

1.3.1 Degree programmes and requirements

The Master of Science (**M.Sc.**) programmes are offered on a full-time and part-time basis. Part-time programmes span two to four academic years, and are primarily designed for practising professionals. Students enrolling in the full-time programmes are required to complete coursework and a dissertation. There are two options of study for the part-time programmes: Coursework and Dissertation, or Coursework only.

M.Sc. (Bioinformatics)

Coursework and Dissertation: Students are required to take eight courses (24 AUs) consisting of six core courses and two elective courses and a substantial project (6 AUs).

Coursework only: Students are required to take a total of ten courses (30 AUs) consisting of six core courses and four elective courses, one of which must be BI6129: Directed Reading.

M.Sc. (Embedded Systems)

Coursework and Dissertation: Students are required to take eight courses (24 AUs) consisting of five core courses, three elective courses and a substantial project (6 AUs).

Coursework only: Students are required to take a total of ten courses (30 AUs) consisting of five core courses and five elective courses, one of which must be ES6129: Directed Reading.

M.Sc. (Digital Media Technology)

Coursework and Dissertation: Students are required to take eight courses (24 AUs) consisting of four core courses, four elective courses and a substantial project (6 AUs).

Coursework only: Students are required to take a total of ten courses (30 AUs) consisting of four core courses and six elective courses, one of which must be DM6129: Directed Reading.

M.Sc. (Information Systems)

The M.Sc. (Information Systems) programme is a collaborative programme between the School of Communication and Information and the School of Computer Engineering. This programme is offered as full-time and part-time study.

Coursework and Dissertation: Students are required to take four foundation courses (12 AUs), one Professional Seminar (2AUs), four elective courses (12 AUs), and a project in which the student must submit a dissertation (6 AUs).

Coursework only: Students are required to take four foundation courses (12 AUs), one Professional Seminar (2AUs), five elective courses (15 AUs), and CI6299, Critical Inquiry in Information Systems (3 AUs).

More information on this programme can be found under the Wee Kim Wee School of Communication and Information.

Master of Engineering and Doctor of Philosophy by Research

Research areas include:

- 4G Research Areas
- Bioinformatics
- Biometrics and Intelligent Security
- Computational Intelligence
- Computer Architecture and Embedded Systems

COLLEGE OF ENGINEERING:
SCHOOL OF COMPUTER ENGINEERING

- Computer Graphics and Advanced Media Technologies
- Computer Vision and Multimedia Processing
- Game Technology
- Information Systems and Software Engineering
- Interdisciplinary Emerging Research Areas
- Mobile Communications and Networks
- Parallel and Distributed Computing

The School of Computer Engineering is offering a new Master of Engineering degree with special focus on Game Development. This degree programme is offered in collaboration with Hong Kong-based company TQ Global. Students undertaking the Masters research programme will be sponsored by TQ Global for the two year candidature period and participate in the production of TQ's commercial projects. Students will serve a two-year bond with the company after they graduate.