# City University of Hong Kong Course Syllabus

# offered by Department of Computer Science with effect from Semester A 2024/25

## Part I Course Overview

Course Title:	Comprehensive Studies in Selected Topics in Computer Science
Course Code:	CS8692
<b>Course Duration:</b>	One competer
Course Duration:	One semester
Credit Units:	3 credits
Level:	<u>R8</u>
Medium of Instruction:	English
Medium of	
Assessment:	English
Prerequisites:	
(Course Code and Title)	Nil
Precursors:	
(Course Code and Title)	Nil
<b>Equivalent Courses</b> : (Course Code and Title)	Nil
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<b>Exclusive Courses</b> :	
(Course Code and Title)	Nil

## Part II Course Details

#### 1. Abstract

The aim of this course is to provide an opportunity for a postgraduate research student to explore a selected topic in computer science. The objectives are to acquire in-depth knowledge of a chosen field of interest. The students will also have the opportunity to develop documentation and presentation skill in conveying the results of his/her work.

## 2. Course Intended Learning Outcomes (CILOs)

No.	CILOs	Weighting	curricu	ery-enr lum rel g outec	ated
			Al	A2	A3
1.	To develop documentation and presentation skill in conveying the results of his/her work.			~	
2.	To acquire in-depth knowledge of a chosen field of interest.		~		
3.	To explore, investigate, make critique and to derive possible new solutions on a specific topic in computer science.			~	
		100%			

#### A1: Attitude

Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

A2: Ability

Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to self-life problems.

A3: Accomplishments

Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

# 3. Learning and Teaching Activities (LTAs)

LTA	Brief Description	C	CILO No.		Hours/week (if applicable)	
		1	2	3		
Individual consultation	Students will conduct a weekly in-depth individual discussion with their supervisors. Through these consultations, students will obtain suggestions and comments from supervisors on their works.			~		
Presentation	Each student will give a presentation of the main project findings to members of his/her qualifying panel members.	~				
Identification of research problem and development of solution.	Each student will perform an in-depth study of a specific research problem, and to design an effective solution to the problem. The main findings are to be documented in the form of an interim and a final report.	~	~	~		

# 4. Assessment Tasks/Activities (ATs)

Assessment Tasks/Activities		CILO No		Weighting	Remarks
	1	2	3		
Continuous Assessment: <u>100</u> %					
Research problem identification and solution development	✓	~	~	50%	
Presentation to qualifying panel	√			10%	
Written report	~	~		20%	
Weekly in-depth discussions			✓	20%	
Examination: <u>0</u> %		1	1	1	
				1000/	

100%

# 5. Assessment Rubrics

# Applicable to students admitted before Semester A 2022/23 and in Semester A 2024/25 & thereafter

Assessment Task	Criterion	Excellent	Good	Fair	Marginal	Failure
		(A+, A, A-)	(B+, B, B-)	(C+, C, C-)	(D)	(F)
1. Identification of research problem and development of solution	Capacity for acquiring an in-depth knowledge of a chosen research field in computer science. Capability to recognize and address a specific research problem, and to formulate effective solutions for the problem.	High	Significant	Moderate	Basic	Not even reaching marginal levels
2. Presentation	Ability to deliver a presentation which summarizes the research problem under study. Capability to effectively address the questions raised by members of the qualifying panel.	High	Significant	Moderate	Basic	Not even reaching marginal levels
3. Report	Capacity for presenting the main research findings in the form of a report. Capability to recognize the merits and limitations of current research approaches, and propose possible new solutions to the research problem under study.	High	Significant	Moderate	Basic	Not even reaching marginal levels
4.Weekly discussion	Ability to attain the major project milestones in a timely manner.	High	Significant	Moderate	Basic	Not even reaching marginal levels

# Applicable to students admitted from Semester A 2022/23 to Summer Term 2024

Assessment Task	Criterion	Excellent	Good	Marginal	Failure
		(A+, A, A-)	(B+, B)	(B-, C+, C)	(F)
1. Identification of research problem	Capacity for acquiring an in-depth knowledge of a chosen research field in computer science.	High	Significant	Moderate to Basic	Not even reaching
and development of solution	Capability to recognize and address a specific research problem, and to formulate effective solutions for the problem.				marginal levels
2. Presentation	Ability to deliver a presentation which summarizes the research problem under study. Capability to effectively address the questions raised by members of the qualifying panel.	High	Significant	Moderate to Basic	Not even reaching marginal levels

3. Report	Capacity for presenting the main research findings in the form of a report. Capability to recognize the merits and limitations of current research approaches, and propose possible new solutions to the research problem under study.		Significant	Moderate to Basic	Not even reaching marginal levels
4.Weekly discussion	Ability to attain the major project milestones in a timely manner.	High	Significant	Moderate to Basic	Not even reaching marginal levels

# Part III Other Information

#### 1. Keyword Syllabus

Typical topics include: Computer Networks, Operating Systems, Distributed Systems, Software Engineering, Data Engineering, Formal Specification Techniques, Performance Evaluation, Artificial Intelligence, Algorithms, Programming Languages, Computer Graphics, Multimedia, Image Computing.

#### 2. Reading List

## 2.1 Compulsory Readings

N/A
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## 2.2 Additional Readings