



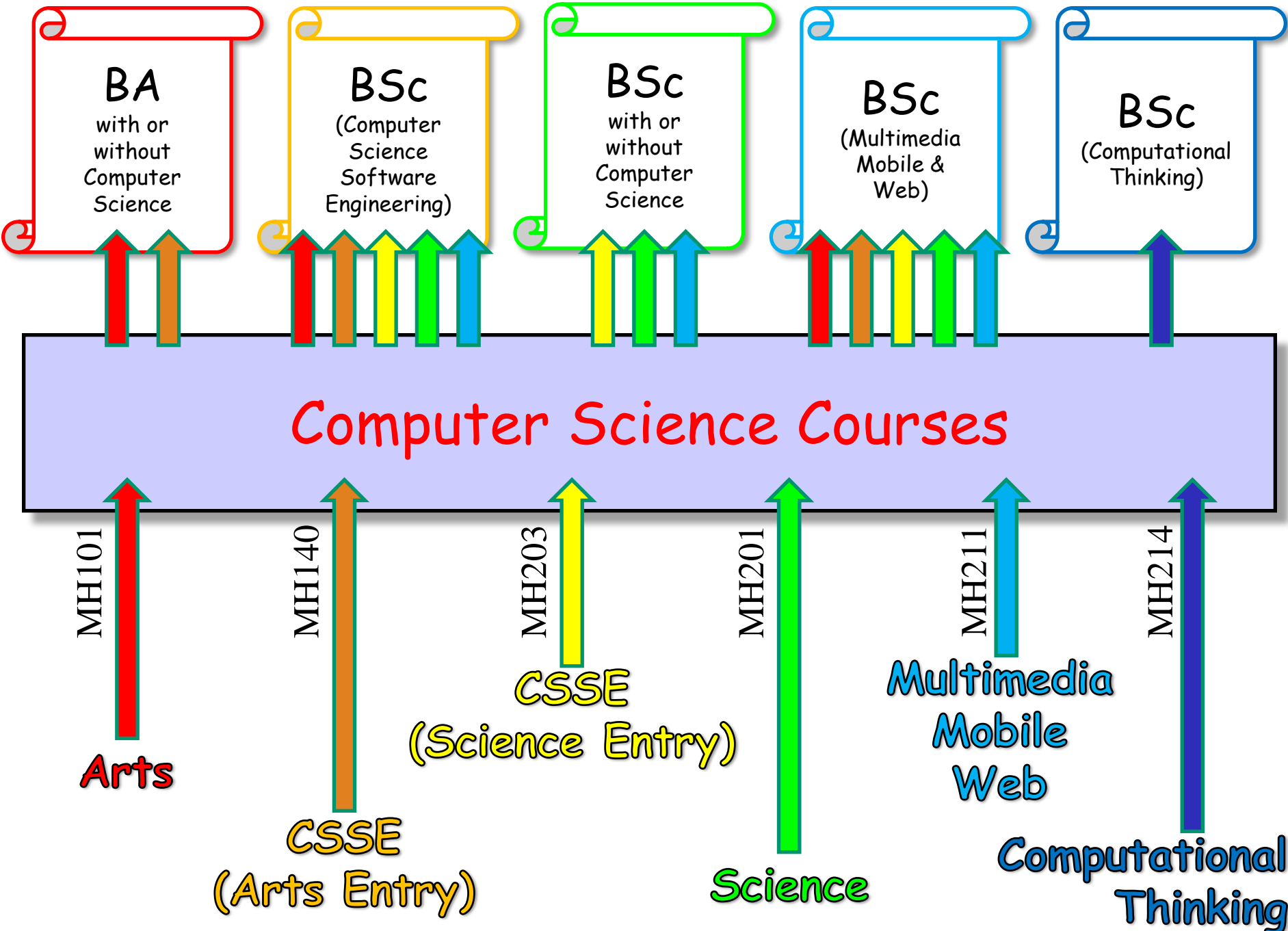
NUI MAYNOOTH
SCHOOL OF BUSINESS AND ARTS

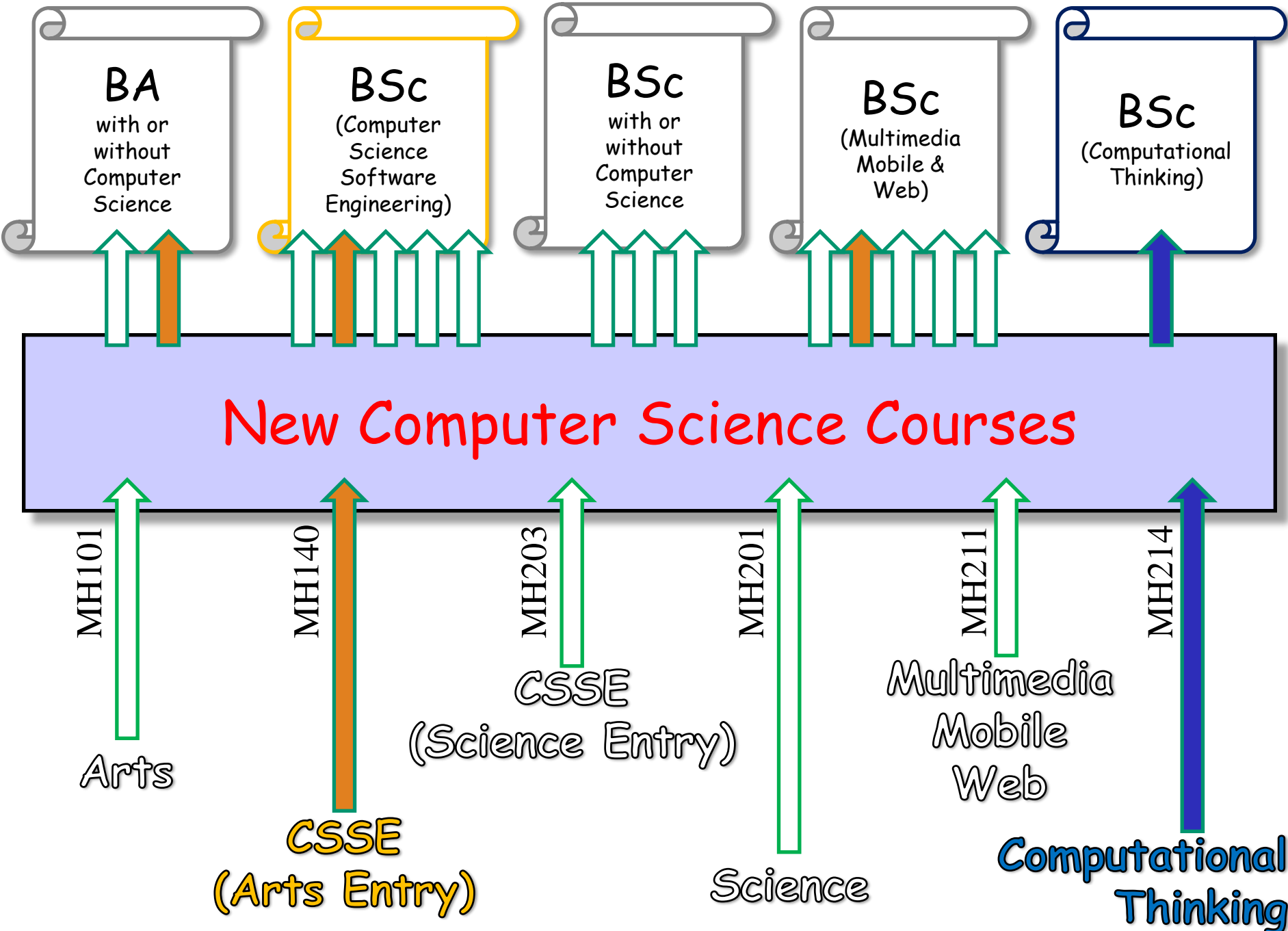
Computer Science

Computational Thinking

Computer Science and Software Engineering
(Arts Entry)

Dr. Stephen Brown
Computer Science





MH214

Computational Thinking

Specially designed to answer calls from industry for graduates with strong analytical competence, problem-solving skills, and the ability to develop solutions that span multiple domains. Skills are fundamental and highly transferrable: wide range of career prospects

Maths HB1

3 Years
Accelerated/Intensive
Optional Work Placement

Computational Thinking

- Combining human creativity with the power of computers to solve problems
- Modelling problems so that they can be most effectively solved



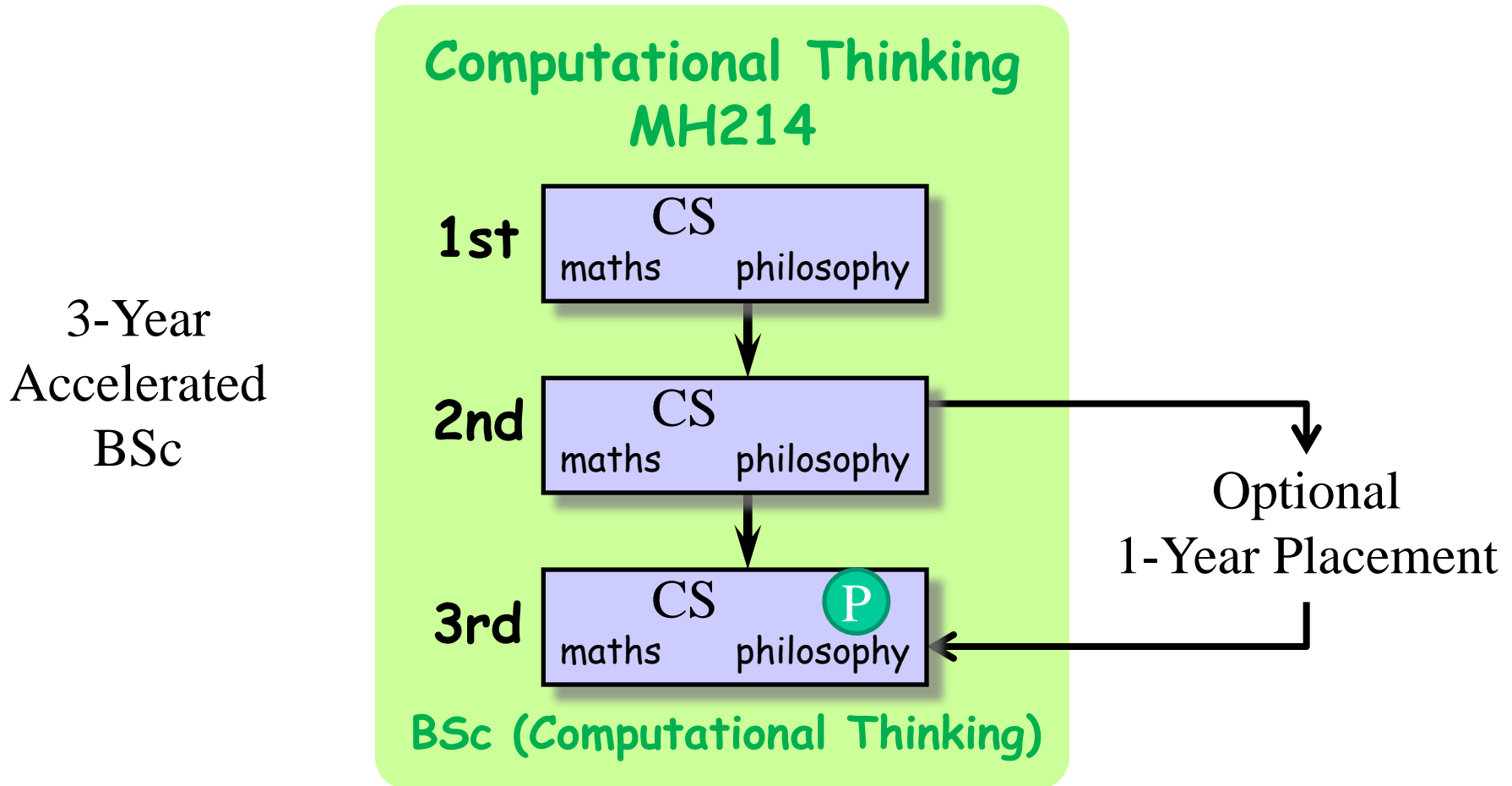
MH214: The Course

- Worldwide first!
- **Mathematical** foundations of **Computer Science**
- Core themes in **Philosophy**:
understand human knowledge
- Hands-on programming skills
- Advanced problem-solving
- Think logically and analytically



Computer Science Courses

Computational Thinking



MH203/MH140

Computer Science & Software Engineering

Provides the breadth and depth of education and training which will allow graduates to be productive early in their career in software development and to progress to a high standard of professional accomplishment long into the future.

Maths OB3

4 Years
Common First Year
Work Placement
Final Year Project



MH140: CSSE (Arts Entry)

- Fundamental principles of computer science and software engineering
- Breadth of an additional Arts subject
- Ability to apply these principles in practice using modern tools and methodologies
- Industrial Placement
- MSc in Software Engineering



MH101/201

Computer Science
(in Arts or Science)

Maths
OB3

Computer Science offers you the best of both worlds: a strong foundation in science/arts, to allow you to approach and solve problems in a wide variety of domains, and extensive coverage of computer science and software engineering.

3/4 Years
Common First Year
Science: SH & DH
Arts: DH

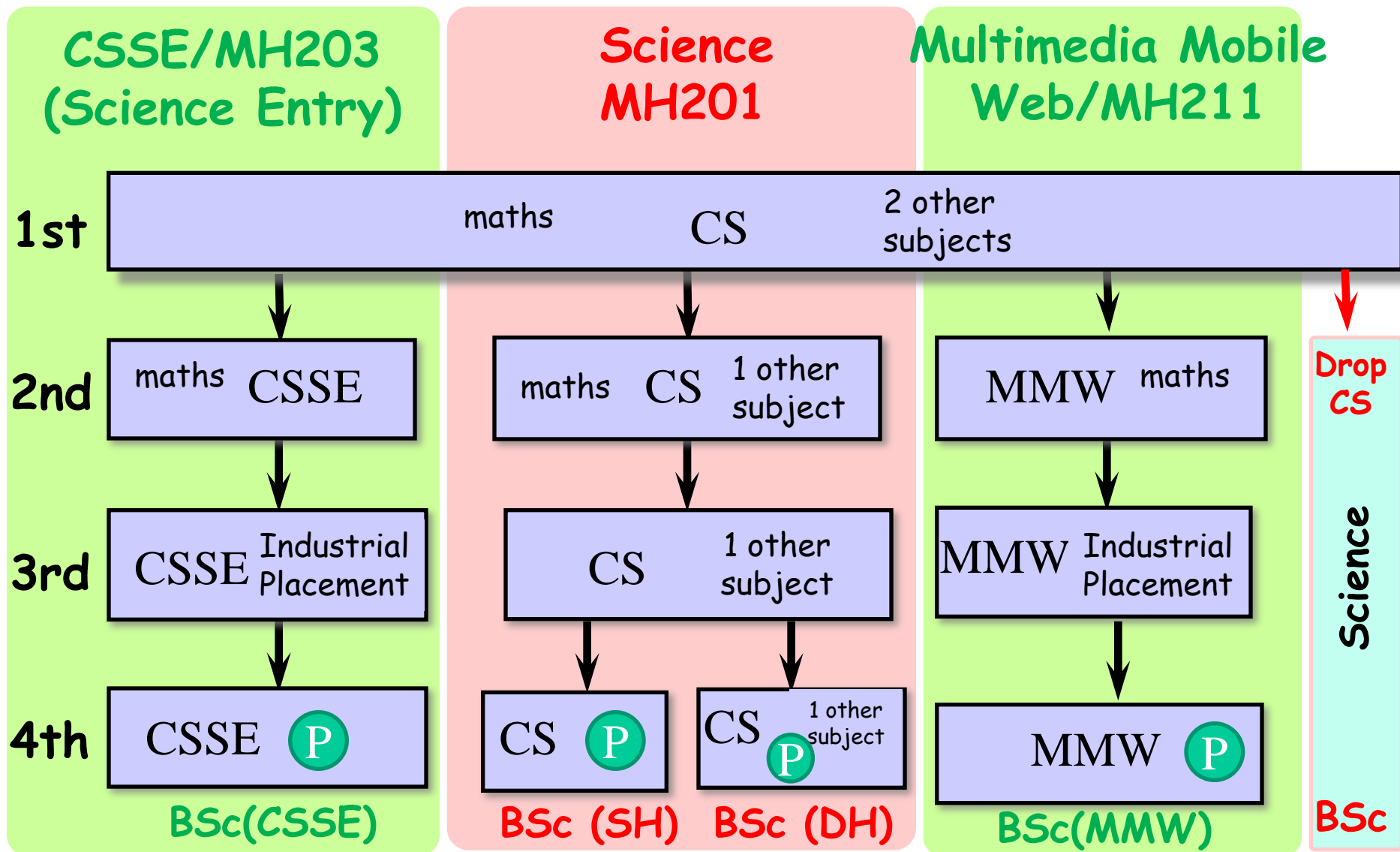
MH211

Multimedia, Mobile, and Web

Provides the understanding and competencies necessary to develop mobile, web-based, and multimedia information systems and applications. Students will be well-prepared for a career in the development and operation of these systems, with a knowledge of both the theoretical and practical skills.

4 Years
Common First Year
Work Placement
Final Year Project

Computer Science Courses Common First Year (Science)



Careers

Pilot at
Aer Lingus

Business Analyst
Eircom

Developer at
IBM
or Scientific
Manager

IT Manager
At Meteor Mobile

Business Acc

Master Engineer
Ericsson

Developer at
Home Tr

Doctoral
NH
at
Mayno

JAT Team Leader
at Allianz

Inno
at
IT Program Manager at
Hewlett Packard

M.Sc. Researcher at
University of
Maynooth

PhD student at NU
Maynooth

Quality
Brighton
Tech. Support
Pfizer

Web Designer at
An Foras Feasa

Software Engineer
at Greenfinch
Technology

Software Engineer
VINTEC

Financial Engineer at
Capital Markets

Consultant at
TechExcel

MS
Univer
Corporate Sales
Executive at IBM

Financial Soft
Production Manager
At Catapult

Business Solutions
Builders
(Ireland)

Senior IT Recr
at Sabeo

Software at Microsoft
Solutions Architect
At ICON

Project Manager
at DAA

Technologies
International

Placement

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QUESTIONS?

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