

As a creative writing major it might be difficult to study abroad and still take the courses required for your major. However, there are several host institutions that allow you to fulfill course requirements and experience the cultural diversity of studying in Britain, Ireland, or South Africa. If you are studying creative writing, you will be able to learn familiar topics from a different perspective through both traditional writing courses and courses unique to your host country's experience. The following is a sample of courses available. Contact Interstudy for a complete listing and more information at 800.663.1999.

BRITAIN

Queen Mary, University of London

DCS200 Essential Networks and Operating Systems

This module covers elements of Networks and Operating Systems, which are essential parts of the curriculum for single-honours as well as joint-honours Computer Science students. The range of topics and the depth of study is carefully managed to ensure that students on joint-honours programmes gain a sufficiently firm foundation in the systems strand of Computer Science. (The follow-on module DCS201 deals with this subject in greater depth and increased scope). Study on this module involves essential lecture material and practical laboratory sessions and are predominantly based around the C programming language and the Linux environment. You are also expected to engage in depth private study by reading relevant topics from the recommended text books.

Other Courses Offered: DCS310 Systems Analysis; DCS234 Software Engineering Theory; DCS129 Probability and Matrices; DCS318 Interaction Design

Swansea University

CS-255 - Computer Graphics

This module will provide an introduction to the use of computer graphics and its applications particularly for image processing and the production of realistic representations.

Other Courses Offered: CS-31310 High Integrity Systems; CS-33810 Internet Computing; CS-31810 Cryptography and IT Security; CS-31110 Concepts of Programming Languages

Goldsmiths, University of London

IS52020B Perception and Multimedia Computing

You learn the essentials of perception: how the physical phenomena of light and sound are related to our experiences of colour, motion, melody, harmony and rhythm. You are taught a programming language suited to the signal processing domain in order to treat images and sounds, and to implement transformations and filters as linear systems. You then go on to see the application of knowledge of human perception and of signal processing to the construction of multimedia databases and retrieval of information from collections of multimedia.

Other Courses Offered: IS52025A Internet and Distributed Programming; IS52028A Programming User Interfaces; IS53002A Neural Networks ; IS52018C Software Engineering and Development

University College London

COMP2009 - Software Engineering and Human Computer Interaction

After completing this course, you will be able to: - understand how to identify requirements of software systems; - analyse and design a small software intensive system; - critique interface designs; and - plan simple usability studies and evaluate the results.

Other Courses Offered: COMP3004 - Computational Complexity; COMP3085 - Computational Photography and Capture; COMP3058 - Artificial Intelligence and Neural Computing; COMP2008 - Logic and Databases

IRELAND

National University of Ireland, Maynooth

CS210 Algorithms and Data Structures 1

Review of elementary programming concepts suitable for the implementation of abstract data types (operators, types and expressions; control of flow; methods; recursion; input & output); Algorithms for searching: linear, bounded linear and binary searches; Algorithms for sorting: selection, insertion, bubble and quick sorts; Fundamental linear data structures: stacks, queues, linked lists; Object-oriented programming: encapsulation and information hiding, classes, interfaces, class hierarchies, inheritance, polymorphism, basic exception handling; Analysis of basic algorithms.

Other Courses Offered: CS310 Programming Languages and Compiler; CS141 Introduction to Programming; CS220 Computer Architecture 1; CS357 Software Verification; CS230 Web Information Processing

University College Cork

CS1107 Introduction to Multimedia and Authoring Systems

Introduction to Media Types: Audio, video, text, images and animation; Basic graphic editing techniques; Basic audio editing techniques; Basic video editing techniques; Media integration and animation using a time based authoring package; Preparing digital media for use in web sites.

Other Courses Offered: CS2501 Database Design and Administration; CS3310 Software Planning Project; CS2509 XML and Extended Enterprise; CS2505 Network Computing; CS2506 Operating Systems II

Trinity College Dublin

CS2012 Programming Techniques II

Object Orientation, Design By Contract, Algorithms and Abstract Data Types.

Other Courses Offered: CS1021 Introduction to Computing I; CS1023 Digital Logic Design; CS2015 Systems Programming II; CS2021 Computer Architecture I; CS3041 Information Management II

University of Limerick

CE4717 Language Processors

To introduce the theory of compiler design and show its application in a simple compiler. An important part of the module is the implementation of a compiler for a simple, Pascal-like, language.

Other Courses Offered: CE4517 Digital System 6; CE4701 Computer Software 1; CE4703 Computer Software 3; CE4707 Software Engineering 2; CE4817 Digital Signal Processing 1

SOUTH AFRICA

University of Cape Town

CSC2003S Computer Games

Introduction - History of Games, Genres of Games. Playability and Design - Play, Narrative, Design Process, Design Documents. 2D Game Programming --- Game APIs, game technology, interaction. Game Software Engineering - Game SE Methodology. AI/Simulation - Simulation and Search Strategies. Text Based Games and Advanced Topics.

Other Courses Offered: CSC1015F Computer Science IA; CSC3021Z Operating Systems; CSC3015D Theory Of Algorithms; CSC2001F Computer Science 2A; CSC3003S Computer Science 3003