The study of Software Engineering will teach you how to write good software and give you the engineering skills needed to meet requirements such as reliability, maintainability, usability and cost-effectiveness. Our programme is directed towards the practical application of computing sciences, as computer systems grow in size and complexity.

**Year 1**
You will be introduced to basic principles of programming and computation.

You will learn how information can be represented and processed in computer systems, as well as fundamental techniques to manage data and solve problems using computer programs.

The year also includes courses in mathematics necessary for all areas of informatics. Together these form the foundations of more in-depth study of computation in future years.

You can choose option courses from various schools across the University.

**Year 2**
You will build on Year 1, covering more advanced programming and data structures, together with related mathematics.

Courses offered will develop greater understanding of software development, decision making, learning from data, and the internals of computers or computer systems.

Option courses are available from various schools across the University.

**Year 3**
Your studies will become more focused and you will have more choice in selecting specialised courses, according to your own interests, from a range of options specific to software engineering as well as other courses in informatics.

Coursework assignments typically provide you with experience in practical work, independent problem solving, and group work. Your exact curriculum depends on your selected courses.

Options offered in recent years include courses in software testing, computer security, databases, operating systems, computer networks, and around 10 others.

**Year 4**
You will choose from a large number of advanced course options to build a particular portfolio or expertise of your interest.

This includes an individual honours project where you will learn to develop a viable project starting from a given topic. You will have a variety of choices when selecting your project and a supervisor to guide you.

**Our facilities**
You will be based within the School of Informatics, with lectures, tutorials and classes held in Appleton Tower, which provides purpose-built facilities and dedicated learning and teaching spaces, all located in the University’s Central Area.

You will have 24-hour access to computer laboratories and quality software support is available.

**Career Opportunities**
Our graduates have excellent career prospects in IT industry and beyond.

They comfortably secure roles such as software engineer, hardware engineer, app developer, web developer, and programmer but also increasingly: data analyst/scientist or business analyst in the financial sector.

Popular employers include: Google, Facebook, Amazon, IBM, SkyScanner, Intel, ARM, Samsung, NVIDIA, Keysight, RockStar North as well as RBS, JP Morgan, Citigroup.

Other industries and professions that rely heavily on computing systems, including media (e.g. BBC), communications (Ericsson, Huawei), energy (British Gas) and medicine (Canon Medical Systems) are all potential employers for the School of Informatics graduates.

Our school has a record number of startups and spinouts over the last ten years including those set up by our alumni, such as Fanduel, Robotical or PlayerData.