Exemplar 2

Identification of external body responsible for teaching this paper.

BA Computer Science
Part: FPE (Year 1)

Course structure: 10 compulsory courses: 9 in Computer Science, 1 taught in conjunction with Mathematics (with lectures organised by the Mathematical Institute).

Paper	Term	Faculty		College		Comments
		Lectures	Classes	Tutorials	Classes	
Introduction to University-Level Mathematics	MT	8		2		Taught by the Maths Institute: wks 1 and 2 only
	HT					
	TT					
Discrete Mathematics (CS3)	MT	16		4		
	HT					
	TT					
Functional Programming (CS1)	MT	16		7		
	HT					
	TT					
Linear Algebra (CS4)	MT	24		4		
	HT					
	TT					
Continuous Mathematics (CS3)	MT					
	HT	16		4		
	TT					
Probability	MT	16		4		Taught by the Maths Institute.
	HT					
	TT					
Design & Analysis of Algorithms (CS1)	MT					
	HT	16		4		
	TT					
Digital Systems (CS4)	MT					
	HT	16		4		
	TT	8		2		
Imperative Programming I (CS2)	MT					
	HT	16		4		
	TT					
Imperative Programming II (CS2)	MT					
	HT					
	TT	16		4		
Introduction to Formal Proof (CS4)	MT					
	HT					
	TT	10		2		

Notes:

- All first year courses are accompanied by tutorials organised by colleges: the norm is 4 one-hour tutorials (with the exception of Functional Programming, which may have up to 7 tutorials).
- Practical sessions for courses organised by the Department of Computer Science usually start in week 2 of the term and there are normally 4 two-hour sessions for each course during the term.
- There will usually be a number of exercises that you will need to complete for each course. For example, a course with two practical exercises might have a practical timetable as follows:
  - Weeks 2, 4 Classes for first practical exercise
  - Weeks 6, 8 Classes for second practical exercise

Details of practical sessions are most easily described in narrative format for this course.

BA Computer Science
Part: FHS Part A (Year 2)

Clear notation of the course structure.

Course structure: 4 core courses; 4 optional courses from Schedule A.

Paper	Term	Faculty		College		Comments
		Lectures	Classes	Tutorials	Classes	
Core courses						
1. Models of Computation	MT	16		4		
2. Object Oriented Programming	MT	16		4		
3. Concurrent Programming	HT	16		4		
4. Logic and Proof	HT	16		4		
5.Group Design Practical	HT/TT	7				6-7 one-hour seminars on software engineering/ testing/working in teams and version control
AND four from the schedule A options below:						
Databases	MT	16	4			
Intelligent Systems	MT	16	4			
Algorithms and Data Structures	HT	16	6			
Compilers	HT	16	4			
Concurrency	HT	16	4			
Computer Architecture	TT	16	4			
Computer Graphics	TT	16	4			
Computer Networks	TT	16	4			

Further detail given on the teaching content of this component of the course.

Notes:

- Second year core courses are accompanied by tutorials organised by colleges; the norm is 4 one-hour tutorials for course with practicals and 5 or 6 one-hour tutorials for courses without practicals.
- Problem classes will be organised centrally for the computer science optional courses, although colleges may also organise tutorials.
- The group design practical, which is part of the practical requirements for the year, is intended to take 20-30 hours, mainly during Hilary term (with some work in Trinity term).

[*Statement explaining college opt-out from departmental classes to be added here.*]

Signals further potential for variation in college teaching provision.

Wording indicates the possibility of variation in teaching between colleges.

BA Computer Science
Part: FHS Part B (Year 3)

Course structure: 6 optional courses from schedules B1, B2 and B4 with the following conditions:
• no more than 2 subjects from Schedule B1, and
no more than 2 subjects from Schedule B4;
• You cannot take a course you offered in your second year;
• You must also take a project, which is worth one third of the year.

Row added to enhance clarity regarding the course structure.

Paper	Term	Faculty		College		Comments
		Lectures	Classes	Tutorials	Classes	
Schedule B1						
Databases	MT	16	4			
Intelligent Systems	MT	16	4			
Algorithms and Data Structures	HT	16	6			
Compilers	HT	16	4			
Concurrency	HT	16	4			
Computer Architecture	TT	16	4			
Computer Graphics	TT	16	4			
Computer Networks	TT	16	4			
Schedule B2						
Computer Security	MT	16	4			
Computer-Aided Formal Verification	MT	16	6			
Machine Learning	MT	16	4			
Principles of Programming Languages	MT	16	6			
Computational Complexity	HT	16	6			
Geometric Modelling	HT	16	4			
Knowledge Representation & Reasoning	HT	16	5			
Lambda Calculus and Types	HT	16	7			
Integer Programming	MT	16				Run by the Maths Institute
Schedule B4						
Communication Theory (B8.4)	MT	16				Run by the Maths Institute
Set Theory (B1.2)	HT	16				Run by the Maths Institute

Gives clear indication of which department is responsible for teaching.

Notes:
• Third year students are supported by specialist inter-college classes which replace college tutorials.
[*Statement explaining college opt-out from departmental classes to be added here.*]

Explains why nothing is listed in the college teaching columns.

BA Computer Science
Part: FHS Part C (Year 4)

Course structure: 5 optional subjects from Schedule C1; plus a project worth 3/8 of the year's assessment.

Paper	Term	Faculty		College		Comments
		Lectures	Classes	Tutorials	Classes	
Schedule C1						
Automata, Logic and Games	MT	24	7			
Categories, Proofs and Processes	MT	20	7			
Computational Game Theory	MT	20	7			
Computer Animation	MT	20	4			
Concurrent Algorithms and Data Structures	MT	20	4			
Probabilistic Model Checking	MT	20	4			
Quantum Computer Science	MT	24	7			
Advanced Machine Learning	HT	20	6			
Advanced Security	HT	18	4			
Database Systems Implementation	HT	22	6			
Deep Learning for Natural Language Processing	HT		0			
Probability and Computing	HT	20	6			
Visual Analytics	HT	16	5			
Requirements	TT	16				A one-week course running Monday-Friday, 9.30 - 5.30 pm, inclusive of all classes and lectures.

Advises students of exceptional teaching pattern for this component of the course.

Notes:
• Fourth year students are supported by specialist inter-college classes which replace college tutorials.

4th year projects run from the start of Michaelmas term, with a submission date of Monday, week 5, Trinity term. Students receive 6 x one-hour supervision tutorials per term.

Informs students of the level of teaching they should expect for this part of their course.