

Department of Computer Science

Postgraduate Research Handout 2017/18

1. Welcome to the Department

1.1 Department of Computer Science

The Department began life in August 2001, emerging from the Computing Group of the Department of Mathematical Sciences. Priding itself on being research-led with strong interdisciplinary research and postgraduate teaching, the Department continues to recruit new academic staff of an extremely high calibre. The Department also attracts a highly qualified student intake and frequently appears as a top UK Computer Science Department in the published League Tables.

2. Department Structure

The Computer Science Department is led by the Head of Department, Professor Eamonn O'Neill. The Head of Department directs all aspects of the Department, operating through a number of nominated role-holders and through the deliberations of a number of committees.

2.1. Who's Who in the Department

See <http://www.bath.ac.uk/comp-sci/contacts> for a full list of Department staff. Some contacts most relevant to PG students are:

Head of Department	Prof Eamonn O'Neill
Deputy Head of Department	Prof Guy McCusker
Director of Studies (PhD and EngD)	Dr Jim Laird
Director of Centre of Digital Entertainment (CDE)	Prof Peter M. Hall
Department Coordinators	Dilly Brownlow Amanda Lester
Computer Systems Manager	Mark Cahill

2.2 Research Areas of the Department

The Department prides itself on a range of interdisciplinary research with a strong theoretical basis. Our work is concerned with conceptual issues in computer science ranging from mathematical foundations through visual and cognitive processes to media technology, human-centred design and collaborative systems. Our academic staff have various disciplinary backgrounds and collaborate widely with researchers in other disciplines (including Engineering, Mathematics and Psychology) both in Bath and elsewhere.

Although there are many connections between the themes, our main research themes are:

- Intelligent Systems
- Human-Computer Interaction
- Mathematical Foundations
- Visual Computing