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MASTER STUDY PROGRAMMES IN COMPUTER SCIENCE

M.Sc. IN COMPUTER SCIENCE

To complete a M.Sc. in computer Science, students must complete 120 ECT, of which 52 CTS are mandatory. Each course is either 8 ECTS or 6 ECTS except for the final project which is 30/60 ECTS. The master programmes have a course- and a research-based option. In the research-based option, students write an individual master's thesis reporting on 60 ECTS worth of research work, whereas the master's thesis in the course-based option can be co-authored by a small group of students and is worth 30 ECTS.

Students may take course credits in BSc courses or courses outside of the Department of Computer Science or the Department of Engineering, provided that those BSc courses are advanced courses that do not overlap with ones that students have completed before. The list of acceptable courses is posted before each semester.

At least 2/3 of the required course credits must be from master-level courses in Computer Science. Students must satisfy a breadth requirement, by taking at least one (minimum 6 credits) master-level course from each of the following three major areas of Computer Science: Systems, Applications, and Theory.

The MSc in Computer Science is a flexible programme that gives students the opportunity to tailor their study plan to their own needs and ambition.

An example of study plan can be seen in the table; however, courses can be arranged differently as long as the rules of prerequisites are followed.

The requirements are to finish one system course, one application course and one theory course to be able to graduate with an M.Sc. degree from the DCS.

1.term	2.term	3.term	4.term
T-519-STOR Theory of Computation (if already finished-three-week course 6 ECTS)-Mandatory	T-701-REM4 Research Methodology 8 ECTS-Mandatory	If course-based track: Elective course 8 ECTS, Elective course 8 ECTS, elective course 8 ECTS and elective three-week course 6 ECTS.	If course-based track: T-899-MSTH Master project 24 ECTS and T-T-991-TPDE Master project defence 6 ECTS-Mandatory.
Elective course 8 ECTS	Elective 8 ECTS	If research-based track: T-879-MSRS Master research 30 ECTS-Mandatory.	If research-based track: T-899-MSTH Master thesis 30 ECTS andT-891-MSTD Master thesis defence 6 ECTS- Mandatory
Elective 8 ECTS	Elective 8 ECTS		
T-740-SPMM Software Project Management 8 ECTS-Mandatory.	Three-week elective course- 6 ECTS		
=30 ECTS	=30 ECTS	= 30 ECTS	= 30 ECTS

M.Sc. IN SOFTWARE ENGINEERING.

To complete a M.Sc. in Software Engineering, students must complete 120 ECT, of which 60 ECTS are mandatory. Each course is either 8 ECTS or 6 ECTS except for the final project which is 30/60 ECTS. An example of study plan can be seen in the table; however, courses can be arranged differently as long as the rules of prerequisites are followed.

1.term	2.term	3.term	4.term
T-519 STOR Theory of computation (if not already finished) 6 ECTS-Mandatory.	T-701 REM4 Research Methodology 8 ECTS-Mandatory	If course-based track: Elective course 8 ECTS, Elective course 8 ECTS, elective course 8 ECTS and elective three-week course 6 ECTS.	If course-based track: T-899-MSTH Master project 24 ECTS and T-T-991-TPDE Master project defence 6 ECTS-Mandatory.
Elective 8 ECTS	T-707-MOVE Modelling and Verification 8 ECTS-Mandatory	If research-based track: T-879-MSRS Master research 30 ECTS-Mandatory.	If research-based track: T-899-MSTH Master thesis 30 ECTS andT-891-MSTD Master thesis defence 6 ECTS-Mandatory.
Elective 8 ECTS	Elective 8 ECTS		
Elective 8 ECTS	Elective-three-week course 6 ECTS		
Elective three-week course 6 ECTS (skip if student take T-519).			
= 30	= 30 ECTS	= 30 ECTS	= 30 ECTS

M.Sc. IN ARTIFICIAL INTELLIGENCE AND LANGUAGE TECHNOLOGY.

To complete a M.Sc. in Artificial Intelligence and Language Technology, students need to complete 120 ECTS, of which 8 ECTS are mandatory. The program has two tracks: a course-based track and a research-based track. In the course-based track, students complete at least 90 ECTS of course-work, and 30 ECTS of M.Sc. project work under the supervision of a faculty member. In the research-based track, students complete at least 60 ECTS of course-work, while 60 ECTS are devoted to an individual research project under the supervision of a faculty member. Students need to be registered in the MAIL programme at Reykjavík University or in the MA programme in Language Technology at the University of Iceland but can pursue relevant courses at both universities. A student graduates from the university at which he/she is registered and produces a final master´s project/thesis under the supervision of a researcher at that university's student registered at the University of Iceland graduates with an MA degree, whereas a student registered at Reykjavík University graduates with an MSc degree. AT least 2/3 of the course credits required for graduation must be from master-level courses in Computer Science, Engineering, or from the MA programme in Language Technology at the University of Iceland.

Each course is from 6-8 ECTS, except for the final project which is 30-60 ECTS. An example of study plan can be seen in the table; however, courses can be arranged differently as long as the rules of prerequisite are followed.

1. The study plan when student take 30 ECTS master project-course based track.

1.term	2.term	3.term	4.term
T- 725 Natural Language Processing 8 ECTS- Mandatory course.	T-701-REM4 Research Methodology 8 ECTS- Mandatory course.	T-723-VIEN-Virtual Environments 8 ETS.	T-899-MSTH Master Project 30 ECTS- Mandatory
T-796-DEEP Introduction to Deep learning 6 ECTS.	T- 754-SPLS Spoken Language Processing 8 ECTS	T- 720-ATAI Advanced topics in AI 8 ECTST	
Introduction to Machine Learning 8 ECTS.	T- 717-SPST Speech Synthesis 6 ECTS- Three -week course	Speech Recognition 8 ECTS	
Íslensk Málkerfi of máltækni 10 ECTS. UI	Sjálfvirk málfrasráðgjöf 10 ECTS. UI.	Sjálfvirk málfarsráðgjöf 10 ECTS. UI.	
32 ECTS	= 32 ECTS	= 34 ECTS	= 30 ECTS

*UI- means courses taken at University of Iceland

2. The study plan when students take 60 ECTS thesis-research based track.

1.term	2.term	3.term	4.term
T- 725- Natural Language Processing 8 ECTS-Mandatory course	T-701-REM4 Research Methodology 8 ECTS- Mandatory	T-879-MSRS Master research 30 ECTS	T-899-MSTH Master thesis 24 ECT
Introduction to machine learning 8 ECTS	T- 754-SPLS Spoken Language Processing 8 ECTS		T-891-MSTD Master thesis defence 6 ECTS

T-796-DEEP Introduction to DEEP Learning 6 ECTS	T-717- SPST Speech Synthesis 6 ECTS- Three-week course		
Íslensk Málkerfi og máltækni 10 ECTS. UI	Sjálfvirk málfarsráðgjöf 10 ECTS. UI		
= 32 ECTS	= 32 ECTS	= 30 ECTS	= 30 ECTS

*UI means courses taken at University of Iceland.

T- 519-STOR Theory of Computation

Credits: 6 ECTS
Year: one
Semester: fall
Type of course: mandatory course for MSc in Computer Science, and MSc in Software Engineering.
Necessary Prerequisites: T-103, STST, Discrete Mathematics for Engineering, T-301-REIR, Algorithms, T-419-STR2, Discrete Mathematics II
Organization of course: twelve-week course
Teacher: Antonios Achiellos
Language of teaching: English

Description:

The main topic of this course is the theoretical basis of computer science. Various types of finite automata are introduced and connected to the formal definition of a programming language. Turing machines are introduced as a theoretical model for computation. Computability is discussed and the classification of solvable and unsolvable problems. Finally, there is a discussion of complexity classes and the classification of algorithmically hard and easy problems.

Learning outcomes:

After completion of the course the student will hold a knowledge, skills and competence of:

Knowledge:

A number of recurring themes, and a set of general principles that have broad application to the field of computer science

- The social, legal, ethical, and cultural issues inherent in the discipline of computing
- That software systems are used in many different domains. This requires both computing skills and domain knowledge.
- Software development fundamentals, including programming, data structures, algorithms and complexity.
- System fundamentals, including architectures and organization, operating systems, networking and communication, parallel and distributed computation and security.
- Mathematics, including discrete structures, statistics, calculus and optimization
- Software engineering principles, including a thorough understanding of software analysis and design, evaluation and testing and software quality and correctness.
- Software engineering processes, including management of complex software development projects.
- Application fundamentals, including information management and intelligent applications.

- Multiple programming language, paradigms, and technologies

Skills:

- Know how to apply the knowledge they have gained to solve real problems
- Realise that there are multiple solutions to a given problem and these solutions will have a real impact on people´s lives
- Communicate their solution to others, including why and how a solution solves the problem and what assumptions were made
- Successfully apply the knowledge they have gained through project experience.
- Encompass an appreciation for the structure of computer systems and the processs involved in their constructions and analysis
- Understand individual and collective responsibilities and individual limitations as well as the limitations of technical tools.
- Understand the range of opportunities and limitations of computing.

Competences:

- Understand the multiple levels of detail and abstraction
- Recognise the context in which a computer system may function, including its interactions with people and the physical world.
- Able to communicate with, and learn from experts from different domains throughout their careers.
- Possess a solid foundation that allows and encourages them to maintain relevant skills as the field evolves.
- To be able to manage their own career development, including managing time, priorities, and progress
- Have developed interpersonal communication skills as part of their project experience
- Work effectively both individually and as a member of teams
- Make effective presentations to a wide range of audience about technical problems and their solutions
- Encompass an appreciation of the interplay between theory and practice.

Assessment:

- Home assignments 30%
- Quizzes 10%
- Midterm exam 20%
- Final exam 40%
- Total 100%

Reading material:

Michael Spiser: Introduction to the theory of computation, 3rd edition. CENGAGE Learning.

T-701-REM4 Research Methodology

Credits: 8 ECTS
Year: one
Semester: spring

Type of course: mandatory in MSc in Computer Science, MSc in Software Engineering, MSc in Artificial Intelligence and Language Technology and MSc in Data and Applied Data Science.
Necessary Prerequisites: None
Organization of course: 12-week course
Teacher: Stefán Ólafsson

Description:

The main aim of this course is to introduce the student with the principles of conducting scientific research and gain experience in the writing of scientific text to prepare the student for writing their MSc thesis and research papers.

Learning outcomes:

After completion of the course the student will hold a knowledge, skills and competence of:

Knowledge:

- Relate Scientific problems to theoretical principles in Computer Science. This includes knowledge of the following topics: various types of finite automata, the formal definitions of programming languages and their connection with automata, Turing machines and computability theory, and algorithmic complexity classes.
- Describe research methodology, including basic history of science, the fundamentals of scientific writing. Give a scientific talk, evaluate a scientific paper, and discuss research ethics.
- Apply statistical principles, and software tools embodying those
- Discuss the underlying hardware and software infrastructure upon which applications are constructed. These concepts include computational paradigms, parallelism, cross-layer communications, state and state transition, resource allocation and scheduling, etc.
- Discuss advanced principles and techniques from elective areas. Areas of specialization include artificial intelligence (e.g., agent technology, computer games, robotics and virtual environments), concurrency theory (with emphasis on modelling and verification of reactive systems, process algebra, and structural operational semantics), databases (with focus on efficient indexing of multimedia databases), and language technology (e.g. tagging of Icelandic and software support for the analysis of Icelandic text).
- Give examples of established and potential applications of techniques developed within the chosen area of specialization.

Skills:

- Apply methods and tools to design, implement, test, document, and maintain computer-based systems and processes
- Apply research methods, techniques, and problem-solving approaches from the field of research in which they specializing.
- Communicate their solution to others, including why and how a solution solves the problem and what assumptions were made.
- Access, retrieve and evaluate relevant professional information
- Apply methods and tools, create information models for analysing complex real-world systems and processes, and devise efficient computer-based solutions for these
- Invent new software, methods, or tools.

Competence:

- Work in a collaborative manner with others on a team, demonstrating proficiency in project management and business practices, such as risk and change management.
- Independently propose a small-scale research project, plan its execution, undertake its development, evaluate its outcome and report on its results in a professional manner.
- Communicate effectively and professionally both in writing and by means of presentations to both specialist and a general audience.
- Possess a solid foundation that allows and encourages the to maintain relevant skills as the field evolves.
- Interpret and present theoretical issues and empirical findings.

Assessment:

- Student oral and written introduction 5%
- Peer-reviewer 5%
- Summary or material/guest talks 15%
- Writing of a research paper 50%
- Final version of paper 15%
- Poster design and presentation 10%
- Total 100%

Reading material:

Lecture notes, research papers etc.

T-707- MOVE Modelling and Verification

Credits: 8 ECTS
Year: one
Semester: spring
Type of course: mandatory course in MSc in Software Engineering. Elective course for other Master programmes at DCS.
Necessary Prerequisites: T-301-REIR, Algorithms
Organization of course: 12-week course
Teacher: Anna Ingólfsdóttir

Description:

Study of mathematical models for the formal descriptions and analysis of programs. Study of formal languages for the specification of program behaviour. Particular focus on parallel and reactive systems. Verification tools and implementation techniques underlying them.

Learning outcomes:

After completion of the course the student will hold a knowledge, skills and competence of:

Knowledge:

- Relate scientific problems to theoretical principles in Computer Science. This includes knowledge of the following topics: various types of finite automata, the formal definitions of programming languages and their connection with automata, Turing machines and computability theory, and algorithms complexity classes.
- Describe research methodology, including basic history of science, the fundamentals of scientific writing. Give a scientific talk, evaluate a scientific paper, and discuss research ethics.

- Apply statistical principles, and software tools embodying those.
- Discuss the underlying hardware and software infrastructure upon which applications are constructed. These concepts include computational paradigms, parallelism, cross-layer communications, state and state transition, resource allocation and scheduling, etc.
- Discuss advanced principles and techniques from elective areas. Areas of specialization include artificial intelligence (e.g., agent technology, computer games, robotics and virtual environments), concurrency theory (with emphasis on modelling and verification of reactive systems process algebra, and structural operational semantics), databases (with focus on efficient indexing of multimedia databases), and language technology (e.g., tagging of Icelandic and software support for the analysis of Icelandic text).
- Give examples of established and potential applications of techniques developed within the chosen area of specialization.

Skills:

- Apply methods and tools to design, implement, test, document, and maintain computer-based systems and processes
- Apply research methods, techniques, and problem-solving approaches from the field of research in which they are specializing.
- Communicate their solution to others, including why and how a solution solves the problem and what assumptions were made.
- Access, retrieve and evaluate relevant professional information.
- Apply methods and tools, create information models for analysing complex real-world systems and processes, and devise efficient computer-based solutions for these.
- Invent new software, methods, or tools.

Competence:

- Work in a collaborative manner with others on a team, demonstrating proficiency in project management and business practises, such as risk and change management.
- Independently propose a small-scale research project, plan its execution, undertake its development, evaluate its outcome and report on its results in a professional manner.
- Communicate effectively and professionally both in writing and by means of presentations to both specialist and a general audience.
- Possess a solid foundation that allows and encourages them to maintain relevant skills as the field evolves
- Interpret and present theoretical issues and empirical findings.

Assessment:

- Assignments 60%
- Final Exam 40%
- Total 100%

Reading material:

Modelling, Specification and Verification by L. Aceto, A. Ingólfsdóttir, Kim G. Larsen and J. Srba, Cambridge University Press, 2007.

T-725-MALV Natural Language Processing

Credits: 8 ECTS
Year: one
Semester: fall
Type of course: advanced mandatory undergraduate course for MSc in Artificial Intelligence and Language Technology. Elective course for other master programmes at DCS.
Necessary Prerequisites: none
Organization of course: twelve-week course
Teacher: Hannes Högni Vilhjálmsson, Helga Svala Sigurðardóttir, Hrafn Loftsson and Stefán Ólafsson.
Language of teaching: English

Description:

The goal of language technology (LT) is to develop systems which allow people to communicate with computers using natural languages. LT is an interdisciplinary field, requiring knowledge from subjects like linguistics, statistics, psychology, engineering and computer science. This course discusses fundamentals of natural language processing (NLP), which is one of the subfields of LT, and introduces research in the field, in part with regard to the Icelandic language. Students acquire understanding of the various stages of NLP, e.g. morphological analysis, part-of-speech tagging, syntactic analysis, semantic analysis, discourse and dialogue. In the course, students work on programming projects related to the aforementioned stages.

Learning outcomes:

After completion of the course the student will hold a knowledge, skills and competence of:

- Know the main methods of processing required for computers to analyse and understand texts in a human language.
- Understand the strengths and weaknesses of current Natural Language Processing (NLP) technology.
- Know the main models and algorithms used in NLP, such as in morphological analysis, part-of-speech tagging, parsing, semantic analysis, and discourse and dialogue analysis.
- Know at least one programming language suitable for text processing. Be able to write simple NLP applications and present their work both orally and in writing.
- Be able to evaluate the performance/accuracy of NLP systems. Be aware of current research in NLP.

Assessment:

- Quizzes 5%
- Labs 15%
- Individual projects/assignment 20%
- Final project 30%
- Final exam 30%
- Total 100%

Reading Material:

"Speech and Language Processing", by Jurafsky & Martin.

"Natural Language Processing with Python", by Bird, Klein & Loper.

T- 740- SPMM Software Project Management

Credits: 8 ECTS
Year: one
Semester: fall
Type of course: mandatory course for MSc in Computer Science, MSc in Software Engineering and MSc in Applied Data and Data Science.
Necessary Prerequisites: None
Organization of course: twelve-week course
Teacher: Birna Íris Jónsdóttir
Language of teaching: English

Description:

The Software Project Management course covers a wide range of methods, activities, and tools to assure timely delivery of the software systems that meet specified requirements within project resources in a structured and organized way. It also covers the basics of Project Management and the importance of team work. The course introduces some of the methods and metrics used in software project estimation and risk management, in addition, setting up a project proposal, working with project portfolio and resource management. The course also covers the software quality management and explains the role of standards, policies, and procedures to ensure the software quality.

Learning outcomes:

After completion of the course the student will hold a knowledge, skills and competence of:

Knowledge:

- Relate scientific problems to theoretical principles in Computer Science. This includes knowledge of the following topics: various types of finite automata, the formal definitions of programming languages and their connection with automata, Turing machines and computability theory, and algorithmic complexity classes.
- Describe research methodology, including basic history of science, the fundamentals of scientific talk, evaluate a scientific paper, and discuss research ethics.
- Apply statistical principles, and software tools embodying those.
- Discuss the underlying hardware and software infrastructure upon which applications are constructed. These concepts include computational paradigms, parallelism, cross-layer communication, state and state transition, resource allocation and scheduling, etc.
- Discuss advanced principles and techniques from elective areas. Areas of specialization include artificial intelligence (e.g. agent technology, computer games, robotics and virtual environments), concurrency theory (with emphasis on modelling and verification of reactive systems, process algebra, and structural operational semantics), databases (with focus on efficient indexing of multimedia databases), and language technology (e.g., tagging of Icelandic and software support for the analysis of Icelandic text).
- Give examples of established and potential applications of techniques developed within the chosen area of specialization.

Skills:

- Apply methods and tools to design, implement, test, document, and maintain computer-based systems and processes

- Apply research methods, techniques, and problem-solving approaches from the field of research in which they are specializing.
- Communicate their solution to others, including why and how a solution solves the problem and what assumptions were made.
- Access, retrieve and evaluate relevant professional information
- Apply methods and tools, create information models for analysing complex real-world systems and processes, and devise efficient computer-based solutions for these.
- Invent new software, methods, or tools

Competences:

- Work in a collaborative manner with others on a team, demonstrating proficiency in project management and business practises, such as risk and change management.
- Independently propose a small-scale research project, plan its execution, undertake its development, evaluate its outcome and report on its results in a professional manner.
- Communicate effectively and professionally both in writing and by means of presentations to both specialist and a general audience.
- Possess a solid foundation that allows and encourages them to maintain relevant skills as the field evolves.
- Interpret and present theoretical issues and empirical findings.

Assessment: Various project through out the semester. No final exam.

• Team project	10%
• Risk Analysis	5%
• The Project proposal	10%
• Prioritization	5%
• The Process and Architecture	15%
• The Test Cases and Prioritized Backlog	10%
• The Final Report with Prototype or System	35%
• The Presentation	10%
• Total	100%

Reading material:

No single book. References to books and articles as well as information online e.g.:

- The Phoenix Project, Gene Kim, Kevin Behr, George Spafford
- Effective Project Management, Robert K. Wysocki
- Project Portfolio Management, Harvey A. Levine
- World Class IT, Peter A. High
- PMI, Project Management Institute, https://pmi.org

T-879-MSRS MSc Research

Credits: 30 ECTS
Year: two
Semester: fall
Type of course: master course for all MSc programmes.
Necessary Prerequisites: none
Organization of course: twelve-week course

Teacher: supervisor of the student
Language of teaching: English

Description:
Discuss advanced principles and techniques from elective areas. Areas of specialization include artificial intelligence (e.g., agent technology, computer games, robotics and virtual environments), concurrency theory (with emphasis on modelling and verification of reactive systems, process algebra, and structural operational semantics), databases (with focus on efficient indexing of multimedia databases), and language technology (e.g., tagging of Icelandic and software support for the analysis of Icelandic text). Give examples of established and potential applications of techniques developed within the chosen area of specialization. Apply research methods, techniques, and problem-solving approaches from the field of research in which they are specializing Invent new software, methods, or tools. Independently propose a small-scale research project, plan its execution, undertake its development, evaluate its outcome and report on its results in a professional manner Communicate effectively and professionally both in writing and by means of presentations to both specialist and a general audience.

T-891-MSTD Master Thesis Defence

Credits: 6 ECTS
Year: two
Semester: fall
Type of course: mandatory course for all Master programmes at DCS.
Necessary Prerequisites: Students need to hand in a draft of a MS thesis that the supervisor deems qualified enough for evaluation by the project committee and then they can be signed up for the project defence (this course).
Organization of course: does not apply.
Teacher: the supervisor of the student.
Language of teaching: English or Icelandic.

Description:

An open presentation of the project must take place prior to graduation.

The committee members should attend the presentation of the students, either physically or remotely, and should hold a closed session as part of the presentation. The supervisor (and co-supervisor) must be in attendance during the presentation. If one committee member is unable to attend the presentation, a list of suggestions may be sent to the student and supervisor ahead of the presentation. Additionally, a list of questions may be sent to the supervisor. If two committee members are unable to attend, either physically or remotely, the presentation must be rescheduled.

A grade should be assigned immediately following the defence. The grade will not be changed even if changes are made before final delivery. In case of a failing grade, the defence can be repeated once. The final version should be delivered to the department within six months of the (first) defence.

Learning objectives and skills:

- The student has gained skills in presenting the thesis
- The student has gained skills in answering questions after presenting his thesis

Assessment:

The project is graded on the scale 1-10 by a project committee. A passing grade for a thesis is 6.0.

Reading material:
based on the master thesis of the student.

T-899-MSTH Master Thesis

Credits: 60 ECTS
Year: two
Semester: every semester (duration is two semester- full time study)
Type of course: mandatory course for all Master programmes at DCS.
Necessary Prerequisites: T- 701-REM4 Research methodology
Organization of course: does not apply.
Teacher: the supervisor of the student.
Language of teaching: English or Icelandic.

Description:
In the research-based track, students complete at least 60 ECTS devoted to an individual research project under the supervision of a faculty member. Project or thesis supervision is only performed by mutual consent of the student and supervisor.

Before graduation, the student then submits a research thesis. The thesis must represent a body of original, individual research work, which in quantity and quality matches or exceeds the expectations of the thesis committee for two semesters of full-time research. In cases where the thesis is part of a larger research project, or where other students or researchers have contributed to the topics represented in the thesis, the contribution of the student must be clearly identified in the thesis.

An open defence of the thesis must take place prior to the evaluation of the thesis. After the open defence, the thesis committee holds a closed session with the student.

Learning outcomes:

- After completion of the course the student will hold a knowledge, skills and competence of:
- Independently propose a research project,
  plan its execution, undertake its development, evaluate its outcome and report on its results i n a professional manner.
- Interpret and present theoretical issues and empirical findings.
- Discuss advanced principles and techniques from elective areas of computer science.
- Give examples of established and potential applications of techniques developed within the c hosen area of specialization.
- Apply research methods, techniques, and problem solving approaches from the field of resear ch in which they are specializing.
- Invent new software, methods, or tools.
- Communicate effectively and professionally both in writing and by means of presentations to both specialist and a general audience.

Assessment:
The thesis is graded following the thesis defence on the scale 1-10 by a project committee.
A passing grade for a thesis is 6.0

Reading material:
Defined for each thesis separately.

T-991-TPDE Thesis Project Defence

Credits: 6 ECTS
Year: two
Semester: spring/fall
Type of course: mandatory course for all Master programmes at DCS.
Necessary Prerequisites: Students need to hand in a draft of a MS thesis that the supervisor deems qualified enough for evaluation by the project committee and then they can be signed up for the project defence (this course).
Organization of course: does not apply
Teacher: the supervisor of the student.
Language of teaching: English or Icelandic

Description:

An open presentation of the project must take place prior to graduation.

The committee members should attend the presentation of the students, either physically or remotely, and should hold a closed session as part of the presentation. The supervisor (and co-supervisor) must be in attendance during the presentation. If one committee member is unable to attend the presentation, a list of suggestions may be sent to the student and supervisor ahead of the presentation. Additionally, a list of questions may be sent to the supervisor. If two committee members are unable to attend, either physically or remotely, the presentation must be rescheduled.

A grade should be assigned immediately following the defence. The grade will not be changed even if changes are made before final delivery. In case of a failing grade, the defence can be repeated once. The final version should be delivered to the department within six months of the (first) defence.

Learning outcomes:

After completion of the course the student will hold a knowledge, skills and competence of:

- The student has gained skills in presenting the thesis
- The student has gained skills in answering questions after presenting his thesis

Assessment:

The project is graded on the scale 1-10 by a project committee. A passing grade for a thesis is 6.0.

Reading material:

Defined for each thesis separately.