# **Computer science @ UK unis - quick facts**

Top 20*	1 Cambridge	A*A*A	11 Exeter	AAA
	2 Oxford	A*AA	12 Manchester	A*AA
	3 Imperial	A*A*A	13 UCL	A*A*A
	4 St Andrews	AAA	14 Southampton	A*AA
	5 Warwick	A*AA	15 Bristol	A*AA
	6 Leeds	AAA	16 Birmingham	AAA
	7 Glasgow	AAB	17 Nottingham	AAA
	8 Durham	A*AA	18 KCL	AAA
	9 Bath	Α*ΑΑ	19 Sheffield	AAA
	10 Edinburgh	AAA	20 York	AAB
* Complete University Guide April 2020				

## Must haves

Computer science involves a lot of maths, so you will definitely need maths A Level. The most competitive universities also like you to have further maths A Level and sometimes physics. Some, such Imperial and Oxford state that FM is a requirement. You may also need STEP. You do not need to have studied computer science A Level.

## Other degrees to consider

Take a look at similar degrees, where you can also use your maths skills: software engineering, artificial intelligence, computer programming, games design, maths, electronic engineering, physics.

#### Example course modules

In the first year you will be taught the foundations of computer science through advanced mathematics, computer architecture and programming. Throughout the degree typical modules include artificial intelligence, computer systems and networks, security, database systems, human computer interaction, vision and graphics, numerical analysis, programming languages, software engineering, bioinformatics and theory of computing.

### Contact hours per week: 15-21, average 15. (Average all subjects 14.)

#### Career prospects

The skill sets of a computer science graduate are very sought after. Common employers are IT consultancies and IT service providers, or you could work as data analyst, cyber security analyst, AI, game designer or software engineer. Most businesses rely on computers to function effectively, so you could work in the IT departments of major organisations in sectors like aerospace & defence, agriculture, manufacturing, retail, telecoms, or you could use your problem-solving skills to work in finance, consumer products, film, computer games, pharmaceuticals, healthcare and public services.