

# Fourth Year First Day Meeting

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# Baillie Gifford Prize - Scott Spiers

<https://www.bailliegifford.com/>

Claire Daverin

# 2016/2017 Curriculum (1)

- ▶ CS408 Individual Project - 40 credits
- ▶ CS4XX Computer Science/Software Engineering/Business Information Systems, etc - 80 credits
  - ▶ CS409 Software Architecture and Design - 40%-60%
  - ▶ CS410 Advanced Functional Programming - 100%
  - ▶ CS411 Theory of Computation - 30%-70%
  - ▶ CS412 Information Access and Mining - 30%-70%
  - ▶ CS414 Digital Forensics - 40%-60%
  - ▶ MS418 Project Management - 50%-50%
- ▶ CS416 Industrial Placement 1 - 20 credits

# 2016/2017 Curriculum (2)

- ▶ Embedded Systems?
  - ▶ 10 credit personal study with some fifth year support
  - ▶ Semester 1
  - ▶ 100% Coursework
  - ▶ **Email me by Wednesday (21/9) if you would be interested to do it**
  
- ▶ **You should register as soon as possible!**
- ▶ **Check that your curriculum is correct!**
  
- ▶ You can change your curriculum in the first couple of weeks!

# Award & Progression

- ▶ Honours award
  - ▶ CS, BIS, CSL: 480 credits at least 200 at levels 3 & 4 and at least 100 at level 4 including CS408
  - ▶ SE: 500 including CS415 (placement)
- ▶ MEng progress
  - ▶ 480 credits including CS408 and normally CS416 (placement) + performance
  - ▶ Email me if you want to graduate with honours!
- ▶ Classification
  - ▶ First attempt of all classes at level 3 & 4
  - ▶  $\frac{3}{4}$  - level 4 &  $\frac{1}{4}$  - level 3 of credit weighted means
- ▶ You need a project mark of at least 40% **and** an overall level 4 classes mark of at least 40% to get all level 4 credits!

# Workload

- ▶ 1 credit = 10 hours of work including contact and revision
  - ▶ 4 x 20 credit classes = 800 hours of work
  - ▶ 40 credit project = 400 hours of work (typically more!!)
- ▶ Semester 1 - 600+ hours
  - ▶ Teaching - weeks 1-11
  - ▶ Class work - weeks 1-11 plus consolidation week in semester 2 (week 0)
  - ▶ Project extra work!
  - ▶ Formal Assessment period (2 weeks)
- ▶ Semester 2 - 600 hours
  - ▶ Project - weeks 1-10
  - ▶ Revision - weeks 11 (partly) plus Easter Break
    - ▶ Probably no revision week!
- ▶ The year does not end until May 19<sup>th</sup> (external examiner meeting)

Coursework Deadlines			
Week 3	Friday	CS410	Assignment 1
Week 4	Wednesday	CS412	Project Checkpoint 1
Week 5	Wednesday	CS411	Assignment 1
	Friday	CS409	Assignment
Week 6	Friday	CS410	Assignment 2
Week 7	Wednesday	CS412	Project Checkpoint 2
Week 8	Monday	CS408	Project Scope & Outline Plan
	Friday	CS414	Assignment
Week 9	Wednesday	MS418	Project (approx.)
	Friday	CS410	Assignment 3
Week 10	Wednesday	CS411	Assignment 2
	Friday	CS412	Project Demonstrations
Week 11	Monday	CS409	Class Test
	Wednesday	CS412	Project Report
<b>Semester 2</b>			
Week 0	Monday	CS414	Class Test
	Wednesday	CS410	Assignment 4
	Friday	CS409	<b>Poster Day</b> - Project Specification/plan and poster
<b>Formal Assessment</b>			
		CS410	Assignment 5

# CS408 Individual Project (1)

- ▶ Project is important and involves a lot of work!
  - ▶ 40 credits means 1/3 of level 4, i.e. 1/4 of degree classification
- ▶ **40 credits means 400 hours of work (typically more)**
  - ▶ Over 10 weeks means 40 hours a week!
  - ▶ But, significant amount of work is required in semester 1
- ▶ Alex Coddington & Ian Ruthven are responsible for the project
- ▶ Check the MyPlace page for the details
- ▶ Three types of project each with each own marking scheme
  - ▶ Software development-based
  - ▶ Experimentation-based
  - ▶ Experimentation-based with significant software development
- ▶ Marking process involving at least two members of staff



# CS408 Individual Project (2)

## Semester 1

- ▶ 19/9: Project offerings available
  - ▶ Speak to supervisors!
- ▶ 14/10: Project choices due
- ▶ 21/10: Project allocation available
  - ▶ Speak to your supervisor!
- ▶ 7/11: Project scope & outline plan
  - ▶ Prepare to tackle your project in semester 2
  - ▶ Do your background research
    - ▶ Both literature & technologies involved
  - ▶ Clarify the requirements and make detailed plan
    - ▶ What issues are you going to tackle head on in semester 2?

## Semester 2

- ▶ 13/1: Project Poster & Project specification/plan - Poster Day
  - ▶ Start working on your project
    - ▶ Define your system architecture/experimentation methodology
    - ▶ Define your verification & validation strategy and started applying the techniques
    - ▶ Develop your evaluation plan
- ▶ 18/1: Poster feedback (2<sup>nd</sup> marker)
- ▶ 3/2: Project progress report 1
  - ▶ Continue working on your project
  - ▶ Plan your report writing
- ▶ 3/3: Project progress report 2
- ▶ 27/3: Project submission (electronic)
- ▶ 29/3: Project demo day
- ▶ 31/3: Project submission (paper)
- ▶ 28/4: Late project submission
  - ▶ Lateness penalty - 10% per week

# CS408 Individual Project (3)

- ▶ Project Choices
  - ▶ You need to choose project suggested by at least 3 members of staff!
  - ▶ Disclaimers
    - ▶ We try our best but cannot guarantee that you get one of your choices!
    - ▶ All options are fair game!
    - ▶ Another member of staff may end up supervising the project!
- ▶ Most deliverables are mainly but not exclusively for you & your supervisor
- ▶ Posters are primarily for the second marker
- ▶ Demos are for both markers, plus industrial visitors
- ▶ **The report is really important for the marking (compare against the marking schemes), plus it is the only thing that a third marker will see!**

# CS408 Individual Project (4)

- ▶ Project Log Book and Version Control
  - ▶ Either or both may be requested as part of the assessment!
  - ▶ In the log book should basically capture your thinking, record what you have tried and achieved, plus note any alternatives you considered
  - ▶ Use them both regularly as part of your daily work routine!
- ▶ Ethics Considerations
  - ▶ Any work involving human subjects requires ethics approval (e.g. questionnaires, user evaluations, etc)
  - ▶ Ethics approval should be request prior to the work by Marc Roper
- ▶ Project Lab (Baird Lab) - LT14.14
- ▶ Lectures to cover various project related topics!

# CS408 Individual Project (5)

- ▶ Experience shows
  - ▶ Talking to supervisors before choosing a project is essential
  - ▶ Doing preparatory work in semester 1 is crucial
    - ▶ Background study, Data access/collection, Tool familiarization, etc.
  - ▶ Ten weeks are not as long as they may seem
    - ▶ Complacency and maintaining motivation can be a serious problem
    - ▶ Dealing with problems can be time consuming
  - ▶ Writing a good report takes time
    - ▶ Writing as you go is important

# Project Intellectual Property

Billy Wallace

# General Issues (1)

## Class Reps

- ▶ 2 for CS/SE
- ▶ CSL (1 for all years)
- ▶ BIS (1 for all years)
- ▶ MCS (1 for all years)
- ▶ Nominations by email until Friday 23 September at 17:00!
- ▶ Election if necessary, next week

## Awards & Prizes

- ▶ Babbage Prize sponsored by Bridgeall (<http://www.bridgeall.com/>)
- ▶ Andrew McGettrick Prize sponsored by Lockheed Martin (<http://civil.lockheedmartin.co.uk/>)
- ▶ Best project presentation award sponsored by KANA Verint (<http://www.kana.com/>)

# Science Ambassadors (1)

**Do you love Science?** Then take the opportunity to spread the word to the rest of the world.

In September 2016, the Science Faculty will be launching an exciting new Programme for students – the Science Ambassador's Programme.

Join our Science Ambassador Programme to promote the study of science at university and give support to pupils from local primary and secondary schools.

Ambassadors will be encouraged to visit their former secondary school so that we can provide pupils with role models they can easily relate to through the familiarity of shared school experiences. They will be involved in the planning of the visit and the type of activity that will be delivered.

## Activities

**Student Ambassadors will visit schools in small teams of around 3 or 4, once or twice a year to deliver a range of activities such as:**

- **A general presentation by students about their experiences as science students**
- **Practical workshops or class-based activities focusing on fun science**
- **Q&A sessions about the benefits of studying science**

# Science Ambassadors (2)

- ✓ Full training is provided
- ✓ Join the programme and enhance your communication and team working skills as well being an excellent addition to your CV!
- ✓ Learn about the general UK STEM (Science, Technology, Engineering and Mathematics) Ambassador Programme.
- ✓ Spread your love of science, help your local community & enhance your employability by signing up to the Programme!
- ✓ Join the Science Ambassador Facebook Group at <https://www.facebook.com/groups/422445877902363/>  
or email [sci-ambassador@strath.ac.uk](mailto:sci-ambassador@strath.ac.uk)



# Career Service

Anna Selwood

# CS409 Lecture JA 314