How will I be taught?

Our course consists of an interesting mix of theory and practice. You will give practical problem-solving and program design skills. The majority of subjects within the Computer Science elements of your degree are linked with practical work in our state-of-the-art laboratories.

Tutorials consist of a two-hour meeting between normally five students and a tutor. They are based in colleges, and are an opportunity for you to come in to discuss some aspect of Computer Science in your own time, you will work at a computer terminal and might be required to work in groups and then discuss the work with a tutor on an hour's work or two of these tutorials or classes each week.

Lectures bring together students from all colleges to hear about developments in Computer Science, often from a world expert on that part of the subject. Our students usually attend three to four lectures a week.

Practicals give you an opportunity to work on real programs that reflect the principles you have learned, and at the same time become familiar with up-to-date computer systems. One week you might be building a compiler for your own programming language, guided by a member of staff. Practical work might occupy two afternoons a week.

Problem classes: in later parts of the course, you will also be put in small classes for the problem classes. These classes are held by your tutor, on a topic that you have studied in your degree. These small classes are taught by people with specialized knowledge in the topic.

Project work: you will have the opportunity to make a more extensive exploration of some of the ideas from your courses by doing a project. You will have a supervisor to guide your work, and might meet once a week.

Assessment: at the end of the first, second and third years you will sit exams. Most fourth-year options are assessed by a take-home exam that you will complete during the Christmas or Easter vacation.

What qualifications do I need?

A-levels: We will normally make an offer of A*A*A-A* in A-levels (or equivalent) in Mathematics, Computer Science, and Computer Science and Philosophy. The A*A*A is for Mathematics, Further Mathematics and Computer Science. If further Mathematics is taken, then it must be an A, and A-levels in Mathematics and Further Mathematics, otherwise include A in Further Mathematics.

A-levels: All successful candidates will have taken Further Mathematics at A-level, but it is not an requirement.

International Baccalaureate: 36 points, including core subjects, higher level grade 7 & 6 with the 7 in Mathematics.

For further information, including details of the wide range of alternative qualifications we are happy to accept, see: www.cs.ox.ac.uk/howtoapply

What is the role of the college?

Each Oxford college has its own particular history, ethos and architecture but the degree is identical. The Computer Science courses are organised and taught by the department. lectures, classes, practicals, problem classes and tutorials are provided centrally. Your college will advise you on your studies and monitor your progress, the relatively small number of students at each college about 30 for a particular course and college will provide comprehensive support and advice to you.

Your college will be your home for much of your time at Oxford, as well as at Oxford. You will be in touch with people at your college throughout your time at Oxford, your college will advise you on your studies and monitor your progress, the relatively small number of students at each college about 30 for a particular course and college will provide comprehensive support and advice to you.

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You will be advised by one of your college’s academic tutors, who will be an academic staff member, and who will teach you for one or two hours a week. Your college will also provide you with a personal tutor, who will be a member of academic staff who will advise you on your studies and monitor your progress, the relatively small number of students at each college about 30 for a particular course and college will provide comprehensive support and advice to you.

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Why Computer Science at Oxford?

Active student societies include the Oxford University Computer Society (Oxford UniCS) and Oxford Women in Computer Science (OxWiCS), amongst others. These student groups provide regular social events and activities, as well as opportunities to meet like-minded students and network with professionals in the tech industry.

Oxford has one of the longest-established Computer Science departments in the country. Today it is a home to a community of over 1,300 undergraduate and graduate students, and a team of over 250 academic staff and support staff. Our aim is to create a supportive yet challenging environment where students can develop their skills and knowledge.

We are looking for students who have a real flair for mathematics: these are the skills needed for reasoning rigorously about the specific behaviour of programs and computer systems, and for applications such as computer graphics, machine learning and scientific computing.

Mathematics and Computer Science

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Computer Science

Students interested in the potential of computing to solve real-world problems.

Mathematics

Students who have a real flair for mathematics: these are the skills needed for reasoning rigorously about the specific behaviour of programs and computer systems, and for applications such as computer graphics, machine learning and scientific computing.

Philosophy

Students interested in exploring the fundamental questions of existence, knowledge, and reality, and in developing arguments and theories that are logically sound and persuasive.

The outstanding mix of people you will meet.

The City of Dreaming Spires, Oxford is a city that is both historic and beautiful. A bustling student city with world-class museums, art galleries, and restaurants, as well as parks and gardens that offer a peaceful escape from the hustle and bustle of city life.

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