The Department of Computing

The Department of Computing, the academic unit charged with the discipline of computing at the Mona Campus, has been meeting the needs of the nation and the region for over three decades. Throughout that time we have developed programmes known for their rigour and thoroughness delivered in a student friendly atmosphere.

The Department is staffed by a competent, experienced academic team with expertise in many different areas of computing and research. We have a strong research tradition demonstrated by the publication of books, articles and research reports.

The stimulating and supportive learning environment provided by our staff is facilitated by the computer science laboratory, with a network of 80 computers. Students will also have access to additional specialised equipment and tools from the Software Engineering Laboratory, the WAVE (Web Animation, Visualisation and E-Learning) Laboratory, the Intelligent Networking Group as well as the postgraduate facilities across the Mona Campus.

The MSc curriculum has been informed by the best practices in post graduate computing curricula of top ranked programmes in the United States and the United Kingdom, the ACM/IEEE/EAIS computing curricula standards, our knowledge of trends in curricula design and the current and anticipated computing needs locally and regionally.

Structure of the MSc Programme

The degree consists of 40 credit hours (not including any courses taken to fulfil background requirements), as follows:

1. A core of three (3) courses (one general and two CS) - 12 credits
2. Five (5) CS courses (at least two in one specialisation area) - 20 credits
3. A research project (industry-related or academic), including a report of publishable/professional quality - 8 credits

It covers key academic and practical areas of CS that we consider to be of prime relevance to national and regional needs as well as those deemed necessary globally (as recognized by the ACM and other bodies).

Core courses

The core consists of two parts:

- **Design Requirements**
  - Object-Oriented Design
  - Topics in Advanced Algorithms

- **General Requirements**
  - Research Methods and Technical Writing
  - Research Project
Specialisation Courses

Software Engineering
- Advanced Software Engineering
- Formal Methods of Software Design

Systems, Security and Networking
- Advanced Operating Systems
- Advanced Computer Networks
- Cryptography and Digital Security
- Advanced Database System
- Parallel Computing
- Wireless Networks

User Interface Design, Visualisation and Interactive Media
- Topics in Advanced UI Design
- E-Learning Design
- Web Design and Programming
- Interactive Media Design

Entry Requirements
Applicants must possess a first degree with a major in Computer Science from a recognised university.

How to Apply
Application forms can be obtained and submitted at http://sas.uwimona.edu.jm:9010
Supporting documents must be forwarded to:
Assistant Registrar
Office of Graduate Studies and Research
University of the West Indies, Mona

Contact Persons
Programme Administrator:
Mrs. Fiona Porter-Lawson
Tel: (876) 970 0923

Timetable
Classes are held Monday to Thursday, 6:00 pm. to 8:00 pm.

Start Date
There will be an intake in August every year.

Course Fee
Please refer to the department's website for current information on fees.