

Computer Science Major

Year and Campus:	2011
Coordinator:	Faculty of Arts & Music Student Centre
Contact:	Arts & Music Student Centre (http://www.arts.unimelb.edu.au/about/contact.html)
Overview:	<p>The computer science program aims to develop skilled computer scientists with the technical background, knowledge, and adaptability to contribute to the development of well-designed, robust, computer-based solutions to a range of problems in business and industry.</p> <p>Students study computer science (including introduction to computer programming, algorithms and problem solving, software development) and mathematics. Subjects available in third year include artificial intelligence, database systems, computer networks, and graphics.</p> <p>At all year levels there is a focus on the cultivation of practical skills together with assimilation of the relevant scientific principles. Teaching methods involve a combination of lectures, tutorials, and practical work. Tutorials are provided at all years.</p> <p>Students taking computer science subjects will be required to spend time on practical assignments in addition to lectures, laboratory classes and tutorials.</p>
Objectives:	Please see Overview.
Structure & Available Subjects:	<p>Please refer to the handbook for the year you commenced the BA for the major requirements - https://psc.unimelb.edu.au/ (https://psc.unimelb.edu.au/)</p> <p>If you have any questions about the major structure or subjects, please contact the Arts & Music Student Centre (http://www.arts.unimelb.edu.au/about/contact.html) .</p>
Subject Options:	<p>First Year - Core Subjects</p> <p>In addition students should complete a mathematics requirement of at least 25 points at first year.</p> <p>Please refer to the 2011 Handbook, for further subject descriptions. https://handbook.unimelb.edu.au/view/2011/../../view/2011/</p> <p>Second Year - Core Subjects</p> <p>Please refer to the 2011 Handbook, for further subject descriptions. https://handbook.unimelb.edu.au/view/2011/../../view/2011/</p> <p>Third Year</p> <p>Students should complete at least 50 points of third-year computer science subjects.</p> <p>Please refer to the 2011 Handbook, for further subject descriptions. https://handbook.unimelb.edu.au/view/2011/../../view/2011/</p>