Applicants who have successfully completed two Advanced Highers (or equivalent), including Computing, and another numerate subject, may be eligible for entry into year 2 of our courses.

### DEGREE LINK PROGRAMME

A relevant HNC from one of our partner FE colleges may be considered for year 2 entry. A relevant HND from one of our partner FE colleges may be considered for year 3 entry.

### ENTRY REQUIREMENTS FOR YEAR 3

#### MULTIMEDIA DEVELOPMENT:

HND Multimedia Computing, HND Interactive Media, HND Visual Communications, or a similar multimedia diploma award will be considered for entry into year 3.

#### BUSINESS INFORMATION TECHNOLOGY:

HND in Information Technology or HND in Technical Support or similar.

#### COMPUTING: APPLICATION SOFTWARE DEVELOPMENT:

HND Computing: Software Development or a similar Computing with Software Development diploma award will be considered for entry into year 3.

#### COMPUTER NETWORK MANAGEMENT AND DESIGN:

HND Computing: Technical Support qualifications with Cisco CCNA Routing and Switching Modules 1 and 2 training from partner FE Colleges will be considered for entry into year 3

# COMPUTING (APPLICATION SOFTWARE DEVELOPMENT)

BSc (HONS) UCAS I310

This course has been designed to meet the aspirations of applicants who have completed a relevant HND in Computing and now want to follow a two-year programme of advanced study leading to an Honours degree.

The course will extend your existing skills in software and systems development and equip you with in-depth knowledge of web and mobile development, enabling you to design and implement sophisticated applications that meet demanding end-user and organisational requirements.

Software development topics are complemented by coverage of mobile development, web-based development and systems development to ensure that you have the knowledge and proficiency in the tools and technologies needed to develop accessible, interactive solutions that achieve a high level of client satisfaction.

One of the major challenges facing industry and commerce today is maintaining and enhancing a competitive advantage. The convergence of communication and information technologies is creating new opportunities for the development of application software that integrates mobile, tablet, PC, networking and an array of computing services into highly accessible enterprise scale systems. The course content covers the full range of software technologies that underpin these opportunities.



## WHAT YOU WILL STUDY

### Year 3

This year focuses on developing your technical analysis and design skills applied to information systems and software applications. You will develop applications for a range of browsers, operating systems, and devices. You will learn skills in internet programming, developing secure efficient databases and software for mobile devices. Many of the activities are done in the context of projects, which develop important skills in project management and team working as well as extending your programming and problem solving skills. These skills will help ensure that your software applications meet the real needs of users and business organisations.

### Year 4

In the Honours year you will develop deeper knowledge and enhanced skills in mobile applications and web development. You will learn to develop solutions that use technology creatively to achieve business goals. A range of electives provides you with the opportunity to specialise and focus on areas of particular interest within the broad discipline of computing. The Honours individual project is a major feature of this year, and it gives you an opportunity to integrate and apply the knowledge and skills you have learnt in the course to a large, self-directed project in an area of special interest to you.

## ENTRY REQUIREMENTS

HND Computing: Software Development or a similar Computing with Software Development diploma award will be considered for entry into year 3.

## STUDY OPTIONS

Full-time: 2 years



400 BILLION ANGRY BIRDS HAVE BEEN UNLEASHED BY PLAYERS COMPARED TO 100 BILLION REAL BIRDS ON EARTH

# BUSINESS INFORMATION TECHNOLOGY

## BSc (HONS) UCAS G510

Graduates who understand the problems faced by business and industry and contribute to improving business processes are in great demand by employers. This course offers a unique blend of subject content, covering topics in computing, information technology and business.

You will gain expertise in undertaking and managing the process of developing computer systems, from problem identification, through the stages of design, development and implementation, using the software tools and applications used by industry today to gain that vital competitive edge. You will develop an understanding of how emerging technology can be exploited to improve business efficiency and provide new business opportunities, defining future IT strategies that increase profitability. You will gain the practical IT project management and entrepreneurial skills sought by employers.

## WHAT YOU WILL STUDY

### Year 1

Your first year will introduce you to the creative, practical and intellectual skills you will need as a computing professional. You will learn skills in problem solving and modelling in a computing environment, skills in collaborating with others as part of a team, skills in software design and development and an understanding of how information technology is used in industry and commerce.

### Year 2

This year will develop your creative design and development skills in the technical aspects of business IT. You will learn the principles of data networking, how to design and develop object oriented software and database systems, and how to develop dynamic web-based systems. You will also learn about the professional aspects of IT, and how to design around the user experience, and gain an understanding of how IT helps modern businesses achieve mission critical goals.

### Year 3

The core of this year focuses on developing business information systems, the supporting IT infrastructures and software applications for business organisations. Many of the activities are done in the context of projects, which develop skills in project management and team working, as well as critical problem solving skills in business systems analysis and design. All of these skills will help ensure that your solutions to business problems are robust and durable, meeting the real requirements of the organisation and the users.

### Year 4

The Honours year provides you with the opportunity to specialise and focus on areas of special interest, as well as gain skills in developing and managing the advanced technologies such as business intelligence, data mining and enterprise web services that enable business enterprises to become efficient, responsive and competitive in today's digital economy. The Honours Individual Project is a major feature of this year, and it gives you an opportunity to integrate and apply the knowledge and skills you have learnt in the course to a large, self-directed project.



## ENTRY REQUIREMENTS

### SQA HIGHER

BBBC and two further passes (normally to include English and Maths) at National 5 level.

### GCE A LEVEL

BCC and three further passes (normally to include English and Maths) at GCSE.

### IRISH LEAVING CERTIFICATE HIGHER

B2B2B2C1 and two further passes (normally to include English and Maths) at Ordinary Level.

### IB DIPLOMA

27 to include a pass in Standard Level English and Maths.

## STUDY OPTIONS

Full-time: 4 years

# COMPUTER NETWORK MANAGEMENT & DESIGN

**BSC (HONS) UCAS H620**

The course aims to equip students to work as professional engineers and consultants in the design, configuration and management of computer networks. The main focus is on the underlying principles and practice of computer and data networks. The course format has been designed to meet the requirements of applicants who already possess an appropriate HND, by providing a two-year programme of advanced study leading to an Honours degree.

The course will equip you with the essential skills not only to be able to design and implement networks, but also manage them effectively and ensure that the people using them benefit from their full potential. You will learn how to manage, design, implement, configure, and operate secure networks to the professional level demanded by business and industry.

## PLACEMENT

You have the option to undertake a one-year placement in industry as part of the course. The confidence and experience you will acquire during a placement will make you more employable and put you one step ahead of the competition when you graduate. (See page 27 for further details on placement opportunities).



## WHAT YOU WILL STUDY

The course includes a mix of network technology, project management and security modules, as well as opportunities for gaining practical skills in network configuration and network management. The main emphasis is on the installation, operation, security and maintenance of computer networks used in business and industry.

### Year 3

The core of this year focuses on undertaking the Cisco CCNA Routing and Switching programme, studying network design and management, as well as network protocols. Many of the activities are done in the context of projects, which develop your skills in project management and team working, as well as critical problem solving skills in network systems analysis and design.

### Year 4

The Honours year provides you with the opportunity to complete the Cisco CCNA Routing and Switching programme and to focus on areas of special interest, including the design of enterprise networks, development of secure internet-based applications, and utilisation of modern data communication technologies for building networks that are scalable, efficient and can fully support a distributed IT infrastructure. The Honours Individual Project is a major feature of this year, and it gives you an opportunity to integrate and apply the knowledge and skills you have learnt in the course to a large, self-directed project.

## ENTRY REQUIREMENTS

HND Computing: Technical Support qualifications with Cisco CCNA Routing and Switching modules 1 and 2 training from partner FE Colleges will be considered for entry into year 3.

## STUDY OPTIONS

Full-time: 2 years (with option to undertake placement in semester 2, year 3 and semester 1, year 4).



SWEDEN HAS THE HIGHEST  
PERCENTAGE OF INTERNET USERS



# COMPUTER SCIENCE

## BSC (HONS) UCAS G400

**Our Computer Science degree provides you with a balance of the state-of-the-art knowledge and skills that are needed to design and implement sophisticated software systems to solve the most challenging problems posed by industry.**

The course is designed to equip you for a career at the cutting edge of developments in software and information technologies. There is a strong emphasis on programming modern computing platforms, ranging from embedded systems through industry-standard PCs to highly distributed systems.

Your degree will be highly prized by employers and will form the basis for a career as a professional software developer who can work effectively on a wide range of modern computing platforms.



## WHAT YOU WILL STUDY

You will study object-oriented software design, learn systems development skills and have the opportunity to apply your knowledge and skills to solve technically demanding problems throughout all stages of your course.

### Year 1

Your first year will introduce you to the creative, practical and intellectual skills you will need as a computing professional. You will learn skills in problem solving and modelling in a computing environment, skills in collaborating with others as part of a team, skills in software design and development and an understanding of how information technology is used in industry and commerce.

### Year 2

This year you will study modules that cover a wide range of topics including object-oriented programming, database systems, the principles of data networking and microprocessor devices. You will also learn about the professional aspects of IT, how to design around the users' requirements, and gain an understanding of how IT helps modern businesses achieve mission critical goals.

### Year 3 (industrial placement)

A key feature of this course is its year-long, paid industrial placement option. See page 27 for further details on placements.

### Year 4

The core of this year focuses on studying the principles of knowledge engineering, operating systems, advanced programming and networking techniques. Particular emphasis is placed on familiarisation with modern technological developments in the field of computing, such as virtualisation of resources, application of artificial intelligence and web based services. Many of the activities are done in the context of projects, which develop your skills in project management and team working, as well as critical problem solving skills in IT systems analysis and design.

### Year 5

The Honours year provides you with the opportunity to specialise and focus on areas of special interest, as well as gain skills in developing software systems that are smart, scalable and efficient. The Honours Individual Project is a major feature of this year, and it gives you an opportunity to integrate and apply the knowledge and skills you have learnt in the course to a large, self-directed project.

YAHOO'S MOST COMMON SEARCH TERMS IN 2012 INCLUDED 'HOW TO MAKE MONEY' AND 'WHO UNFOLLOWED ME'

## ENTRY REQUIREMENTS

### SQA HIGHER

BBBC and two further passes (normally to include English and Maths) at National 5 level.

### GCE A LEVEL

BCC and three further passes (normally to include English and Maths) at GCSE.

### IRISH LEAVING CERTIFICATE HIGHER

B2B2B2C1 and two further passes (normally to include English and Maths) at Ordinary Level.

### IB DIPLOMA

27 to include a pass in Standard Level English and Maths.

## STUDY OPTIONS

Full-time: 4/5 years  
(depending on placement)



# DIGITAL MEDIA (DESIGN, PRODUCTION & DEVELOPMENT)

## BSC (HONS) UCAS PI31

Bringing design, production and development together in the world of Digital Media provides an exciting future for graduates from this degree. Combining creative design skills with a high level of technical ability ensures that employers are gaining the graduates they require to take their companies to the next level. The course will provide you with the knowledge and practical skills starting with a client brief and take your design concepts through to the practical implementation.

This course covers four main themes of design, human computer interaction, web and digital media, all of which are underpinned by technical and professional skills in web development, creative 2D and 3D graphics and animation, video and VFX. The skills you will gain in this course will equip you for employment in many different areas, including game and film industries, training and education, data visualisation, advertising agencies and social media, mobile application and website development.



## WHAT YOU WILL STUDY

### Year 1

You will participate in the shared First Year, where modules for digital media design and production will be supplemented by collaborative and professional skills, problem solving and modelling, and web development topics.

### Year 2

You will enhance your design skills by studying design principles from client brief to development, creating highly interactive applications in a range of contexts incorporating 2D graphics and animation.

### Year 3

You will expand your design and development skills into 3D graphics modelling to deliver expressive digital media solutions across a wide range of devices. Large scale group projects will provide key skills in project management applied to problems in an industrial context.

### Year 4

Your final year focuses on a self-directed individual project in your chosen specialist area, as well as skills in 3D animation, audio and video production and effects, and developing media-rich mobile Apps

## ENTRY REQUIREMENTS

### SQA HIGHER

BBBC and two further passes (normally to include English and Maths) at National 5 level.

### GCE A LEVEL

BCC and three further passes (normally to include English and Maths) at GCSE.

### IRISH LEAVING CERTIFICATE HIGHER

B2B2B2C1 and two further passes (normally to include English and Maths) at Ordinary Level.

### IB DIPLOMA

27 to include a pass in Standard Level English and Maths.

### DEGREE LINK PROGRAMME

Subject to approval: A relevant HND from one of our FE partner colleges may be considered for year 3 entry.

## STUDY OPTIONS

Full-time: 4 years

# COMPUTING (GRAPHICS AND ANIMATION)

## BSC (HONS) UCAS G450

The rapid evolution of sophisticated computer technologies, which provide interactive graphics and animation, is changing the face of the computing, communications and entertainment industries.

This course will enable you to develop the hybrid skills of technical software development and creative design. You will gain expertise both in the development of graphics-related software and in the use of industry standard tools for graphics and 3D modelling, providing you with the knowledge and skills to create systems and applications that exploit the power of interactive visual media to solve the problems of industry and commerce. For example, using information visualisation and smart interactive media to assist in decision making and strategic planning based on large complex data sets.



## WHAT YOU WILL STUDY

### Year 1

Your first year will introduce you to the creative, practical and intellectual skills you will need as a computing professional. You will learn skills in problem solving and modelling in a computing environment, skills in collaborating with others as part of a team, skills in software design and development and an understanding of how information technology is used in industry and commerce.

### Year 2

In your second year you will start to focus on the core technical skills and design skills needed to develop graphics and animation applications. You will develop 2D animations and interactive graphical applications and learn the principles of user interface development. You will learn the principles of graphical design and continue to develop more general computing skills, including database design and use, web development, object oriented programming, and the professional aspects of computing.

### Year 3

The third year introduces you to graphics and animation in 3D. You will use modelling tools to build 3D objects and worlds, and you will learn to program interactive 3D environments, such as

games. You will study the psychology behind human perception and visualisation, which has practical application in the design of graphical interfaces and tools for data visualisation. Using this knowledge you will design multimedia applications incorporating sound and video components. Many of the activities are done in the context of projects, which develop your skills in project management and team working, as well as critical problem solving skills in IT systems analysis and design.

### Year 4

The Honours year broadens your skills in 3D animation, image analysis and machine vision, together with elements of video production. You will further develop your skills in multimedia programming. This year also provides you with the opportunity to specialise and focus on areas of special interest, with options typically available from business and computer science as well as graphics. The Honours Individual Project is a major feature of this year, and it gives you an opportunity to integrate and apply the knowledge and skills you have learnt in the course to a large, self-directed project.



THE CURRENT SALARY FOR  
AN ANIMATOR AT PIXAR IS  
**\$109,091**

## ENTRY REQUIREMENTS

### SQA HIGHER

BBBC and two further passes (normally to include English and Maths) at National 5 level.

### GCE A LEVEL

BCC and three further passes (normally to include English and Maths) at GCSE.

### IRISH LEAVING CERTIFICATE HIGHER

B2B2B2C1 and two further passes (normally to include English and Maths) at Ordinary Level.

### IB DIPLOMA

27 to include a pass in Standard Level English and Maths.

## STUDY OPTIONS

Full-time: 4 years

# MULTIMEDIA DEVELOPMENT

## BSC (HONS) UCAS G451

Multimedia development is a growth area in commercial and industrial systems and product development, which embraces both the creative and technical fields. It is a diverse and dynamic multi-disciplinary field which requires both good creative design skills and a sound technical knowledge. This course has been specially designed to meet the requirements of applicants who already possess HND Multimedia qualifications (or a similar award), by providing a two-year top-up programme leading to an Honours degree.

The course will extend your existing skills in multimedia and equip you with advanced skills in designing, developing and implementing multimedia systems. You will gain knowledge and skills in allied subject areas such as 2D and 3D graphical design, information visualisation, and interface development



## WHAT YOU WILL STUDY

### Year 3

Building on the skills gained in your HND, you will expand your knowledge of multimedia design and development. The course will provide you with sound structured working methods and help establish strong critical judgement. You will work from both a practical and theoretical perspective to develop creative digital media design skills to a professional level. This year has a special focus on 2D and 3D graphic design and modelling and you will experience larger scale group projects that will provide key skills in project management, applied to industry client problems.

### Year 4

A major component of the Honours year is a self-directed individual project in your chosen specialist area. The project provides you with an opportunity to expand your visual communication, practical design and technical skills. Students work developing a range of digital media products that embrace interaction design, screen design and animation, video, digital image making and authoring. Topics studied include 3D animation and interaction, audio and video production and effects and mobile application design. A range of electives allow you an opportunity to specialise in an area of interest.

## ENTRY REQUIREMENTS

HND Multimedia Computing,  
HND Interactive Media  
HND Visual Communications, or a similar multimedia diploma award will be considered for entry into year 3.

## STUDY OPTIONS

Full-time: 2 years



## WHERE CAN IT TAKE ME?

A degree in computing prepares you for a wide range of careers. It shows that you are a logical thinker, have sound technical, organisational and management skills and a creative imagination. These are highly valued attributes in any profession. The software industry is a popular destination for many of our graduates; however, you will find a wide range of opportunities in virtually every sector of the UK economy and in the global economy beyond.

### Our graduates have progressed to roles including:

IT Audit Associate, Ernst & Young

Knowledge Network Manager, Wood Group

Software Integration Engineer, Saab Systems

Software Engineer, ODS-Petrodata

Master Support Integration Engineer, Hitachi

IT Consultant, CGI Group

Senior Systems Engineer, Wipro

Multimedia Developer, Atlas Interactive

Systems Integration Engineer, Talisman Energy

Systems Engineer, Lockheed Martin

Project Manager, ConocoPhillips

Multimedia Developer, Scottish Agricultural College

Digital Graphic Artist, Halliburton

Business Improvement Manager, Rio Tinto Alcan

"I took part in a year long placement at Talisman Energy. First of all I was placed in a Helpdesk, where I had to work as part of a team performing typical troubleshooting and PC advice. After 6 months I was moved to Desktop Support, where I had to deal with hardware and software related issues, which led me on to a job with Maersk Oil."

**Colin Dawson**

Accounts Manager, Independent Data Services

## WELL CONNECTED

Our School's close industry links are vital; these ensure that you will gain a relevant qualification that meets your future employers' needs. Many of our staff work in conjunction with commercial partners to apply our leading edge research. Recent projects have been with organisations such as Petrodata, Fugaro, Tata and ConocoPhillips. This work helps to inform our degree course design, and enriches your learning experience by providing live case studies and projects for you to engage with.

### GUEST LECTURERS

A number of guest lecturers from companies such as CGI Group, TOTAL and IBM visit our School in order to share their expertise with you. Recent guests have also included:

**Mary Vincent**, founder and CEO of Green Star Solution, presented on the importance of innovation and green solutions in the IT industry.

**Paulo Barone**, from Microsoft, visited the School as part of The Microsoft Inspiration Tour. He presented on trends in web technology, from user interaction and rich internet applications to building scalable applications taking advantage of cloud computing.

### SCHOLARSHIPS

The TOTAL Computing Scholarship is open to Year 2 Computer Science students. The Scholarship includes financial and mentoring support, as well as a work placement opportunity. For further information, please visit: [www.rgu.ac.uk/scholarships](http://www.rgu.ac.uk/scholarships)

The Kongsberg Maritime Scholarship is also open to Year 2 Computer Science students. The Scholarship includes financial and mentoring support and as well as work placement opportunities. For further information, please visit: [www.rgu.ac.uk/scholarships](http://www.rgu.ac.uk/scholarships)

### PRIZE GIVING

Our School's annual prize giving event recognises and rewards student achievement across all of our courses. The event includes sponsored prizes from companies such as: Fugro Academy, Codify, Aventa Systems, Lockheed Martin, Divex Ltd, ConocoPhillips, Nexen Petroleum U.K. Ltd, Wipro Ltd, Inoapps, Servelec Controls, BCS, Atlas, CISCO and Dynamic Edge.

### IMAGINE CUP

We encourage our students to take part in competitions, such as the Imagine Cup. The most recent student's challenge was to apply their technical skills and creativity to 'Imagine a world where technology helps solve the world's toughest problems'. The competition provided excellent opportunities for our students to meet employers in the technology arena, from software companies through to creative agencies and games companies.



## PLACEMENTS

Computer Science students have the option of taking a one year placement between years 2 and 3. Computer Network Management and Design students have the option to take a one year placement which replaces study during semester 2 of year 3 and semester 1 of year 4. For all other courses there is an optional 16 week placement. Our Faculty Placement Office will support you in finding a placement.

By undertaking a placement during your studies you will make valuable links with industry and have a definite advantage when you apply for graduate jobs. Recent placement providers have included Talisman, Petrotechnics, and Britannia Operator. Some of our students have successfully secured overseas placements in companies such as Airbus and IRIT Research in France.

"I did my placement at ConocoPhillips Aberdeen, Network Services department. It was very important for me to get a placement. It was not just to get the first work experience in the industry but also to get to know highly skilled engineers from the industry. In general, I have enhanced my skills not just in a technical way but also increased my confidence and understood the values of a teamwork which contributed to continuous improvement."

**Robert Benedik**  
BSc (Hons) Computer Network Management and Design

"I took part in a 3 month summer placement at Fugro in their e-learning department creating courses using a wide range of multimedia including flash animation and 3d modelling. After my placement I was offered a part time job with Fugro which has progressed to full time now that university has finished."

**Katherine Woollett**  
BSc (Hons) Computing Graphics and Animation

# YOUR LEARNING EXPERIENCE

**We appreciate that you might not yet be sure which area of computing you wish to specialise in. We've designed our Shared First Year to give you both a solid foundation in computing and to allow you the opportunity to transfer between courses.**

Your first year includes 'bite-sized' lectures and tutorials combined with practical exercises to enable knowledge to be immediately absorbed. Throughout your degree, learning takes place in an environment where you have ample opportunity for interaction, questions, discussions, and sharing experiences, both with teaching staff and other students. Your assessments will be a mix of practical assignments and examinations. Our subject assessments often place significant weight on coursework, projects and other evidence of your practical ability.

Whether you are joining us in First Year or as an Advanced/Direct entrant, you'll be assigned a personal tutor to support you throughout your studies. You'll be taught by our supportive and knowledgeable team of teaching staff, many of whom are active in research. Our internationally-renowned research focuses on areas such as web search engines, data visualisation and image analysis, health diagnosis and treatment, and intelligent business decision support systems.

## FACILITIES

Our courses strike a balance between theory and practice. Practical application of ideas and concepts enables you to develop advanced skills in using software tools. As you'd expect, we have a wide variety of modern learning facilities to support this. New investment includes a green screen suite and podcasting facility, as well as a render farm (a high performance computer cluster used to create computer generated imagery). You can view our facilities at:

[www.rgu.ac.uk/computingfacilities](http://www.rgu.ac.uk/computingfacilities)

## CTRL BYTE

Our student society organises computing-related events to develop software skills. They organise and take part in computing competitions as well as leisure activities. The Society was recently presented with Lego Mindstorm robots, provided by our University's Alumni Fund.

## STUDY ABROAD

You may wish to study part of your degree abroad to broaden your horizons and experience another culture. You can do this with one of our School's European partner institutions in France, Spain or Sweden. For more information, please visit: [www.rgu.ac.uk/erasmus](http://www.rgu.ac.uk/erasmus)

"The best thing about the School is the professionalism of each member of staff and the modern facilities"

**Alin Rohnean**  
Student

"I have enjoyed creative and practical design tasks; creating websites and animations in Flash, and letting loose my imagination."

**Deborah Henderson**  
Student





"Studying Computer Science at RGU has definitely prepared me for all aspects of the working world, opening the doors to further my career. I am now enjoying working with Hewlett Packard developing web based systems, performing database management and supporting our customer infrastructure."

**Andrew Allan**  
Computer Science Graduate

"This course was very fulfilling and taught me a great deal about networking. It has also provided me with work related skills through the fantastic placement opportunity. I would heartily recommend this course to anyone who has an interest in networking."

**Jamie Cresdee**  
Senior Desktop Engineer, Prosource.IT

# THE NEXT STEP IS TO TALK TO US

We can answer any questions you may have. Simply call us on **01224 262728** or email [ugoffice@rgu.ac.uk](mailto:ugoffice@rgu.ac.uk) We also provide a range of opportunities to visit us – so you can see what we can offer you, first-hand.

## OPEN DAYS

For full information and to register, please go to [www.rgu.ac.uk/openday](http://www.rgu.ac.uk/openday)

## VISIT AFTERNOONS

If you are unable to attend an Open Day, come along to one of our monthly Visit Afternoons. To register go to: [www.rgu.ac.uk/visitafternoons](http://www.rgu.ac.uk/visitafternoons)

Have you seen our current prospectus? This gives valuable additional information about student life in Aberdeen and the wider University. Request a prospectus or download it at: [www.rgu.ac.uk/ugprospectus](http://www.rgu.ac.uk/ugprospectus)



## DISCLAIMER

Whilst every effort has been made to ensure the accuracy of the information given in this brochure, Robert Gordon University can accept no responsibility for any errors or omissions. The University reserves the right to amend or discontinue courses or amend entry requirements as part of continued improvement.





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**ROBERT GORDON  
UNIVERSITY ABERDEEN**

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