UNIVERSITY OF CAPE TOWN
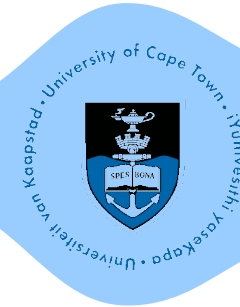IYUNIVESITHI YASEKAPA · UNIVERSITEIT VAN KAAPSTAD

IT | SCHOOL OF IT

Student Forum

Department of Computer Science

16 May 2018
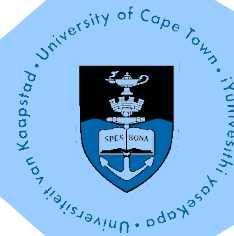
Agenda

- The new 3rd year / Honours / Masters plan
- School of IT updates

- Any other topics …

3rd year / Honours / Masters

Basic Idea

- More in line with international degrees.

- 4 years for basic training.

- No advanced research in Honours.

- Masters is structured (half coursework, half research) for greater access.

- Focus on research and postgraduate:
  - Knowledge production is central goal of dept.
  - Undergraduates learn from people at the cutting edge of research.

Shifting the degree endpoints

- All students should aim for Honours.
  - Honours should not be a killer course.

- Many students should aim for Masters.
  - Structured training in research.

- Some students should aim for PhD.
  - Those who want to do original research.

Honours 2018 onwards

□ Compulsory modules (52 credits):
- 8c RM/PCU
- 8c New Venture Planning
- 12c/15l Compilers 1
- 12c/15l Compilers 2
- 12c/15l Functional Programming

□ Project (60 credits)

Honours 2018 onwards

- Electives (48 credits):
  - 4 modules of 12 credits each, for a total of 48 credits
  - 12c/15l AI
  - 12c/15l HCI
  - 12c/15l Big Data Management and Analysis
  - 12c/15l Network Security
  - 12c/15l Games (from 2020)
  - 12c/15l High Performance Computing

Masters 2018 onwards

- compulsory (18 credits):
  - 18c Research Methods
- electives (72 credits):
  - 6 modules of 12 credits (15l) each, for a total of 72 credits
  - Computational Geometry for 3D Printing; Distributed Scientific Computing; Evolutionary Computation; Information Retrieval; Intelligent Systems; Introduction to ICT for Development; Logics for Artificial Intelligence; Introduction to image processing and computer vision; and Ontology Engineering.
  - students could take selected electives from Data Science (e.g., Unsupervised learning), MIT (e.g., Ethics)

- Games + New CS3

- ☐ No more signups for Games major from 2018
- ☐ 4 courses in CS3 (from 2020)
    - ■ CSC3002: OS + Net
    - ■ CSC3003: SE + ToA
    - ■ CSC3022: C++ + ML
    - ■ CSC3024: Graphics + ???
- ☐ Why? A fourth CS course keeps the most important element from Games and allows single major degrees!

Discussion

Current Status

- ▢ Approved by Senate in November 2017.
- ▢ Approved by Council in December 2017.

- ▢ Started operations in January 2018.
- ▢ Director of School:
  - ■ Professor Ulrike Rivett (IS)

Why the School?

- Virtual structure around CS and IS.
  - Departments and degrees are not affected!
  - This is NOT a merger.

- Single entry point for:
  - Admissions
  - Marketing
  - Industrial liaison
- Better curriculum synergy and shared degrees.

What are we currently busy with?

- ❑ New logo.
- ❑ New Web domains (www.sit.uct.ac.za)?
- ❑ New website for School/CS/IS.
- ❑ Fundraising for additional resources.
- ❑ Designing new degrees (B.IT).
- ❑ Forming a single advisory board.
- ❑ Creating School mailing lists.

Other ongoing things

- Course codes for Honours/Masters courses.
- New CSC2004Z course and CS2 prog. test.
- BCS accreditation – Sep 2018.
- Renovations of postgraduate space – Nov 2018.
- CS Building toilet renovations – late 2018.

- Projects to be proposed to UCT in June 2018:
  - Part-time Masters.
  - Masters defence by Skype.

Discussion

that's all folks!