

# **Appendix: Master's degree programme in Computing Science 2016-2017**

## **Appendix I – Learning outcomes of the degree programme (art. 1.3)**

The Master graduate in Computing Science:

- Is fully acquainted with the basic terms and techniques used in Computing Science, and is familiar with a number of classical problems and their solutions;
- Is experienced in the effective use of the tools available in solving Computing Science problems, such as compilers, theorem proofs, visualisation software, case-tools and domain specific software and hardware;
- Is familiar with Computing Science applications in several other scientific fields of study;
- Is capable of clear communication (both oral and in writing) on the subject of Computing Science and its applications;
- Is capable of working in a team and in various projects;
- Is sensitive to the social aspects of Computing Science applications and his/her own responsibilities therein;
- Has specialized knowledge of theories, methods and techniques in one of the following subfields of Computing Science:
  - Intelligent Systems and Visual Computing
  - Software Engineering and Distributed Systems
  - Data Science and Systems Complexity
  - Science, Business & Policy
- Is able, by using scientific data and assessments, to analyse problems in Computing Science or a related scientific field of study, to provide specified solutions to the problem, and – if possible – to materialise these solutions (in the shape of an algorithm or program or an implementation in software or hardware);
- Is able to critically read professional literature and to assess its correctness, usability and relevance;
- Is able to contribute to the enhancement of scientific understanding in a subfield of Computing Science;
- Has a proper understanding of the scientific relevance of problem definitions and results, and of the validity of the scientific method used.

The first six learning outcomes are similar to those of the Bachelor programme in Computing Science.

Some subfields in the Computing Science master degree have the following additional learning outcomes:

The Master in Computing Science graduated in the subfield of Software Engineering and Distributed Systems:

- Is capable of systematically designing and implementing software systems in cooperation with interested parties;
- Is capable of integrating existing and new software components into a system that meets the quality criteria that were agreed upon.

The Master in Computing Science graduated in the subfield of Science, Business & Policy (SBP):

- Has a full understanding of the way in which businesses and policy organisations are functioning (governments and nongovernmental organisations, NGO's);
- Understands the connections between natural science research, trade and industry and governmental policies;
- Is able to integrate aspects of natural science, business and management;

- Is able to translate a concrete problem definition in business or management into a natural science problem definition;
- Is able to connect problem aspects of natural sciences to other relevant subject fields;
- Is able to put research data and conclusions into a business or policy context;
- Has developed his/her social and communicative skills:
- Is able to write texts that are effective and to the point;
- Is able to draw up an innovation plan or management plan for either a business or a government organisation;
- Is able to give convincing oral presentation;
- Is able to deliver an active contribution to plenary discussions;
- Familiar with techniques used in business meetings and is capable of chairing a meeting;
- Is able to work on a project as part of a team;
- Is able to give and receive feedback concerning his/her way of functioning in a team;
- Can work in a project;
- Is able to fully consider the interests or objectives of the ordering customer;
- Is able to plan a project independently;
- Is able to cooperate with the relevant parties involved in the project;
- Is able to adequately deal with limitations in time, information and means;
- Is able to prepare the implementation of a project result;
- Is capable of taking professional responsibility;
- Is able to take responsibility on behalf of the organisation;
- Is able to recognize the strategic aspects of his/her own project;
- Is able to provide practical solutions in matters concerning the ethical and professional codes of his/her own field of expertise and of the professional organisation.

## **Appendix II – Specializations of the degree programme (art. 2.2)**

The Master Computing Science has four specialisations:

- Intelligent Systems and Visual Computing (ISVC)
- Software Engineering and Distributed Systems (SEDS)
- Data Science and Systems Complexity (DSSC)
- Science, Business & Policy (SBP)

## **Appendix III – Content of the degree programme (art. 2.3)**

Below, the name of the module is followed by the load of study and the form of examination (p=practical, e=written exam).

The compulsory programme for **ISVC** is:

- Web and Cloud Computing (5 EC, pe);
- Introduction to Data Science (5 EC, pe);
- Student Colloquium (5 EC, p);
- Neural Networks and Computational Intelligence (5 EC, pe);
- Pattern Recognition (5 EC, pe);
- Image Processing (5 EC, pe);
- In-company or Research Internship (15 EC, p);
- Computer Vision (5 EC, pe);
- Scientific Visualisation (5 EC, pe);
- Advanced Computer Graphics (5 EC, p);
- Data Science and Visual Analytics (5 EC, pe);
- Master Thesis (30 EC, p).

The compulsory programme for **SEDS** is:

Web and Cloud Computing (5 EC, pe);  
Introduction to Data Science (5 EC, pe);  
Information Systems (5 EC, pe);  
Software Architecture (5 EC, p);  
Scalable Computing (5 EC, pe);  
Student Colloquium (5 EC, p);  
Software Patterns (5 EC, p);  
Software Maintenance and Evolution (5 EC, p);  
In-company or Research Internship (15 EC, p);  
Distributed Systems (5 EC, pe);  
Formal Modelling of Communicating Systems (5 EC, p);  
Master Thesis (30 EC, p).

The compulsory programme for **DSSC** is:

Web and Cloud Computing (5 EC, pe);  
Introduction to Data Science (5 EC, pe);  
Pattern Recognition (5 EC, pe);  
Information Systems (5 EC, pe);  
Scalable Computing (5 EC, pe);  
Modelling and Simulation (5 EC, p);  
Neural Networks and Computational Intelligence (5 EC, pe);  
Data Science and Visual Analytics (5 EC, pe);  
Scientific Visualization (5 EC, pe);  
Student Colloquium (5 EC, p);  
In-company or Research Internship (15 EC, p);  
Master Thesis (30 EC, p).

The compulsory programme for **SBP** is:

Compulsory courses (60 EC) of only one of the three specialisations (**ISVC**, **SEDS**, **DSSC**)  
Introduction Science and Business (10 EC, pe);  
Introduction Science and Policy (10 EC, pe);  
Internship (40 EC, p).

## **Appendix IV – Optional modules (art. 2.4)**

Below, the name of the module is followed by the load of study and the form of examination (p=practical, e=written exam).

Optional modules in the programme for **ISVC** are:

15 EC are free choice

10 EC are chosen from:

Dynamic Logic (5 EC, p);  
Natural Language Processing (5 EC, p);  
Handwriting Recognition (5 EC, p);  
Cognitive modeling: basic principles and methods (5 EC, p);  
Robotics for IEM (5 EC, p);  
Ubiquitous Computing (5 EC,pe);  
Statistical Signal Processing (5 EC, pe);  
Modelling and Simulation (5 EC, p);  
Computational Semantics (5 EC, p);  
Multi-Agent Systems (5 EC, p);  
Scalable Computing (5 EC, pe);  
Formal Modelling of Communicating Systems (5 EC, p);  
Numerical Mathematics I (5 EC, pe);

Numerical Mathematics II (5 EC, pe);  
Machine Learning (5 EC, pe);  
Computational Physics (5 EC, pe);  
Advanced self-organisation of social systems (5 EC,pe).

Optional modules in the programme **SEDS** are:

15 EC are free choice

10 EC are chosen from:

Scientific Visualisation (5 EC, pe);  
Advanced Software Architecture (5 EC, p);  
Machine Learning (5 EC, pe);  
Robotics for IEM (5 EC, p);  
Pattern Recognition (5 EC, pe);  
Ubiquitous Computing (5 EC, pe);  
Multi-Agent Systems (5 EC, p);  
Systems Engineering (5 EC, p).

Optional modules in the programme **DSSC** are:

15 EC are free choice

10 EC are chosen from:

Image Processing (5 EC, pe);  
Contemporary Statistics with Applications (5 EC, pe);  
Statistical Genomics (5 EC, pe);  
Statistical Signal Processing (5 EC, pe);  
Software Maintenance and Evolution (5 EC, p);  
Machine Learning (5 EC, pe);  
Ubiquitous Computing (5 EC, pe);  
Robotics for IEM (5 EC, p);  
Advanced self-organisation of social systems (5 EC,pe);  
Natural Language Processing (5 EC, p);  
Systems Engineering (5 EC, p);  
Fitting dynamical models to data (5 EC, pt);  
Learning from Data (5 EC, p).

## **Appendix V – Entry requirements and compulsory order of examinations (art. 3.2)**

No additional requirements for computing science courses.

The entry requirements of an Artificial Intelligence (AI), Industrial Engineering and Management (IEM), Mathematics (MM), Biology (BIO), Physics (PH) or Arts (A) course (optional modules) do not always apply to Computing Science students. If you do not meet the entry requirements for a particular AI, IEM, MM, BIO, PH or A course, please contact the study advisor of the programme concerned, or the course coordinator of the course you want to take to discuss the possibilities for your course entry.

## **Appendix VI Admission to the degree programme and different specializations**

### **(art. 5.1.1 ++ art. 5.2)**

The candidate is admitted to the programme with a bachelor degree in Computing Science. A candidate with a HBO bachelor is admitted in a specific specialisation after completing a matching pre-master programme. All other candidates have to apply to the Admission Board.

## Appendix VII

### Application deadlines for admission (art. 5.6.1)

<b>Deadline of Application</b>	<b>Non-EU students</b>	<b>EU students</b>
Nanoscience	February 1st 2017	May 1 st 2017
Behavioural and Cognitive Neurosciences	May 1st 2017	May 1st 2017
Biomolecular Sciences (topprogramme)	May 1st 2017	May 1st 2017
Evolutionary Biology (topprogramme)	May 1st 2017	May 1st 2017
Remaining FMNS Masters	May 1st 2017	May 1st 2017

### Decision deadlines (art. 5.6.3)

<b>Deadline of Decision</b>	<b>Non-EU students</b>	<b>EU students</b>
Nanoscience	June 1st 2017	June 1st 2017
Behavioural and Cognitive Neurosciences	June 1st 2017	June 1st 2017
Biomolecular Sciences (topprogramme)	June 1st 2017	June 1st 2017
Evolutionary Biology (topprogramme)	June 1st 2017	June 1st 2017
Remaining FMNS Masters	November 1st 2017	November 1st 2017