Computing, artificial intelligence and IT

Essentials

Taught programmes
MSc degrees
Advanced Computer Science
Computing with Digital Media
Evolutionary and Adaptive Systems
Human-Computer Interaction
Information Technology with Business and
 Management
Intelligent Systems

Research programmes
MPhil, PhD Cognitive Science
MPhil, PhD Informatics

Related programmes
MSc in Imaging in Biomedical Research (p47)
MSc in Scientific Computation (p119)

Admissions requirements
For information on overseas qualifications that meet the admissions requirements, refer to pages 156-157
MSc in Advanced Computer Science
A first- or upper second-class undergraduate honours degree (or equivalent) in computer science or a closely related discipline. Applicants with a science, mathematics or engineering background with significant computing experience will also be considered, as (on a case-by-case basis) will those with suitable, relevant industrial experience
All other MSc degrees listed
A first- or upper second-class undergraduate honours degree. Refer to Applicant profiles under each programme entry for information on the types of undergraduate study undertaken by successful applicants. Mature applicants with relevant experience will also be considered on an individual basis

MPhil and PhD
A first- or upper second-class undergraduate honours degree in a subject relevant to your chosen area of research

English language requirements
IELTS 6.5, with not less than 6.5 in Writing and 6.0 in the other sections. Internet TOEFL with 92 overall, with 21 in Listening, 22 in Reading, 24 in Speaking and 25 in Writing. For more information and alternative English language requirements, refer to page 156

Pre-Masters for non-EU students
If your qualifications (including English language) do not yet meet our entry requirements for admission directly to the MSc degrees in Computing with Digital Media, Human-Computer Interaction, Information Technology with Business and Management, or Intelligent Systems, we offer a Pre-Masters entry route. For more information, refer to page 31

Fees
Refer to pages 158-159 for information on fees

Further information
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- Computing at Sussex was ranked in the top third of UK universities for research in the 2008 Research Assessment Exercise (RAE). 95 per cent of our research was rated as internationally recognised or higher, with 70 per cent rated as internationally excellent or higher, and one-fifth rated as world leading.

- Computing at Sussex has excellent teaching and facilities and was ranked 9th in the UK in *The Guardian University Guide 2012* and 15th in the UK in *The Times Good University Guide 2012*.

- We have many successful business collaborations, enabling our taught programmes to be informed by industry and facilitating exciting research.

- Our graduates are highly employable with over 85 per cent entering employment in IT and related industries. Our American Express-sponsored Masters programmes have a strong record of employment opportunities and many graduates go on to work with American Express.

- Our portfolio of postgraduate degrees is designed to meet the needs of students who want to develop their career in the IT industry and those wishing to move into academia or a research career.

- We provide an intellectually stimulating environment with research in areas including pervasive computing technology, digital media and graphics, human-computer interaction, adaptive systems and artificial life, computer vision, natural language processing, and artistic and creative systems.

Taught programmes

Part-time programmes
The part-time structure for each programme is as follows:

Year 1
In each of the autumn and spring terms you take two courses. In the summer term you undertake work on the dissertation.

Year 2
You take two courses in the autumn term. In the spring and summer terms you complete work on the dissertation.

Robots in the Autonomous Systems Laboratory

MSc in Advanced Computer Science
1 year full time/2 years part time

This MSc equips you to work with tomorrow's computer systems. Platforms may be mobile, embedded, distributed or multi-core and require new techniques to make software efficient, correct and reliable. Networks may be wired or wireless, ad hoc or highly planned, high bandwidth or slow and unreliable – and overlaid with various applications and social connections.

Computers are becoming aware of their surroundings: who is using them, where they are, what interfaces are available, how much energy they consume and the semantics of the data they process. Together these advances lead to challenges of a scale that dwarfs the problems computer science has solved up to now.

In order to successfully meet these challenges, computing needs skilled scientists to be involved in system design. This programme connects with research in the School of Informatics, while retaining very practical links with software engineering and advanced networking issues, and offers options in areas including multimedia, web systems, security and business.

Applicant profiles
Applicants with a good undergraduate honours degree in computing, science, mathematics or engineering with significant computing experience are ideally suited to this programme.

Career opportunities
This programme equips you with the skills for a career in software and systems design, including roles requiring cutting-edge specialisation such as in mobile computing or taking leadership in complex problem solving. It is also an ideal route into research in academia or industry.

Programme structure
Autumn term: Advanced Software Engineering • Topics in Computer Science. You also choose one option from Business and Project Management • Mathematics and Computational Methods for Complex Systems • Security Systems • Web Services.

Spring term: Distributed Systems • Limits of Computation • Pervasive Computing. You also take two options from Adaptive Systems • Advanced Digital Communication • Cryptography • E-Business and E-Commerce Systems • Internet-Based Virtual Environments • Multimedia Design and Applications • Technology-Enhanced Learning Environments • Web-Based Commerce.

Summer term: you undertake supervised work for the MSc dissertation. This may be research or commercially driven, but will usually require background research and a significant practical element, which may be focused on a software development, an experimental study or theoretical analysis.

Not all options are available every year. Additional options may be available. Computer science graduates who have substantial overlap between prior courses and those offered should enquire about an appropriate selection of options.

Assessment
You are assessed by coursework, unseen examinations, essays, programming projects, and a 12,000-word dissertation.

MSc in Computing with Digital Media
1 year full time/2 years part time

Industries such as computer entertainment, television, film and video production are relying increasingly on computer-generated digital media and virtual content. It is now commonplace to use interactive digital media in anything from teaching environments to games and from websites to engineering design. This involves not only the creation of digital content but its implementation in an interactive environment and its distribution over the numerous networks available in today's world.

This MSc will enable you to build web-based distributed multimedia applications, computer generated animations and interactive virtual environments, emphasising the need to adopt a human-centred approach.

Applicant profiles
This programme is for applicants intending to deepen their understanding of technical digital media. It is suited to those with a previous degree in computer science, mathematics or the natural sciences. Applicants with media degrees who can demonstrate practical computing knowledge will also be considered.

Career opportunities
Brighton has a thriving digital media sector that has grown by over 22 per cent in the past 10 years. Our graduates have gone on to pursue careers in web development, games programming, e-learning production and 3D modelling, and hold posts in digital media both in Brighton and further afield. This MSc is also an ideal entry point for PhD research in the field of digital media.

Programme structure
Autumn term: 3D Animation • 3D Modelling and Rendering • Human-Computer Interaction • Object-Oriented Programming.

Spring term: Multimedia Design and Applications • Programming for 3D • Technology-Enhanced Learning Environments • Web 3D Applications.

Summer term: you undertake supervised work for the MSc dissertation, which should usually be based on a multimedia programming project.

Assessment
You are assessed by coursework, group projects, essays, software projects, programming projects and a 12,000-word dissertation.

MSc in Evolutionary and Adaptive Systems
1 year full time/2 years part time

The study of natural and artificial evolutionary and adaptive systems is at the heart of important emerging approaches to artificial intelligence, cognitive science, computational biology, complex systems and related areas.

Sussex is internationally renowned for its research in these interdisciplinary areas and has one of the largest groups in this field.

This programme provides a solid grounding in the major themes of the area, including: artificial life, adaptive systems, biologically inspired robotics, complex adaptive systems, dynamical systems approaches to cognition, evolutionary systems and evolutionary computing, and natural and artificial neural systems, as well as the opportunity to take options in cutting-edge areas such as the science of consciousness.

This well-established programme (the first to be set up in this field) is taught by leading experts and there are many opportunities to interact with the thriving local community of researchers in this area. Students have access to specialist facilities including robotics labs.

In the summer term you undertake a dissertation project under the supervision of a member of faculty. This will give you the opportunity to further develop what you have learnt in the context of a piece of research. It is not unusual for work from dissertation projects to be published in conference proceedings or journals.

Applicant profiles
Undergraduate studies generally need to have been in disciplines requiring both numeracy and computer literacy. Students from other backgrounds who can demonstrate numeracy and computer literacy may also be considered.

Career opportunities
Our graduates have gone on to work in the software, entertainment, and financial sectors for major companies such as BT, HP, Logica, Accenture, Sega, IBM, Sony, the BBC, NaturalMotion and Capgemini, as well as successfully setting up their own companies. Many have gone on to PhD study and now work in academic or industrial research.

Programme structure
Autumn term: Artificial Life • Intelligence in Animals and Machines • Mathematics and Computational Methods for Complex Systems • Object-Oriented Programming (students with a high level of programming experience may substitute this with another option).

Spring term: Adaptive Systems • Neural Networks. You also take two options from Computational Neuroscience • Dynamics of Development • Generative Creativity • Language Engineering • Neuroscience of Consciousness • Sensory Systems and Receptors. Not all options are available every year. Additional options may be available.

Summer term: you undertake supervised work for the MSc dissertation, which is usually based on a programming project.

Assessment
You are assessed by coursework, unseen examinations, essays, programming projects and a 12,000-word dissertation.

AMERICAN EXPRESS

The University of Sussex and American Express have joined forces to offer an exciting new way to study and gain work experience. You will work for two years part time in the Technologies Division of American Express, based in the Sussex Innovation Centre on the University of Sussex campus, while also studying in the School of Informatics for an MSc in Human-Computer Interaction, or Information Technology with Business and Management, or Intelligent Systems.*

Your tuition fees for the programme will be paid at the home/EU level by American Express and you will receive a competitive salary based on a working week of 30 hours. At the end of the two years, the highest-performing students will have an opportunity to gain a full-time job with American Express.

You must be entitled to study part time and work 30 hours per week in the UK to be eligible for consideration.

For more information, contact:
pg.applicants@sussex.ac.uk

*Note that it is possible to study for the MSc in Human-Computer Interaction, or Information Technology with Business and Management, or Intelligent Systems full time or part time, without undertaking the work experience component with American Express.

MSc in Human-Computer Interaction
1 year full time/2 years part time

The University of Sussex and American Express have joined forces to offer the opportunity to study for this MSc part time while working for American Express for two years part time. Refer to the box above.

This programme explores how to apply techniques from cognitive science, psychology and software engineering to the design, implementation and evaluation of computing systems from a human-centred perspective. This MSc encompasses user experience and interaction design.

Applicant profiles
Applicants should have an interest in computing systems from a human perspective and should have an undergraduate background in computing, or psychology, or a degree with a mixture of computing and social science content.

Career opportunities
Our graduates work for a diverse range of organisations from small companies to multinationals such as Kineo, Stream Media, HP, Eurotherm and American Express. Their roles include customer experience executive, senior application consultant, product development executive, and principal software engineer. Others have set up web design, human factors consultancy and new media businesses. Some continue with doctoral study leading to research and academic careers.

Laura Youel is a student on the American Express graduate scheme, studying for an MSc in Human-Computer Interaction. Each graduate is placed in a project team and given the same level of work and responsibility that would be expected from any other Amex employee

Programme structure
Autumn term: Human-Computer Interaction • Object-Oriented Programming • Real-World Cognition. You also take one option from courses such as E-Business and E-Commerce Systems • E-Learning Theory and Practice • Pervasive Computing.

Spring term: HCCS Advanced Topics • Psychological Methods for Systems Evaluation • Technology-Enhanced Learning Environments.

You also take one option from courses such as Generative Creativity • Language Engineering • Multimedia Design and Applications. Not all options are available every year. Additional options may be available.

Summer term: you undertake supervised work for the MSc dissertation, a project in which you either design and evaluate a human-centred computer system or investigate an aspect of interactivity.

Assessment
You are assessed by coursework, examinations, essays, programming projects, group projects, presentations and a 12,000-word dissertation.

MSc in Information Technology with Business and Management
1 year full time/2 years part time

The University of Sussex and American Express have joined forces to offer the opportunity to study for the MSc part time while working for American Express for two years part time. Refer to the box above left.

You can choose to organise your studies into pathways:

• Business and Management

• E-Business/E-Commerce

• Human Systems including Software Design

• Managing Innovation

• Programming

• Technology Innovation

• Web-Based Programming.

Alternatively, you can devise your own combination of courses according to your personal interests.

Applicant profiles
Applicants with a good background in computing, information technology, engineering or other subjects where programming is a key element are ideally suited to this programme. Applicants with relevant industrial experience of programming have also been successful.

Career opportunities
Many of our graduates have gone on to careers in the banking and energy sectors, while others have gone on to pursue careers as IT consultants, project managers, software professionals and other roles in the IT sector. Employers of our graduates include American Express, HSBC, Bangkok Bank, KPMG, G4 Analytics and RDF Group. Successful completion of the degree also opens up the opportunity for further study at PhD level.

Programme structure
Autumn term: Academic Development • Object-Oriented Programming • Web Computing. You also take two options from Business and Project Management • Human-Computer Interaction • Intelligent System Techniques • Managing Innovation.
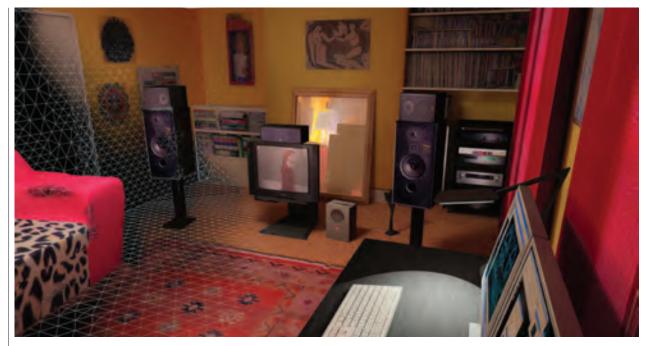
Spring term: Web Applications and Services. You also take options from E-Business and E-Commerce Systems • Human-Centred Computer Systems Advanced Topics • Information and Communication Technology and Strategy • Multimedia Design and Applications • Web-Based Commerce.

Summer term: you undertake supervised work for the MSc dissertation, which is based on a substantial research project or thesis.

Assessment
Taught courses are assessed by a variety of methods including coursework, presentations, literature review, programming projects, unseen examinations and term papers. The MSc project is assessed by a 12,000-word dissertation.

Photorealistic computer-generated model of a living room. The model was built by PhD student Ben Jackson, using state-of-the-art gaming techniques to enable real-time interaction

MSc in Intelligent Systems
1 year full time/2 years part time

The University of Sussex and American Express have joined forces to offer the opportunity to study for the MSc part time while working for American Express for two years part time. Refer to the box on page 63.

This MSc prepares you for research and development in intelligent systems, covering theoretical issues and practical techniques for their design and implementation. Programming skills are developed through an introductory course in Java, enabling students from both computing and non-computing backgrounds to access a wide range of specialist options commensurate with their experience.

You can choose to organise your studies into pathways:

• *Artificial Intelligence*

• *Creative Systems*

• *Computational Neuroscience*

• *Evolutionary and Adaptive Systems*

• *Interaction Design*

• *Philosophy of Cognitive Science*

• *Web Computing.*

Alternatively, you can devise your own interdisciplinary combination of courses according to your personal interests.

Applicant profiles
While applicants will often have a background in computing or cognitive subjects (like psychology, linguistics or philosophy), the programme is for anyone interested in research or development work in intelligent systems.

Career opportunities
Our graduates have gone on to pursue careers in software development, systems analysis, and technical communication. Employers of our graduates include Logica, Sony, Siemens, Accenture and American Express. A high proportion of our graduates go on to undertake research degrees at Sussex and other prestigious universities.

Programme structure
Autumn term: Machine Learning • Object-Oriented Programming. You also take two options from Artificial Life • Digital Image Processing and Analysis • Intelligence in Animals and Machines • Issues in Philosophy of Cognitive Science I: Consciousness • Mathematics and Computational Methods for Complex Systems • Models of Creativity • Real-World Cognition • Web Computing.

Spring term: Intelligent System Techniques • Language Engineering. You also take two options from Adaptive Systems • Computational Neuroscience • Dynamics of Development • E-Business and E-Commerce Systems • Generative Creativity • Neural Networks • Sensory and Motor Functions of the Nervous System • Technology-Enhanced Learning Environments. Not all options are available every year. Additional options may be available.

Summer term: you undertake a dissertation project under faculty supervision. Occasionally there are opportunities to collaborate in this with an industrial partner. The dissertation offers scope to specialise through research in a chosen topic, and the work of some projects has led to publication in journals and conference proceedings.

Assessment
You are assessed by coursework, unseen examinations, essays, programming projects, group projects, presentations and a 12,000-word dissertation.

Research programmes

Research students studying for MPhil or PhD degrees are associated with one or more research groups in the School of Informatics and are housed in well-equipped shared offices. They have full access to their research group's specialist facilities and laboratories.

The School is engaged in a wide range of highly rated research covering many areas of artificial intelligence, computer science and cognitive science. We can supervise research students in all areas in which our faculty specialise.

Applicants wishing to pursue interdisciplinary research involving artificial intelligence (including computational philosophy of mind or AI of biology) may apply to do research degrees in cognitive science.

Students admitted to research degrees will normally be required to do some coursework in their first two terms, although an appropriate MSc often provides an alternative way of gaining the necessary training.

Recent thesis titles
3D graphics hardware prototyping and implementation

Acquisition and representation of knowledge about complex multi-dynamic processes

Active group communication

Algorithm design for 3D computer graphics rendering
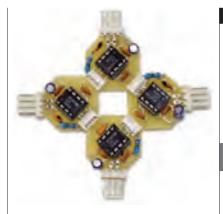
A multimedia CAL system for object-oriented methodology

Categorical and graphical models of programming languages

Computer graphics hardware using ASICs, FPGAs and embedded logic

Implementation of an optimising object-oriented programming language compiler for embedded applications

Interactivity in graphical representations: assessing its benefits for learning

Interfacing to sensors and integrating digital systems so that they blend into the physical world are core themes of pervasive computing studied in the School of Informatics

Proxy compilation of dynamically loaded Java classes

Reverse engineering an active eye

STDP, rate-coded Hebbian learning and auto-associative network models of the hippocampus

Texture mapping acceleration using cache memories

The evolution of an omni-directional bipedal robot

To err is human: a discussion of intentionality, error and misrepresentation

Unsupervised language acquisition: theory and practice

Using neural networks for the adaptive control of movements: an investigation into the problem of interference in distributed feedforward networks

Academic activities
Research students make a substantial contribution to the research output of the School of Informatics, and frequently present their work at conferences and in journals.

Postgraduate students are also encouraged to attend and give talks in the various specialised seminar series in the School. In addition to the active seminar series run by each research group, there are seminar series run by other disciplines and the cross-discipline research centres, which students regularly attend.

Research/industry links
Research is motivated by social, economic and industrial needs. Strong links have been developed with local and national industry – not least because most practical problems requiring research also demand an interdisciplinary approach.

These relationships are further exemplified in the University's Innovation Centre, where several of the companies are involved in research areas pursued by Sussex.

Career opportunities
Many of our graduates have continued in academia as research fellows, lecturers and assistant professors at institutions throughout the UK and worldwide. Other graduates have embarked on careers in industry as scientific officers, project leaders, managers, developers and system analysts in a diverse range of businesses from small specialist outfits to multinational companies such as Morgan Stanley and Microsoft.

Research groups

Research is a core activity of the School of Informatics and is organised around four interdisciplinary research groups. Our research often entails collaborations between the groups, as well as with other academic schools at Sussex and external academic, institutional and commercial partners. The research groups are briefly described below (for more details, visit **www.sussex.ac.uk/informatics**).

Cognitive and Language Processing Systems

The research of this group addresses the science and engineering of complex systems for cognitively demanding and language-intensive domains, including the application of methods from cognitive science and natural-language engineering. The group focuses on searching and classifying free text (eg medical records) in large quantities, cognitive processes of writing and drawing, cognitive modelling of processes such as attention and graphical production, and cognitively informed interactive tools for complex problem-solving, decision-making, instruction and learning.

Faculty research interests include:

Professor John Carroll Hybrid linguistic/statistical approaches to disambiguation of text; efficient parsing; tools for natural language grammar and lexicon development.

Professor Peter Cheng The nature of representational systems (diagrams for complex problem-solving, discovery and conceptual learning); processes of writing and drawing.

Bill Keller The use of language technology to support communication and interaction; language-aware technology; applications of distributional models of natural language semantics.

David Weir Controlling non-determinism in natural language generation; language in pervasive computing environments; efficient parsing; inferring knowledge about words from raw text.

Sharon Wood Multi-agent systems. Cognitive modelling, in particular information acquisition through cognitively plausible visual attention processes, and knowledge-based reasoning.

Evolutionary and Adaptive Systems (EASy)

The EASy group has been internationally prominent since it was established in the early 1990s. It is concerned with the interfaces between the biological and computational sciences, particularly with reference to furthering understanding of brains and minds. The group's research is highly interdisciplinary and involves many strong links with other departments at Sussex. Research foci include adaptive and cognitive robotics, artificial life, bio-inspired computational methods, computational neuroscience, creative systems, history and philosophy of AI and ALife, clinical applications of neural modelling, machine learning, scientific studies of consciousness, and synthetic neuroethology. It runs the highly successful Centre for Computational Neuroscience and Robotics (CCNR) jointly with the Neuroscience group in the School of Life Sciences. Members of the group also direct the Centre for Research in Cognitive Science (COGS) and the Sackler Centre for Consciousness Science (SCCS), both important cross-campus initiatives.

Faculty research interests include:

Luc Berthouze Motor development in infants and in machines; EEG-based brain-machine interfaces; epigenetic robotics; and modelling cognitive development with robotic systems.

Professor Margaret Boden Computational approaches in the philosophy of mind and psychology; purpose and creativity; philosophy of AI and ALife; and social implications of AI.

Ron Chrisley Non-conceptual representation; philosophy of cognitive science, AI, mind, consciousness, computation; computer/robotic models of visual experience, emotion, creativity.

Professor Phil Husbands Evolutionary and adaptive robotics; evolutionary computation; ALife; computational neuroscience; adaptive systems; neuro-modulation; history of AI; creative systems.

Thomas Nowotny Information processing in nervous systems; sequence learning in neuronal systems; accurate conductance-based neuron models; and hybrid systems.

Andy Philippides Computational neuroscience and neuroethology; evolutionary robotics; insect visual homing strategies; and gaseous neuromodulators in neural networks.

Anil Seth Theoretical neuroscience and evolutionary and adaptive systems; time-series analysis of neural dynamics, neurorobotics; and evolutionary theory and ecological modelling.

Chris Thornton Computational learning using symbolic algorithms and connectionist mechanisms; and theories of creativity.

Graham McAllister's research (refer to above right for a description of his research interests) in human-computer interaction at the Interact Lab aims to analyse how people of all ages and abilities play video games with the overall aim of improving the gaming experience for everyone

Foundations of Software Systems

This group is interested in the theory and practice of future computation and communication. We build mathematical theories of computation and use such models to inform the design of programming languages and compilers. We design and evaluate distributed applications and services that provide the foundations of the pervasive computing infrastructure and other software systems. We model and analyse data representing system configurations, social networks, trust, and provenance.

Faculty research interests include:

Martin Berger Concurrency theory, semantics and pragmatics of programming languages, program logics, metaprogramming, computer science methods in theoretical biology.

Dan Chalmers The design of pervasive computing systems, particularly those which process and consider emotion, social networks, trust and context to enable efficient and usable system behaviour.

Ian Mackie Foundations of programming languages and models of computation. Applying techniques from mathematical logic and quantum mechanics to programming language implementation.

Bernhard Reus Mathematical semantics of programming languages; their foundations; constructive logic; and techniques and tools supporting program analysis, design and verification.

Ian Wakeman Networks and distributed systems, emphasis is on design from the user perspective; pervasive computing; computational trust.

Interactive Systems

This research group operates at the intersection between people and digital technology. We are interested in interaction in the broadest sense and consider it in relation to both traditional desktop-based technologies and more novel digital technologies, including mobile, immersive, ubiquitous and pervasive technologies.

We are interested in users of all kinds, ranging from experts using technology in their work (such as medical professionals) and experts developing technology for their work (such as programmers) to novices of all kinds (from children using educational technology through to adults using social technology).

Our research focuses on human-computer interaction, accessibility, music informatics, learning with and through technology (including social networks), technology-enhanced social interaction, new models of e-business, e-government and e-citizenship, tangible and embodied interaction, motion capture techniques, building virtual worlds for digital heritage and other applications, real-time animation, digital content creation and digital video.

Faculty research interests include:

Natalia Beloff New models of e-business; business models for small and medium digital enterprises; adver-gaming; advertising for social networks; education and social networks.

Nick Collins Electronic and computer music including interactive music systems; sound analysis/synthesis; performance, composition and modelling of music.

Judith Good Constructivist learning environments; game-based learning; technology toolkits for learning; visual programming languages; learner-centred and participatory design methodologies.

Graham McAllister Accessibility and usability of video games and interactive systems. Evaluating the user experience of video games and designing games for people with special needs.

Paul Newbury Multimedia systems, in particular virtual prototyping, ubiquitous systems and digital content creation. Technology-enhanced learning and video techniques for distance learning.

Phil Watten Software development; virtual prototyping; high-level design; system modelling; display systems; interface design; and media production, new media and web broadcasting.

Martin White 3D graphics; virtual, augmented and mixed reality; animation; motion sensing; motion gaming; digital heritage systems; interaction; work flows.

Cross-disciplinary research centres

The School of Informatics plays a central role in the following major cross-campus research centres:

Centre for Computational Neuroscience and Robotics (CCNR)

CCNR is a collaboration between the School of Informatics and the School of Life Sciences. This thriving centre seeks to explore and exploit the interfaces between the biological and computational sciences. CCNR is jointly run with the Evolutionary and Adaptive Systems group.

Centre for Research in Cognitive Science (COGS)

COGS is an internationally recognised centre for interdisciplinary investigation into the nature of cognition, be it natural or artificial. Staff of the Schools of Informatics and Psychology, as well as Sussex linguists, focus on teaching and research.

Sackler Centre for Consciousness Science (SCCS)

SCCS is a new venture between the School of Informatics, the School of Psychology, and the Brighton and Sussex Medical School. The Centre's aim is to unravel the complex neural mechanisms underlying conscious experience by bringing together computational modelling, cognitive neuroscience, and clinical applications.