



## **UNDERGRADUATE COURSE HANDBOOK**

### **PART C**

For students entering the fourth year of their course in 2025

Computer Science  
Computer Science & Philosophy  
Mathematics & Computer Science

**2025**

**Version 1**

## **Welcome**

This is a supplement to the [Computer Science Handbook](#). It is designed to give you all the course-specific information you will need in your fourth year, complete with all important deadlines.

Please don't hesitate to get in touch with one of the academic admin staff at [academic.administrator@cs.ox.ac.uk](mailto:academic.administrator@cs.ox.ac.uk) if you have any questions.

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## Disclaimer

This handbook supplement applies to students entering the fourth year of their degree in Computer Science, Mathematics & Computer Science or Computer Science & Philosophy in Michaelmas Term 2025. The information in this handbook may be different for students starting their fourth year in other years.

The Examination Regulations relating to this course will be available online at

[Honour School of Computer Science](#)

[Honour School of Mathematics and Computer Science](#)

[Honour School of Computer Science and Philosophy](#)

If there is a conflict between information in this handbook and the Examination Regulations then you should follow the Examination Regulations. If you have any concerns please contact the academic admin team at [academic.administrator@cs.ox.ac.uk](mailto:academic.administrator@cs.ox.ac.uk).

The information in this handbook is accurate as at October 2025. It may be necessary for changes to be made in certain circumstances, as explained at [www.ox.ac.uk/coursechanges](http://www.ox.ac.uk/coursechanges) webpage. If such changes are made the department will publish a new version of this handbook, together with a list of the changes, and you will be informed.

| Version     | Action                  | Date |
|-------------|-------------------------|------|
| Version 1.0 | Published start of MT25 |      |
|             |                         |      |

# 1 Courses

Please find information on Course Aims and Intended Learning Outcomes for each degree in the [Undergraduate Course Handbook for the Preliminary Examinations](#).

For all undergraduate courses, you will have been entered initially for the 4-year degree. Please be aware that, to proceed into Part C, you will need to have a 2:1 or higher in Parts A and B together. If you change your mind during your fourth year, and decide that you no longer want to pursue the masters level, and would rather take the BA, please discuss this with your tutor, then contact your College Office, who will assist in organising the relevant forms.

Please note that the Computer Science courses in Part C are 50% larger than those in earlier years, i.e. while you were expected to study for each 3<sup>rd</sup> year course for about 10 hours per week, you will now be required to invest about 15 hours of study a week for each course. Computer Science lecturers expect you to complete this extra work in a variety of ways, e.g. some will give 20 lectures but will require you to undertake extra reading, classes and/or practicals, whereas others will be giving 24 lectures, and others still will be doing something in between. Please look at each synopsis for details.

[Please find information on the Computer Science Project on the departmental website.](#)

## 1.1 Computer Science

The Department of Computer Science offers the following degree in Computer Science at undergraduate level:

- MCompSci Computer Science, 4-year

In the fourth year of Computer Science you are required to take five courses and complete a Computer Science project. The courses are chosen from a schedule called C1, which is published at <http://www.cs.ox.ac.uk/teaching/bacompsci/PartC/>.

## 1.2 Mathematics & Computer Science

The Department of Computer Science offers the following joint degree with the Department of Mathematics:

- MMathCompSci Mathematics and Computer Science, 4-year

In the fourth year of Mathematics and Computer Science you are required to complete either five courses and a Computer Science project or six courses and a Mathematics dissertation. The courses are chosen from [Schedule C1 and Schedule C2](#).

Please be aware that students in the fourth year of Mathematics and Computer Science are not permitted to take the option *COD Dissertations on the History of Mathematics*.

Due to the overlapping material, you may not take both Categories, Proofs and Processes and C2.7 Category Theory. If you took Quantum Information, you may not also take C7.4 Introduction to Quantum Information.

Details on Mathematics courses currently offered to fourth year students can be found [here](#).

You can find out more about the Mathematics dissertation [here](#).

### 1.3 Computer Science and Philosophy

The Department of Computer Science offers the following joint degree with the Faculty of Philosophy:

- MCompSciPhil Computer Science and Philosophy, 4-year

In the fourth year of Computer Science and Philosophy, you must complete between 24 and 26 units; the unit values of the different options are as follows:

- each Philosophy paper or thesis is worth 8 units;
- each Computer Science taught course is worth 3 units;
- a Computer Science project is worth 9 units.

Choices are subject to the following constraints:

- you may take at most six Computer Science taught courses;
- you may not take both a Philosophy thesis and a Computer Science project.

The effect of these rules is that you should take one of the following combinations:

- three Philosophy papers (maybe including a thesis) (24 units);
- two Philosophy papers (maybe including a thesis) and either three CS courses or a CS project (25 units);
- one Philosophy paper (or thesis), and six CS courses (26 units);
- one Philosophy paper, three CS courses and a CS project (26 units);
- five CS courses and a CS project (24 units).

Computer Science courses are chosen from [Schedule C1](#).

Philosophy options can be chosen from any courses of 101-120, 122, 124, 125, 127-129, 137-140, 198 and 199 as described on the [Philosophy Faculty Website](#) which you have not offered in Part B. With the exception of 198 and 199, each Philosophy course will be assessed by a 3-hour written examination together with an essay of at most 5,000 words. The special subject paper 198 is examined in different ways according to the special subject, and the method of assessment will specify when the special subjects available for your year are advertised. 199 is the Philosophy thesis. More information about the format of the written exams will be issued later in the year.

The full listings of Philosophy courses available to Computer Science and Philosophy students can be found [here](#).

Rules for Philosophy theses in Part C are described in the [Examination Regulations](#) except that the word limit is 20,000 words.

## 2 Examinations for Part C

### Exam Entry

You will be asked to complete exam entry for your chosen options via Student Self Service as follows: you will enter for any courses assessed by mini-project over the Christmas vacation by Thursday of Week 6, Michaelmas term; you will enter for the assessment of all Hilary and Trinity Term courses, as well as courses taken in Michaelmas Term but assessed by written examination in Trinity Term, by Thursday of Week 2 Hilary Term. You must enter for the correct number of examinations as detailed in this handbook. Failure to enter for the correct number of units, or any changes after the relevant exam entry date, will result in a need for a Change of Option Form to be completed, which will incur an administrative charge as noted here:

<https://www.ox.ac.uk/students/academic/exams/examination-entry>

For assessments with submissions i.e. mini-projects, entering for and changing options comes with more restrictions than written examinations. Option changes cannot occur for mini-projects after the submission deadline.

### Approved Subjects

You may, with the approval from your tutor, wish to take an “approved” course not offered by the Department of Computer Science. Some undergraduate students are interested in taking courses offered by other departments, primarily the Department of Statistics or the Mathematical Institute, that are not on the usual schedule of courses for students in Computer Science. In this case, you must agree with your tutor any courses that you wish to take, and both you and your tutor should write to [academic.administrator@cs.ox.ac.uk](mailto:academic.administrator@cs.ox.ac.uk). The Undergraduate Supervisory Committee will then consider the request and, if the Committee approves the request, the student will be told to contact the other department and given instructions on completing exam entry for the course(s).

If you would like to take a course in another department, please contact [academic.administrator@cs.ox.ac.uk](mailto:academic.administrator@cs.ox.ac.uk) as early as possible, and ideally no later than Friday of 0<sup>th</sup> week of the term in which the course is taught.

### Mini-projects

The majority of courses at Part C are assessed through a mini-project. This is a written take-home assignment which will be released on Friday of week 8 of the term in which the course is taught. The mini-project will be due at the start of the following term. More details, and the submission deadlines, can be found in Section 3 of this Handbook. The mini-project will be designed to be completed in about a week. It will include some questions that are more open-ended than those on a standard sit-down exam. The work you submit must be your own work, and include suitable references.

We **strongly** recommend that you check the work that you have submitted to Inspira **as soon as it has been submitted**. If you realise that you have uploaded the incorrect file, the correct version can be sent by email to [academic.administrator@cs.ox.ac.uk](mailto:academic.administrator@cs.ox.ac.uk) within 30 minutes of the submission deadline. After this time it is not possible to replace an incorrect file.

### Written Examinations

Some courses are assessed through a three-hour written examination in Trinity Term. For these courses, there are often three questions and you should answer all questions. Each paper has 100 marks available in total. The marks for each part of each question will be indicated on the examination paper.

The courses that are assessed by a written paper are Algorithmic Foundations of Collective Decision Making, Combinatorial Optimisation, Computational Game Theory, Computer Vision, Knowledge Representation and Reasoning, and Probabilistic Model Checking.

To pass the degree, you must have a passing average overall. You do not need to pass all the courses you take, but the average across all taught courses must be over the pass mark. You must also pass the project, dissertation or thesis.

Further details are available in the exam conventions here: <https://courses.cs.ox.ac.uk/course/view.php?id=676>

## **2.1 Computer Science**

At Part C you will be examined on five courses from [Schedule C1](#) and a Computer Science project. Computer Science courses are either assessed by written paper or mini-project.

## 2.2 Mathematics & Computer Science

At Part C you will be examined in either five courses and a Computer Science project or six courses and a Mathematics dissertation. The courses are chosen from [Schedule C1 and Schedule C2](#). There is no restriction on the number of courses chosen from each schedule.

Computer Science courses are either assessed by written paper or mini-project.

For Mathematics, courses which are examined by a written paper will be confirmed by the Mathematics Institute. Each paper will examine one unit. As stated previously, students in the fourth year of Mathematics and Computer Science are not permitted to take the option *COD Dissertations on the History of Mathematics*.

In addition, you may not take both Categories, Proofs and Processes and C2.7 Category Theory. If you took Quantum Information, you may not also take C7.4 Introduction to Quantum Information.

### **2.3 Computer Science and Philosophy**

For Part C you will be examined in Computer Science and Philosophy courses as described in section 1.3. Computer Science courses are chosen from [Schedule C1](#). Philosophy courses are chosen from courses 101-120, 122, 124, 125, 127-129, 137-139 and 198, as described on the [Philosophy Faculty Website](#).

Computer Science courses are either assessed by written paper or mini-project.

Each Philosophy course will be assessed by a 3-hour written examination together with an essay of at most 5,000 words.

Rules for Philosophy theses are described in the [Examination Regulations](#) except that the word limit is 20,000 words. More advice on Philosophy essays and theses will be issued later in the year.

### 3 Computer Science Mini-Projects

Computer Science mini-projects will be released at noon on the last Friday of the term in which the subject is being taught. This information will be included in the Notice to Candidates sent out each term.

Mini-projects will be released via Inspira and must be uploaded to Inspira by noon on the date specified below. The mini-project will be designed to be completed in about three - five days. It will include some questions that are more open-ended than those in a standard sit-down exam. The work you submit must be entirely your own work. If you make use of material from web-sites, books, articles or other sources you must acknowledge these and give suitable references. **Please see the [University guidance on avoiding plagiarism](#).**

#### **Michaelmas Term 2025**

| <b>Course</b>                                |
|----------------------------------------------|
| Categories Proofs and Processes              |
| Computational Biology                        |
| Concurrent Algorithms and Data Structures    |
| Distributed Processes, Types and Programming |
| Uncertainty in Deep Learning                 |

The submission deadline for the all mini-projects listed above is **12pm on Wednesday, 7<sup>th</sup> January 2026.**

#### **Hilary Term 2026**

| <b>Course</b>                          |
|----------------------------------------|
| Advanced Security                      |
| Automata, Logic and Games              |
| Computational Medicine                 |
| Database Systems Implementation        |
| Foundations of Self-Programming Agents |
| Geometric Deep Learning                |
| Law and Computer Science               |
| Quantum Processes and Computation      |

The submission deadline for the all mini-projects listed above is **12pm on Wednesday 15<sup>th</sup> April 2026.**

## **4 Important Dates**

### **4.1 Dates of term**

Michaelmas term: Sunday 12<sup>th</sup> October 2025 – Saturday 6<sup>th</sup> December 2025  
Hilary term: Sunday 18<sup>th</sup> January 2026 – Saturday 14<sup>th</sup> March 2026  
Trinity term: Sunday 26<sup>th</sup> April 2026 – Saturday 20<sup>th</sup> June 2026

Dates of Full Term for future years are available [on the University's website](#).

### **4.2 Hand-In Dates – Mini-projects, Practicals and Project Reports**

#### **Michaelmas Term mini-projects**

By noon on Wednesday of week -1, Hilary term (to Inspira)

#### **Hilary Term mini-projects**

By noon on Wednesday of week -1, Trinity term (to Inspira)

#### **4<sup>th</sup> Year Computer Science Project Report**

By noon on Monday of week 4, Trinity term (to Inspira).

#### **Practicals reports**

By noon on Friday of week 5, Trinity term (to Inspira)

## 5 What next?

### 5.1 Higher degrees

Many of our graduates go on to do a higher degree – a PhD or DPhil – at Oxford or elsewhere; perhaps that interests you.

If you expect to get a Distinction in Part C you may be interested in doing a DPhil. It is important that you realise that a DPhil is not awarded simply for three years of programming. Whilst being adept at programming, you should also have a strong command of the theory and the relationship between the two. As an undergraduate you should have attempted not just the routine tutorial problems, but have demonstrated some creativity and ability to solve harder problems. You should have a critical outlook with strong motivation and independence of thought, and above all a desire to reflect on what you have produced, incorporating the result of your reflection into your work. Typically, you should hope to produce a thesis which makes some novel theoretical contribution and shows how it can be usefully applied.

Talk to DPhil students in the department; discuss the prospect with your tutor if you think you might be interested.

It is worth talking to potential supervisors early (ideally before the end of your penultimate year). This might give them time to find money to fund you!

To apply: the University of Oxford has published a very useful [application guide](#). Applications are made [online](#). You will need two or three references; it is usual to choose tutors, project supervisors and college lecturers.

The admission deadline for entry in 2026-27 is **Tuesday 2<sup>nd</sup> December 2025**.

If you have questions about graduate study in the Department of Computer Science please pop in and see a member of the graduate team or email [graduate.admissions@cs.ox.ac.uk](mailto:graduate.admissions@cs.ox.ac.uk)

### 5.2 Careers

Information about careers is provided by Oxford University Careers Service, 56 Banbury Road. The Careers Service organise many events to help you choose a career that suits you, and to put you in touch with recruiters. Their web site is at: [www.careers.ox.ac.uk](http://www.careers.ox.ac.uk).

You are urged to contact the Careers Service for detailed information on careers, and also for advice on compiling a CV, on how to apply, and on interview technique.

When we receive information about careers suitable for Computer Science graduates, circulated by email. Information on job vacancies (together with summer internships and competitions) can also be found on our web site at <https://www.cs.ox.ac.uk/recruiters/internal/vacancies.html> (NB this site can only be accessed from within the Oxford domain).

## 6 Recommended Patterns of Teaching

Please compare the [list of courses on the departmental Website](#). If in doubt, please refer to the website.

### 6.1 Computer Science

| <b>4<sup>th</sup> Year Course structure:</b> Five courses from <a href="#">Schedule C1</a> plus a Computer Science project |             |                 |                |                   |                                      |
|----------------------------------------------------------------------------------------------------------------------------|-------------|-----------------|----------------|-------------------|--------------------------------------|
| <b>Paper</b>                                                                                                               | <b>Term</b> | <b>Lectures</b> | <b>Classes</b> | <b>Practicals</b> | <b>Comments</b>                      |
| Categories, Proofs and Processes                                                                                           | MT          | 20              | 6              |                   |                                      |
| Combinatorial Optimisation                                                                                                 | MT          | 20              | 6              |                   |                                      |
| Computational Biology                                                                                                      | MT          | 20              | 4              |                   |                                      |
| Computational Game Theory                                                                                                  | MT          | 20              | 4              |                   |                                      |
| Computer Vision                                                                                                            | MT          | 20              | 4              | Y                 |                                      |
| Concurrent Algorithms and Data Structures                                                                                  | MT          | 20              | 4              | Y                 |                                      |
| Distributed Processes, Types and Programming                                                                               | MT          | 20              | 7              |                   |                                      |
| Law and Computer Science                                                                                                   | MT/HT       | 16/16           | 2.5            | Y                 |                                      |
| Probabilistic Model Checking                                                                                               | MT          | 20              | 4              | Y                 |                                      |
| Uncertainty in Deep Learning                                                                                               | MT          | 20              |                | Y                 |                                      |
| Advanced Security                                                                                                          | HT          | 22              | 4              | Y                 |                                      |
| Algorithmic Foundations of Collective Decision Making                                                                      | HT          | 20              | 6              |                   |                                      |
| Automata, Logic and Games                                                                                                  | HT          | 24              | 6              |                   |                                      |
| Axiomatic Set Theory (C1.4)                                                                                                | HT          | 16              |                |                   | Taught by the Mathematical Institute |
| Computational Medicine                                                                                                     | HT          | 20              | 4              |                   |                                      |
| Database Systems Implementation                                                                                            | HT          | 22              | 6              | Y                 |                                      |
| Foundations of Self-Programming Agents                                                                                     | HT          | 20              | 6              |                   |                                      |
| Geometric Deep Learning                                                                                                    | HT          | 20              |                | Y                 |                                      |
| Godel's                                                                                                                    | HT          | 16              |                |                   | Taught by the                        |

|                                                                                                                                                                        |    |    |   |  |                        |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|---|--|------------------------|
| Incompleteness Theorem (C1.2)                                                                                                                                          |    |    |   |  | Mathematical Institute |
| Knowledge Representation and Reasoning                                                                                                                                 | HT | 24 | 6 |  |                        |
| Quantum Processes and Computation                                                                                                                                      | HT | 24 | 6 |  |                        |
| <b>Notes:</b><br>- Students are also required to undertake a Computer Science Project in the 4 <sup>th</sup> year which is expected to take about a third of the year. |    |    |   |  |                        |

## 6.2 Mathematics and Computer Science

Maths and Computer Science Part C students are required to take either six option units from [Schedule C1](#) and [Schedule C2](#) and a Mathematics Dissertation or five option courses and a Computer Science Project. Schedule C1 will contain Computer Science options and Schedule C2 will contain Mathematics options.

| Paper                                                 | Term  | Lectures | Classes | Practicals | Comments |
|-------------------------------------------------------|-------|----------|---------|------------|----------|
| Categories, Proofs and Processes                      | MT    | 20       | 6       |            |          |
| Combinatorial Optimisation                            | MT    | 20       | 6       |            |          |
| Computational Biology                                 | MT    | 20       | 4       |            |          |
| Computational Game Theory                             | MT    | 20       | 4       |            |          |
| Computer Vision                                       | MT    | 20       | 4       | Y          |          |
| Concurrent Algorithms and Data Structures             | MT    | 20       | 4       | Y          |          |
| Distributed Processes, Types and Programming          | MT    | 20       | 7       |            |          |
| Law and Computer Science                              | MT/HT | 16/16    | 2.5     | Y          |          |
| Probabilistic Model Checking                          | MT    | 20       | 4       | Y          |          |
| Uncertainty in Deep Learning                          | MT    | 20       |         | Y          |          |
| Advanced Security                                     | HT    | 22       | 4       | Y          |          |
| Algorithmic Foundations of Collective Decision Making | HT    | 20       | 6       |            |          |
| Automata, Logic and Games                             | HT    | 24       | 6       |            |          |
| Computational Medicine                                | HT    | 20       | 4       |            |          |
| Database Systems Implementation                       | HT    | 22       | 6       | Y          |          |
| Foundations of Self-Programming Agents                | HT    | 20       | 6       |            |          |
| Geometric Deep Learning                               | HT    | 20       |         | Y          |          |
| Knowledge Representation and Reasoning                | HT    | 24       | 6       |            |          |
| Quantum Processes and Computation                     | HT    | 24       | 6       |            |          |

### Notes:

- Students are also required to undertake a Computer Science Project or a Mathematics dissertation in the 4<sup>th</sup> year which is expected to take about a third of the year.

### 6.3 Computer Science and Philosophy

In the fourth year of Computer Science and Philosophy, you must complete between 24 and 26 units; the unit values of the different options are as follows:

- each Philosophy paper or thesis is worth 8 units;
- each Computer Science taught course is worth 3 units;
- a Computer Science project is worth 9 units.

Choices are subject to the following constraints:

- you may take at most six Computer Science taught courses;
- you may not take both a Philosophy thesis and a Computer Science project.

Computer Science courses are chosen from [Schedule C1](#). Philosophy options can be chosen from any courses of 101-120, 122, 124, 125, 127-129, 137-139, 198 and 199 as described on the [Philosophy Faculty Website](#).

The effect of these rules is that you should take one of the following combinations:

- three Philosophy papers (maybe including a thesis) (24 units);
- two Philosophy papers (maybe including a thesis) and either three CS courses or a CS project (25 units);
- one Philosophy paper (or thesis), and six CS courses (26 units);
- one Philosophy paper, three CS courses and a CS project (26 units);
- five CS courses and a CS project (24 units).

| Paper                                                 | Term  | Lectures | Classes | Practicals | Comments |
|-------------------------------------------------------|-------|----------|---------|------------|----------|
| Categories, Proofs and Processes                      | MT    | 20       | 6       |            |          |
| Combinatorial Optimisation                            | MT    | 20       | 6       |            |          |
| Computational Biology                                 | MT    | 20       | 4       |            |          |
| Computational Game Theory                             | MT    | 20       | 4       |            |          |
| Computer Vision                                       | MT    | 20       | 4       | Y          |          |
| Concurrent Algorithms and Data Structures             | MT    | 20       | 4       | Y          |          |
| Distributed Processes, Types and Programming          | MT    | 20       | 7       |            |          |
| Law and Computer Science                              | MT/HT | 16/16    | 2.5     | Y          |          |
| Probabilistic Model Checking                          | MT    | 20       | 4       | Y          |          |
| Uncertainty in Deep Learning                          | MT    | 20       |         | Y          |          |
| Advanced Security                                     | HT    | 22       | 4       | Y          |          |
| Algorithmic Foundations of Collective Decision Making | HT    | 20       | 6       |            |          |
| Automata, Logic and Games                             | HT    | 24       | 6       |            |          |

|                                        |    |    |   |   |                                      |
|----------------------------------------|----|----|---|---|--------------------------------------|
| Axiomatic Set Theory (C1.4)            | HT | 16 |   |   | Taught by the Mathematical Institute |
| Computational Medicine                 | HT | 20 | 4 |   |                                      |
| Database Systems Implementation        | HT | 22 | 6 | Y |                                      |
| Foundations of Self-Programming Agents | HT | 20 | 6 |   |                                      |
| Geometric Deep Learning                | HT | 20 |   | Y |                                      |
| Godel's Incompleteness Theorem (C1.2)  | HT | 16 |   |   | Taught by the Mathematical Institute |
| Knowledge Representation and Reasoning | HT | 24 | 6 |   |                                      |
| Quantum Processes and Computation      | HT | 24 | 6 |   |                                      |

**Notes:**

- Students have the option to undertake a Computer Science Project or a Philosophy Thesis in the 4<sup>th</sup> year which is expected to take about a third of the year.