Welcome

Now, more than ever, computer scientists are at the forefront of the modern world, as our society increasingly depends on technology. You can see the effect of Computer Science research everywhere, and some key aspects of this research have been carried out and are taught here at York.

Our excellence in both teaching and research has seen us firmly establish ourselves as a top UK Computer Science department. The majority of our research was rated as ‘world-leading’ or ‘internationally excellent’ in the Research Excellence Framework (REF) 2014. It is on this basis that we have built much of our taught courses, to pass on this expertise.

We are proud to be at the cutting edge of such a dynamic discipline. Even though computers are commonplace – in your home, on our roads, even in your pocket – there are still significant challenges to be tackled at the heart of Computer Science. At York we help you to both study and research these latest developments.

Our courses will equip you for a life in academia. However, we also work closely with industry to ensure that what we teach is relevant and up to date, so that you can go into the workplace ready to take up whatever challenges you may face.

This readiness is shown by our excellent employability record. More than 97 per cent of our postgraduates go into employment or onto further study within six months of graduation. They join companies such as IBM, Rolls-Royce, Barclays, Jaguar Land Rover and TSYS.

Many of the challenges still facing Computer Science are interdisciplinary, and in the interaction of computing with other technologies. As such, we work with many other subject areas in our research and teaching – such as Biology, Chemistry and Sociology – to give you a broad view of how Computer Science fits into the modern world.

Our state-of-the-art building on the University campus at Campus East has allowed us to create an excellent community for learning and research. Our new, purpose-built research and computer labs are readily accessible to all our students, allowing you to learn in the way that suits you.

I look forward to welcoming you to the Department.

Professor Neil Audsley
Head of Department
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We have a suite of taught degree courses that have been developed specifically to meet the needs of industry, as well as building on our research strengths here at York.

All of our courses have been developed in collaboration with our industrial advisory board, made up of leading figures in the industrial sectors, meaning that when you graduate, you will be able to meet the challenges you face in the workplace.

You will be supervised by a member of our academic staff, who will meet with you regularly to guide you through your studies and support you in any aspect of your student life. Toward the latter part of your course you will undertake a project which will be supervised by a member of the academic team most closely associated with your chosen topic.

You will be assessed in a variety of ways, including practical exercises, reports, closed examinations, open assessments and a project dissertation. We deliberately expose students to these differing methods so that no student is disadvantaged by their background.

Most of our taught courses require you to have at least a 2:1 honours degree or higher in computer science or a related subject (or international equivalent); however, in some cases, such as an applicant having appropriate industrial experience, we will consider applications from those who do not fit this criteria.
Research in computer science at York is carried out at the frontiers of knowledge in the discipline. This course gives you the chance to study a range of advanced topics in computer science, taught by researchers active in that area. This means you will be learning current research results, keeping you at the forefront of these areas. You will also learn a range of theories, principles and practical methods.

The MSc Advanced Computer Science is a full-time, one-year taught course, intended for students who already have a good first degree in computer science, and would like to develop a level of understanding and technical skill at the leading edge of computer science.

You will also undertake your individual research project over the Summer Term and Summer vacation. This will be a culmination of the taught modules you have taken during the course and will allow you to focus on a specialist area of interest.

Modules*

Formal Aspects of Computer Science:
• Formal Specification
• Static Analysis and Verification
• Functional Programming Technology

Advanced Software Engineering:
• Model-Driven Engineering
• Service-Oriented Architecture

Human–Computer Interaction:
• User-Centred Design for Interactive Technologies
• Advanced Topics in Interactive Technologies

Quantum Computation:
• Quantum Computation
• Quantum Information Processing

Cryptography and Security:
• Cryptography Theory and Applications
• Topics in Privacy and Security

Machine Learning and Genetic Algorithms:
• Adaptive and Learning Agents
• Evolutionary Computation

*modules included as a guide – subject to change

Full-time – one year
Part-time – n/a
Modules 80 credits
Project 100 credits
Entry requirements – 2:1 or higher

For more information and details of how to apply, go to cs.york.ac.uk/applyPG or call +44 (0) 1904 325404 or email cs-pg-admissions@york.ac.uk
MSc Cyber Security

Our MSc Cyber Security is a forward-looking course that gives you the skills and knowledge you need in the core areas of cyber security. It emphasises the important technical material that will help you make effective cyber security decisions, and addresses issues such as:

- Identity
- Trust and reputation
- Cryptography
- Network security
- Malware and intrusion detection
- Risk management
- Development of high assurance systems

If you are looking to follow a career in industry or government, this course will provide you with a broad education in cyber security that allows you to make technically informed, principled decisions. This course will also prepare you if you are seeking a research career in cyber security – a research skills module is a mandatory part of the course.

It has been designed for students who already possess a strong computer science, software engineering or information technology background, and who want to broaden their knowledge of the specific challenges in cyber security and possible solutions to those challenges.

Modules*

- Identity, Trust, Reputation and their Applications
- Cryptography Theory and Applications
- Networks and Communications Security: Threats, Attacks and Countermeasures
- Malware and Other Malfeasance
- Cyber Security Research Skills
- Wider Aspects of Cyber Security
- Rigour in Secure System Development and Assessment
- Forensic Analysis of Cyber Incidents
- Independent Study Module: Cyber Security Individual Project

*modules included as a guide – subject to change

Full-time – one year
Part-time – n/a
Modules 80 credits
Project 100 credits
Entry requirements – 2:1 or higher

For more information and details of how to apply, go to cs.york.ac.uk/applyPG
or call +44 (0) 1904 325404 or email cs-pg-admissions@york.ac.uk
The MSc Human-Centred Interactive
Technologies is a full-time, one-year
taught course that is intended for
students seeking a professional career
related to human–computer interaction,
user experience, usability or related
fields or those wishing to pursue
research in the area.

The course is intended for students
who already have a good first degree
in computer science or an appropriate
discipline related to human–computer
interaction or have equivalent industrial
experience. The course covers a range of
topics associated with designing interactive
systems for good usability and enhancing
the user experience.

The course has been specifically designed
for students wishing to specialise in the
design and evaluation of interactive
technologies. There are four modules,
two in the Autumn Term and two in the
Spring Term, that are assessed via open
assessments. The modules comprise a
mixture of lectures, practical classes and
seminars, plus a significant amount of
personal study time. There is then a further
six-month individual study module with
assessed dissertation to be undertaken
at the University of York with the
guidance of an academic supervisor
from the Department of Computer
Science.

Modules*
• User-Centred Design of Interactive
  Technologies
• Design and Research Practice for
  Interactive Technologies
• Advanced Topics in Interactive
  Technologies
• Research Methods for Interactive
  Technologies
• Independent Study Module: Human-
  Centred Interactive Technologies
  Individual Project

*modules included as a guide –
subject to change

The lecturers are all
exceptional. They are
very approachable and the
group dynamic lends itself well
to extending teaching beyond
the classroom. Informal chats
outside of class have helped
me to put abstract ideas into
focus and I have always felt
that the lecturers treat us as
peers rather than students.

Jonathan,
MSc Human-Centred
Interactive Technologies

Full-time – one year
Part-time – n/a
Modules – 80 credits
Project – 100 credits
This unique course combines our expertise with that of the Department of Sociology, so you benefit from the very latest research in socio-political and cultural interests in digital media and human-computer interaction.

The rapid expansion of digital networks such as YouTube, Wikipedia, Twitter and Facebook have changed user expectations. These advances have created a demand for graduates who understand social and participatory design principles and have the skills to design new interactive technologies.

The MSc Social Media and Interactive Technologies provides an innovative mix of social and technical skills. You will gain an understanding of the social, political and economic factors that affect the use of interactive technologies, examining how technology is perceived and employed by the user, and you will develop the skills to design and create usable and accessible devices and applications.

Modules*  
• Understanding Social Media  
• Metrics and Society  
• Themes and Issues in Contemporary Sociology  
• Design and Research Practice in Interactive Technologies  
• Research Methods for Interactive Technologies  
• User-Centred Design for Interactive Technologies

*modules included as a guide – subject to change

Full-time – one year  
Part-time – n/a  
Entry requirements – 2:1 or higher

For more information and details of how to apply, go to [cs.york.ac.uk/applyPG](http://cs.york.ac.uk/applyPG) or call +44 (0) 1904 325404 or email cs-pg-admissions@york.ac.uk
This modular MSc course is designed to prepare students for work in the demanding field of Safety Systems Engineering (SSE) by exposing them to the latest science and technology within this field.

The courses may be used as part of a Continuing Professional Development (CPD) programme for the Institution of Engineering and Technology (IET) or Chartered Institute of IT (BCS) members.

The course aims to provide you with a thorough grounding and practical experience in the use of state-of-the-art techniques for development and operation of safety critical systems, together with an understanding of the principles behind these techniques so that you can make sound engineering judgements during the design, deployment and operation of such a system. On completing the course, you will be equipped to play leading and professional roles in safety critical systems engineering-related aspects of industry and commerce.

**Modules**

**Core:**
- Foundations of System Safety Engineering
- Systems Engineering for Safety
- Hazard and Risk Assessment
- System Safety Assessment
- Safety Management Systems
- Safety Case Development and Review
- Computers and Safety

**Optional:**
- Human Factors for Safety
- Software Requirements and Architectures
- Through Life Safety
- Security for Safety Critical Systems

*modules included as a guide – subject to change

**Full-time** – one year

**Part-time** – two or three years

**Modules:**
- Core – 70 credits
- Optional – 20 credits
- Full-time – 90 credit individual project

**Part-time project:**
- Critical Evaluation – 30 credits
- Final Project – 60 credits

**Entry requirements** – These courses are specifically directed at those with several years of industrial experience. An appropriate degree is desirable, but many applicants will have reached degree-level knowledge through their work experience.
We are one of the UK’s leading computer science research centres. Our research is having a profound influence on a wide range of industries, with whom we work closely to turn this new knowledge into vital, cutting-edge solutions.

We have 11 thriving research groups, each with dedicated laboratory space at the Department. Many of the groups are currently driving major national and international research programmes.

Our research groups are:

**Advanced Computer Architectures** – Developing novel computer architectures, producing solutions to solve complex, data-intensive problems.

**Artificial Intelligence** – Studying a range of technologies including constraint solving and machine learning with wide-ranging applications from games to natural language processing.

**Computer Vision and Pattern Recognition** – Blending skills in mathematics, computation and physics, providing novel solutions to complex problems in image analysis.

**Cyber Security** – Combining cryptography, quantum information processing, digital forensics and network security with a world-leading education programme focusing on pragmatic aspects of cyber security.

**Enterprise Systems** – A group dedicated to researching the challenges of developing and sustaining complex, business-critical software throughout organisations on which our modern society has come to depend.

**Games** – Looking at new research technologies and ideas for games, and at new ways to use games to achieve scientific, cultural and social impact.

**High-Integrity Systems Engineering** – Pioneering techniques for developing and assessing safety critical software, now widely used in industry and in arguing for safety cases.

**Human–computer Interaction** – Improving the quality and experience of interaction between humans and computers, this group is well known for its work on evaluation of the accessibility and usability of a wide range of interactive systems.

**Non-Standard Computation** – Studying a fascinating array of non-standard and non-classical models of computation such as quantum cryptography and artificial immune systems.

**Programming Languages and Systems** – Advancing programming languages, methods and tools, with a special interest in developing radical alternatives to conventional computing languages. Both NASA and the US National Institute of Aerospace have benefited from their research.

**Real-Time Systems** – Involved with the design of systems used in items commonly found in everyday life such as mobile phones, cars, aeroplanes and power plants.

For a deeper understanding of the work these research groups do, visit cs.york.ac.uk/research.

For more information and details of how to apply, go to cs.york.ac.uk/applyPG or call +44 (0) 1904 325404 or email cs-pg-admissions@york.ac.uk.
Our degrees by research give you the opportunity to tap into the broad range of research expertise in the Department.

When you take a degree by research in Computer Science, you will work closely with one of our internationally respected research groups. You define your area of study and work with one of our world-leading academics as your supervisor. You become a member of one of our established research groups, and you will benefit from the accumulated knowledge and resources of your colleagues.

Whether your interest is in how users interact with technology or you want to work with world-leading researchers in quantum computing, our Department is a great place for you to gain your degree by research.

You become part of the Department, including having access to our excellent facilities and having your own workstation. You are encouraged to work in collaboration with others and to present your ideas at some of the many informal research seminars held regularly in the Department.

You will follow a structured programme that includes a series of ‘milestones’ carefully chosen to guide you, culminating in the submission of a successful thesis. In the first year, research skills seminars are provided, and relevant advanced taught modules may be attended if necessary. You are expected to give a literature review seminar in your field after three months.

**MSc**

The MSc is awarded following the successful completion of a period of research over one year full-time or two years part-time. You will submit your thesis, which is expected to display a particular knowledge of some aspect of your chosen field of study, and to make a contribution to knowledge or understanding.

**PhD**

A PhD is awarded following the successful completion of a period of research over three years full-time or six years part-time. A distance learning option is also available. Your thesis must contain an original element that makes a publishable contribution to knowledge or understanding in your chosen field of research.

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**Entry requirements**

You should normally have, or expect to receive, at least an upper second class honours degree or the international equivalent. You are not required to have a Masters level degree for direct entry to the PhD programme.

**Studentships**

We have a number of fully funded studentships to award to outstanding students wishing to undertake a PhD.

Further details can be found at cs.york.ac.uk/postgraduate.
In collaboration with the University of Essex and Goldsmiths College in the University of London, the University of York launched this initiative to train the next generation of researchers, designers, developers and entrepreneurs in digital games.

IGGI gives you the chance to work with industrial partners on your research, giving you an opportunity to contribute directly to the future of games. You will undertake industrial placements giving you first-hand experience of the games industry, so that you gain the skills needed to succeed in a career in the games industry or games research.

Our partners include:
- Sony Interactive Entertainment (Europe)
- Square Enix
- Microsoft Research
- Prowler
- Media Molecule
- Bossa Studios
- MindArk.

This is just a small number of our partners, and your research with organisations like these will help to increase the use of games as a tool for scientific research and societal good, as well as creating more fun and profitable games that exploit advances in research.

You will take part in a rich calendar of events, designed to develop and enhance your knowledge and research, including:
- the IGGI Conference, a student-led event, showcasing student research alongside industry and academic speakers
- Industry Days, where practitioners from industry and user organisations share insights into their business and present a real-world problem for you to solve
- the IGGI Game Jam, a 48-hour game development challenge to enhance your skills in games design and development through teamwork.

You will receive practical skills training through all three partner institutions, from academic leaders in these fields, covering:
- Games Development
- Games Design
- Research Skills.

You will also take cutting-edge advanced modules from all three institutions in topics such as:
- Advanced Computer Vision
- Multi-Agent Interaction and Games
- Storytelling
- User-Centred Design
- AI for Games Developers
- Graphics and Geometry for Games
- Understanding Social Media
- Intelligent Systems and Robotics
- Machine Learning and Data Mining
- Media Theory.

You choose a principal supervisor from one of the three partner institutions, and you will also have access to a range of world-leading academics from those institutions.

Entry requirements
You should normally have, or expect to receive, a 2:1 or higher in a discipline related to games design, development or analysis. We will also consider applications from applicants with significant other relevant experience, such as working in games design.

Studentships
We have a number of fully funded studentships to award to outstanding students that will cover fees and an annual stipend for four years.

For further information visit iggi.org.uk.
Part-time and industry-focused courses

MSc and Postgraduate Diploma in Safety Critical Systems Engineering
Postgraduate Certificate in Systems Safety Engineering

We offer a range of part-time modular courses to enable you to study while you are working. You come to York to take each module within a one-week period to minimise the time you are away from the office.

These modular MSc courses are built upon research work at York, and are supported by a number of industrial organisations, including BAE Systems. They focus on system safety in complex systems across a wide range of domains, such as civil aerospace, railway, defence, maritime, nuclear, automotive and process industries.

They are designed to prepare you for work in the demanding field of system safety engineering by exposing you to the very latest developments. We aim to provide you with a thorough grounding and practical experience in the use of state-of-the-art techniques for the development of safety critical systems. You will also gain an understanding of the principles behind these techniques so that you can make sound engineering judgements during the design and deployment of such systems, particularly when software is involved.

On completion, you will be equipped to play a leading and professional role in safety critical systems engineering-related aspects of industry and commerce.

New areas of teaching are always being developed in response to advances in the field and the requirements of the organisations that employ our graduates.

The courses may be used as part of a Continuing Professional Development (CPD) programme for members of the Institute of Engineering and Technology (IET) or Chartered Institute of IT (BCS).

Entry requirements
These courses are specifically directed at those with several years of industrial experience. An appropriate degree is desirable, but many applicants will have reached degree-level knowledge through their work experience.

You can choose to take these courses in one year, or part-time over two or three years. The taught modules in these courses are all delivered over one week in York. You will also undertake an individual project, which can take place either in York or on site within industry.

For more information and details of how to apply, go to cs.york.ac.uk/applyPG or call +44 (0) 1904 325404 or email cs-pg-admissions@york.ac.uk
Choosing the Department of Computer Science at the University of York for your Continuous Professional Development (CPD) training is an excellent way to enhance your career or the skills of your workforce.

We offer opportunities for colleagues to stay at the forefront of their profession, ensuring they meet the ever-changing challenges in safety engineering and cyber security today.

We run short courses in the disciplines of System Safety Engineering and Cyber Security that can be divided into manageable five-day modules, enabling your employees to learn alongside their work and keep their skills fully up to date.

If you prefer, some of these modules can be taught at a location of your choice, meaning we can also tailor our programmes to ensure they are just right for your business and your workforce. We offer a consultancy service to maximise your employees’ potential.

To find out more about our CPD programmes, call 01904 325536.
The Department of Computer Science is based in the University’s Campus East development.

Built to the highest specifications, the Department is packed with cutting-edge facilities housed in a modern, self-contained building which is designed specifically to enhance your studies. Although part of a large university, we pride ourselves on maintaining a more intimate, friendly atmosphere for our students, enabling you to interact with fellow students and academic staff.

Facilities for taught courses

The Department has six teaching laboratories: four software labs with 216 PCs and two hardware labs, housing 112 PCs. All our PCs run both Windows 10 and Ubuntu 16.04 and are supported by dedicated technical support staff keeping software labs open 24 hours a day, seven days a week.

Facilities for research

The ‘Home’ Laboratory and Interaction Laboratory

The Interaction Labs, including the HomeLab, provide excellent facilities for research and teaching in human–computer interaction. The Interaction Labs consist of an Accessibility and Usability Lab and a Games Research Lab.

The Accessibility and Usability Lab has desktop and laptop computers equipped with screen capture software, eye gaze tracking equipment (both screen-based and glasses), as well as a range of assistive technologies such as screen readers for working with blind people and screen magnification programmes for working with partially sighted people.

The Games Research Lab has a range of games consoles and controllers along with a library of commercial games so that in our studies and experiments we can have real gamers playing real games. We also have a high-performance PC setup to run games that are developed as part of our research.

The HomeLab consists of a typical living room, fully functioning kitchen and a multipurpose room which can be configured as a dining room or bedroom. These rooms are used for studying the use of technology in realistic home and leisure settings, and have discreet audio and visual recording facilities.

The Real Time Systems Lab

The Real Time Systems Lab is the main research and development facility for the Real Time Systems research group. Inside the lab is a range of high-performance computers, custom hardware like FPGAs, robots, and various industrial machinery.

The Vision Labs

The Computer Vision group has two laboratories. The first is a darkroom for conducting experiments in controlled illumination conditions. It has a custom-built light stage for creating polarised spherical gradient illumination patterns, a camera rig for multiview stereo, and a range of optical devices for calibration and conducting experiments such as a monochromator, spectroradiometer, photometer and optical bench. The second lab houses a commercial 3D laser scanner (a Cyberware 3030PS) and provides space for capturing naturally illuminated datasets such as human faces or human activity.

The Robot Lab

The Robotics Laboratory is a purpose-built laboratory used for various robotics research projects and teaching, situated a short walk from the Department of Computer Science. Within it, there is a dedicated student working area, with workstations and electronics bench equipment, alongside the main 80m² robotics arena. The arena features a 5.5m high ceiling, allowing drone experiments to take place alongside ground-based robots. Special tracking systems are installed to allow positional data of the robots to be extracted. There is also a workshop area with CAD, soldering and 3D printing facilities.
At the Department of Computer Science, we know that for our students to succeed we have to work closely with industry professionals to ensure their skills needs are met and to enable our graduates to enter the employment market with cutting-edge knowledge.

We ensure we are teaching specialist MSc courses that cover topics in demand in industry today: cyber security, safety critical systems and human-centred interactive technologies are just a few of the subjects taught in the Department to give you skills and knowledge that are in high demand in the world.

We regularly meet with industry professionals to ensure courses at all levels are relevant to industry today, so they can be sure that University of York Computer Science graduates will help their businesses stay ahead of the competition. IBM, Rolls-Royce, BAE Systems and the Thales Group are just some of the companies we regularly consult with to keep our programmes at the cutting edge of learning.
As a Computer Science student you will be based at the Heslington campus, a lakeside setting some 3.5 miles south-east of the city centre. Safe, compact and easy to get around, the Department achieves an intimate and friendly atmosphere, while being part of a much larger, fast-paced organisation. This means that as a student you get the benefits of a smaller institution, such as meaningful, friendly access to academic staff, while enjoying the various vibrant aspects of being a student in a larger university.

The graduate community at York

As a postgraduate student in the Department of Computer Science, you will be part of the Graduate Students’ Association, which provides both academic and pastoral support. As well as advice and information on all aspects of postgraduate study, the GSA organises a variety of social events throughout the year.

The collegiate system

The University of York has nine colleges and one of those, Wentworth, is dedicated to postgraduate students. You can choose accommodation here, although if you prefer you can choose to live in any of the other colleges.

As a University of York student, you can use a range of on-campus facilities, including:

- **the Careers service** – which offers advice to all students and has a wide range of resources to help your career development
- **University sport and leisure facilities** – which include a swimming pool, full-sized all-weather pitches, tennis courts, squash courts and a sports centre
- **York Campus Nursery** – a multicultural setting catering for children aged from three months to school age across two separate units.
Fees
Tuition fees are payable for each year of active study. Fees are normally due at the beginning of each year, but arrangements can be made to pay in instalments.

Fees are announced each year. For the most up-to-date fees visit: 
york.ac.uk/study/postgraduate/fees-funding

Funding
There are a number of departmental and university studentships available every year. Funding will vary from those that cover fees only to those that include both funding for fees and support for living costs.

For more information about the funding available, check the Department’s website at: cs.york.ac.uk/postgraduate

and visit the University funding pages at: york.ac.uk/study/postgraduate/fees-funding

Contact us
If you have any questions about any of our courses, please contact our admissions team.

For postgraduate taught and research degree courses except Safety Critical Systems Engineering:
Postgraduate Admissions Administrator
Telephone: +44 (0)1904 325404
Email: cs-pg-admissions@york.ac.uk

For the MSc in Safety Critical Systems Engineering and Continuing Professional Development:
Continuing Professional Development Administrator
Telephone: +44 (0)1904 325536
Email: cs-pg-admissions@york.ac.uk
The Department of Computer Science at York is truly multicultural, and our international students form an important part of our community.

We welcome students from all over the world and we work hard to ensure we do all we can to help you settle into your new life. We realise that you are a long way from home and sometimes you may require additional help and support.

We offer:

- dedicated support services via the International Support Office. This team will provide support and advice including an Immigration Advice Service, student orientation, the International Students’ Association, and help with housing, health and finance.

- a member of staff dedicated to overall responsibility for international matters, who has the advantage of having studied as an international student. Alongside your supervisor, that person is able to provide specialist support and insight, and they coordinate activities for international students.

- a range of courses at the Centre for English Language Teaching to further develop and improve English language skills. Most are available free of charge.

If you are paying overseas tuition fees, you are guaranteed an offer of accommodation owned, managed or approved by the University for each year of your course, if you meet our guarantee criteria and apply by our deadline dates. For details, see york.ac.uk/study/accommodation.

Case study

Coming from China, it was the fact that York is a consistently high-ranking Computer Science department and university that originally attracted me. I work with world-class academics and teach excellent students from around the world. York is one of the most beautiful cities in Europe, and a really pleasant and safe place to study.

Tommy Yuan – Lecturer (Teaching/Scholarship)