



**Maynooth  
University**  
National University  
of Ireland Maynooth

# **DEPARTMENT OF COMPUTER SCIENCE**

## ***STUDENT HANDBOOK***

Academic Year 2024/2025

<b>1</b>	<b>WELCOME</b> .....	<b>3</b>
<b>2</b>	<b>ADMIN OFFICE</b> .....	<b>3</b>
<b>3</b>	<b>USEFUL DATES</b> .....	<b>4</b>
<b>4</b>	<b>COURSE DIRECTORS &amp; YEAR COORDINATORS FOR 2023/2024</b> .....	<b>4</b>
4.1	COURSE DIRECTORS.....	4
4.2	YEAR COORDINATORS.....	4
4.3	FINAL YEAR PROJECT COORDINATOR.....	4
4.4	POSTGRADUATE COORDINATOR.....	4
<b>5</b>	<b>STAFF MEMBERS</b> .....	<b>5</b>
<b>6</b>	<b>GENERAL INFORMATION</b> .....	<b>6</b>
6.1	PRACTICAL ASSIGNMENTS & CONTINUOUS ASSESSMENT.....	6
6.2	MEDICAL CERTIFICATES.....	6
6.3	USING E-MAIL.....	6
6.4	LOGIN ACCOUNTS.....	6
6.5	COMPUTER SCIENCE LABORATORIES.....	7
6.6	LIBRARY.....	7
<b>7</b>	<b>HEALTH AND SAFETY</b> .....	<b>8</b>
7.1	FIRE ALARM.....	8
7.2	EMERGENCIES.....	8
7.3	FIRST AID.....	8
7.4	SECURITY.....	8
7.5	OTHER ISSUES.....	8
<b>8</b>	<b>REGULATIONS, RULES, &amp; PROCEDURES</b> .....	<b>9</b>
8.1	PASSING EXAMINATIONS.....	9
8.2	ACADEMIC PROBLEMS.....	9
8.3	USE OF THE COMPUTER SCIENCE LABORATORIES.....	9
8.4	PLAGIARISM & GUIDANCE FOR STUDENTS.....	9
8.5	PROGRAMME ADVISORY OFFICE.....	10
8.6	EQUALITY, DIVERSITY, AND INCLUSION (EDI).....	11
<b>9</b>	<b>MODULES &amp; LECTURERS 2024/2025</b> .....	<b>12</b>
<b>10</b>	<b>COURSE INFORMATION</b> .....	<b>14</b>
10.1	FINAL YEAR PROJECT.....	14
<b>11</b>	<b>POSTGRADUATE RESEARCH DEGREES</b> .....	<b>14</b>
11.1	MSC & PHD.....	14
11.2	STAFF RESEARCH INTERESTS.....	15
<b>12</b>	<b>TIMETABLE 2024/2025</b> .....	<b>19</b>
<b>APPENDIX</b>	.....	<b>20</b>
13.1	NORTH CAMPUS MAP.....	20
13.2	DEPARTMENT OF COMPUTER SCIENCE - CODE OF CONDUCT.....	21

## 1 Welcome

Welcome to one of the youngest and most dynamic computer science departments in the country. The Department was founded in 1987 and currently has 30 full-time academic staff and an enrolment of over 1500 students. You are in the enviable position of embarking on a career in an area that is vibrant and exciting and in a department that is actively contributing to the development of the discipline in key areas of research (see our web pages at <https://www.maynoothuniversity.ie/computer-science>). Students at all levels are an integral part of the Department's dynamism, and we look forward to working with you to enhance further the development of the Department.

University education is a joint venture - we are here to facilitate your learning about the exciting fields of Computer Science, Software Engineering, and Information Technology - and you are here to learn (and also enjoy University life). You need to attend **all the lectures, all the laboratory sessions, and undertake independent study** if you are to do well. Work steadily throughout the year, and you will develop a good understanding of the subject, and should do well in the examinations.

If you have any questions about your course - then contact the Admin Office or the **Course Director** for your course. If you have any questions about your lectures or course material, you should ask in lectures/tutorials/labs, or go as soon as possible to your **lecturer** - it is important that you do not ignore things that you don't understand, but approach a member of staff for guidance.

The Department is located in the Eolas Building on the North Campus. The Admin Office, all Staff Offices, and some Computer Science Laboratories are in this building. The Department also has Laboratories on the ground floor of the Callan Building. Lectures take place at various locations about the campus.

We have a few **rules** relating to using the labs – see Section 8.3 - with large numbers of students accessing the rooms these are necessary to ensure that the rooms remain **safe and pleasant** for your use, and to ensure that you have access to the **Internet**. Abide by these rules – and we all benefit.

## 2 Admin Office

The Computer Science Admin Office is located on the first floor of the Eolas Building (Room 111).

The office is open from 9:30-1:00 and 2:00-5:00.

### Contact information:

postal address: Maynooth University Department of Computer Science  
Maynooth  
Co. Kildare  
email: **computerscience.department@mu.ie**  
telephone: **(01) 708-3847**

### 3 Useful Dates

#### **2024**

Monday, September 23<sup>rd</sup> - Semester 1 starts

Monday, October 28<sup>th</sup> to Friday, November 1<sup>st</sup> - Study Week

Friday, December 20<sup>th</sup> - Semester 1 ends

#### **2025**

Friday, January 13<sup>th</sup> - Semester 1 Exams

Tuesday, February 4<sup>th</sup> - Semester 2 starts

Monday, March 17<sup>th</sup> to Friday, March 21<sup>st</sup> - Study Week

Monday, April 21<sup>st</sup> to Friday, April 25<sup>th</sup> - Easter Holidays

Friday, May 9<sup>th</sup> - Semester 2 ends

Friday, May 19<sup>th</sup> - Semester 2 Exams

### 4 Course Directors & Year Coordinators for 2024/25

#### **4.1 Course Directors**

1. First Year (all courses): **Dr Peter Mooney**
2. Computer Science & Software Engineering: **Dr Charles Markham**
3. Computer Science in the following Programmes (Science, Arts and non-CS Denominated Degrees): **Mr Dermot Kelly**
4. Higher Diploma in Science (Software Development): **Mr Joe Duffin**
5. Music Technology: **Dr Joe Timoney**
6. Multimedia, Mobile and Web Development and Media Technology: ***to be confirmed***
7. Computational Thinking: **Dr Phil Maguire**
8. BSc Mathematics and Computer Science (with Education): **Prof Rosemary Monahan**
9. Final Year Projects: **Dr Diarmuid O'Donoghue**
10. MSc in Software Engineering : **Dr Kevin Casey**
11. MSc Robotics & AI **Prof Rozenn Dahyot**
12. MSc Applied: **Dr Edgar Galvan**
13. Postgraduate Research: **Prof John McDonald**

#### **4.2 First Year Coordinator**

1<sup>st</sup> year Computer Science in all undergraduate programmes except Computational Thinking: **Dr Peter Mooney**

#### **4.3 Final Year Project Coordinator**

**Dr Diarmuid O'Donoghue** is responsible for organising the soliciting and assignment of final year projects for both the Science and Computer Science and Software Engineering undergraduate programmes.

#### **4.4 Postgraduate Coordinator**

The Coordinator responsible for the handling administrative matters relating to research postgraduates is: **Prof John McDonald**

## 5 Staff Members

<u>Head of Department</u>	<u>Room</u>	<u>Email</u>
Dr Aidan Mooney	112	aidan.mooney@mu.ie
<u>Academic Staff</u>		
Dr Ralf Bierig	134	ralf.bierig@mu.ie
Dr Stephen Brown	116	stephen.brown@mu.ie
Dr Kevin Casey	146	kevin.casey@mu.ie
Dr Natalie Culligan	105	natalie.culligan@mu.ie
Professor Rozenn Dahyot	110	rozeen.dahyot@mu.ie
Dr Tom Dowling	126	tom.dowling@mu.ie
Mr Joe Duffin	145	joseph.duffin@mu.ie
Dr Edgar Galvan	109	edgar.galvan@mu.ie
Dr Wu Hao	135	wu.hao@mu.ie
Dr Bryan Hennelly	E3.11	bryan.hennelly@mu.ie
Mr Dermot Kelly	125	dermot.kelly@mu.ie
Dr Liadh Kelly	144	liadh.kelly@mu.ie
Dr Phil Maguire	108	phil.maguire@mu.ie
Dr Charles Markham	114	charles.markham@mu.ie
Professor Tim McCarthy	218	tim.mccarthy@mu.ie
Prof John McDonald	115	john.mcdonald@mu.ie
Dr Rosemary Monahan	127	rosemary.monahan@mu.ie
Dr Peter Mooney	136	peter.mooney@mu.ie
Professor Tom Naughton	107	tom.naughton@mu.ie
Dr Diarmuid O'Donoghue	122	diarmuid.odonoghue@mu.ie
Professor Barak Pearlmutter	132	barak.pearlmutter@mu.ie
Professor Ronan Reilly	105	ronan.reilly@mu.ie
Dr Joe Timoney	117	joseph.timoney@mu.ie
Professor Damien Woods	343	damien.woods@mu.ie
<u>Technical Staff</u>		
Mr James Cotter	123	support@cs.nuim.ie
Mr Michael Monaghan	119	support@cs.nuim.ie
Dr Vanush Paturyan	120	support@cs.nuim.ie
Ms Ranju Upadhyay	121	support@cs.nuim.ie
<u>Admin Office</u>		
Ms Phil Dully	111	computerscience.department@mu.ie
Mr Des Noonan	113	desmond.noonan@mu.ie

## 6 General Information

### 6.1 Practical Assignments & Continuous Assessment

1. Continuous assessment is an important part of your course, and the marks contribute towards your end of year results. **Make sure that you do all the assignments**, and that your marks are correctly posted for all your continuous assessment (CA) practicals - query any missing marks; your CA marks are posted on Moodle.
2. It is important that you attend all your practical laboratory sessions. If you don't, then not only will you have a reduced continuous assessment result, but you also will miss out parts of the course, and will probably perform badly in the end of year examination. **Experience shows that poor lab attendance is almost invariably followed by failure in the summer examinations.**

3. **It is important to get good continuous assessment results.**

If you have to repeat any examinations, the same continuous assessment result will count in the Autumn - so a low continuous assessment mark will require a correspondingly high examination mark in order to pass.

4. During the summer vacation, members of the Department may be consulted, by students who have failed the summer examinations, **only if they have had satisfactory attendance** at scheduled practical laboratory sessions, lab exams, and tutorials.
5. Note that the continuous assessment marks as posted are provisional and subject to review by the Extern and University Examination Board.

### 6.2 Medical Certificates

If you miss a scheduled practical session for medical reasons, then you should immediately (within one week) submit a medical certificate signed by a **medical doctor** (not a nurse) to the Admin Office by scanning and emailing a copy of the certificate to [computerscience.department@mu.ie](mailto:computerscience.department@mu.ie). You should also inform your lecturer in case you have missed an assignment due to a medical reason.

### 6.3 Using e-mail

1. All students in Computer Science are provided with email accounts by the University. Their use is subject to the Acceptable Usage Policy – refer to section 13.2 for details.
2. You will receive details of your email account during the first week of term.
3. You are expected to use these accounts - you will receive emails related to your courses and other Computer Science matters which you are expected to read.
4. Relaying email to other accounts you may have is not supported.
5. Please contact James Cotter (Eolas 123) if you do not know how to use your email account.

### 6.4 Login Accounts

All students in Computer Science are provided with Linux and Windows login accounts. Keep your password confidential.

If you do not know how to use your login account, please contact James Cotter (Eolas 123).

## **6.5 Computer Science Laboratories**

1. You will be provided with a Computer Science username & password in one of your first laboratory sessions. You will need these during the year.
2. The Department of Computer Science has a number of Laboratories. They are provided for use by Computer Science students.

**Eolas 003/004/005** Capacity 144, for use by all undergraduate students

**Eolas 002** Capacity 48, for use by all undergraduate students

**Lab 4** (Callan 1.105) Capacity 99

**Hardware Lab** (Eolas 011) 26 workstations, for use in scheduled laboratories only

**Postgraduate Teaching Lab** For use by taught MSc students only  
(Eolas 019)

**Provision of the computer laboratories is very expensive, and represents a significant contribution towards your education - make the most of them!**

3. The labs are generally available for independent study outside of scheduled lab times - you are encouraged to make use of this. Consult the timetables at the lab doors for details.

## **6.6 Library**

How the MU Library can help you:

- E-books and Online Resources: Easily find the materials you need for your assignments, essays and study.
- Borrowing Books: Access a wide range of physical books and other resources.
- Workshops & Tutorials: boost your information skills at short, in-person sessions called "LIST" – Library & Information Skills Tutorials.
- Online Tutorials and Quizzes: Short, free online resources to boost your information skills.
- Helpful Staff: The Library team is always ready to assist you in finding and using what you need.
- One to One or Group Support: Get help for your assignments and questions.
- Group Study Rooms: Perfect bookable spaces for working on projects with your classmates.

All these resources are FREE for MU students - <https://www.maynoothuniversity.ie/library>

## 7 Health and Safety

Your health and safety are of paramount importance. **Make sure you are aware of the emergency exits to any building you are in.** Report any risks to your health and safety to the Department Office. Report any accidents to the Department Office. Obey directions from Security and other University Staff.

### 7.1 Fire Alarm

**If the Fire Alarm sounds, leave the building immediately by the nearest emergency exit.** Do not re-enter the building until told to do so by Security or a member of Computer Science Staff.

### 7.2 Emergencies

If an emergency of any kind arises, call the following number for assistance: **3333**

### 7.3 First Aid

The following list shows the First Aiders in the Department of Computer Science.

<b>Name</b>	<b>Office</b>	<b>Extension</b>
Vanush Paturyan	First Floor, Eolas, Room 120	4539
Tom Dowling	First Floor, Eolas, Room 126	4526

If you are unable to contact any of the above, contact Security at **3929** for assistance.

### 7.4 Security

To contact Security, call **3929**.

### 7.5 Other Issues

To report any other Health and Safety problems that arise, contact the Admin Office.



## 8 Regulations, Rules, & Procedures

1. Students in the Department of Computer Science are subject to the University Rules and Regulations – <https://www.maynoothuniversity.ie/university-policies/rules-regulations-students>
2. This is only a summary to help you understand what is required to succeed in the Computer Science courses.

### 8.1 Passing Examinations

1. You are strongly encouraged to achieve marks **well above the pass mark** - the rules and regulations determine the minimum requirements for passing a year. You should take the opportunity to excel.

**Think of it this way: 50% indicates that you only understand half the material!**

2. In general, for students currently in undergraduate programmes:
  - You must pass (40%) your examinations (written, continuous assessment, lab exams, reports etc.) in order to proceed to the next year of the course.
  - Under some circumstances, when you have an overall pass mark, a 'pass by compensation' at 35% or above is allowed in individual modules.
  - For four year degree programmes, a combination of second, third and final year results determine the grade of your degree in the proportion 10:20:70.

In summary, in order to pass a subject a student must:

- Pass all required modules
- Obtain 40% on aggregate in the subject
- Pass modules to a credit value of at least half the credit value of the subject
- Not fall below 35% in any module

Further details on passing the examinations can be found on the Exams Office web site (<https://www.maynoothuniversity.ie/exams>) or by **contacting your course co-ordinator**.

### 8.2 Academic Problems

1. If you are having problems with the **material** do not hesitate to ask questions in tutorials, or approach a demonstrator in the practical sessions, or approach your lecturer.
2. If you are having problems with **academic life**, consult with your mentor, the Course Director, the Head of Department, or the Academic Advisory Office.

### 8.3 Use of the Computer Science Laboratories

1. Use the Computer Facilities responsibly. Refer to section 13 for more details.
2. To report any abuse of the computer facilities (such as offensive pictures, serious misconduct in the labs, damage to computer equipment etc.) send an email to [abuse@cs.nuim.ie](mailto:abuse@cs.nuim.ie) with the subject header '**ABUSE**'.

### 8.4 Plagiarism and Guidance for Students

It is recognised that nearly all assignments and essays draw on the work of others: published research and critical commentary, lecturers' notes and hand-outs, etc. The effective use and evaluation of existing material are among the skills that students are expected to develop. Material is cited in order to contribute

to a larger line of argument, or to be subjected to scrutiny, or to be combined with other material in order to arrive at new perspectives; in all cases, the source of the material (an idea or opinion, a quote, data, etc) must be acknowledged in a standard form of referencing.

**Plagiarism is the passing off of another person's work as your own.** It includes copying without acknowledgement from a published source (print or electronic), or from unpublished sources (e.g. another student's essay or notes).

Plagiarism also occurs when the substance or argument of a text is copied even with some verbal alterations, such as in paraphrase or translation, without acknowledgement. Plagiarism includes using material from books or periodicals, from the internet, from grind tutors, or from other students, without full acknowledgement of the sources.

**Plagiarism in any form of assignment contributing to marks or a grade for a course is a serious offence.** It is a form of cheating on several counts: the perpetrator is attempting to obtain credit for work not done, and is also attempting to benefit from work done by somebody else. Plagiarism undercuts the whole thrust of scholarly enquiry that is the essence of education. Plagiarism will be severely penalised wherever it is detected. Students submitting assignments, essays, dissertations or any form of work for assessment may be required to sign a declaration that the material in question is wholly their own work except where indicated by referencing or acknowledgement

**Cases in which students knowingly permit others to copy their work shall also be subject to the procedures outlined here and considered an offence.**

### **Disciplinary Consequences**

Plagiarism is a form of academic dishonesty and will be treated with the utmost seriousness wherever discovered. Examiners, tutors and markers are required to report instances of suspected plagiarism to the relevant Course Director and/or Head of Department concerned.

Any student submitting written work for continuous assessment can be asked by the marker or the department to take a further test. This may take the form of an oral examination on the assignment in question and related issues, or the writing of a test paper in controlled conditions. In instances where a significant part, or all of an assignment, is found to be plagiarised, **zero marks may be awarded for that assignment. Cases in which students have knowingly permitted others to copy their work may also be awarded zero marks.**

Proven cases of plagiarism will be reported to the Head of Department and kept on record. In serious or repeated cases, the plagiarism will be **reported to the Supervisor of Examinations and the Committee of Discipline.** Plagiarism in postgraduate or research material is a particularly serious offence.

Penalties imposed may involve **suspension or expulsion** from the course and from the University, in addition to deduction of marks. See <https://www.maynoothuniversity.ie/university-policies/rules-regulations-students> for further details.

## ***8.5 Programme Advisory Office***

The Programme Advisory Office (PAO), within the Office of the Dean of Teaching and Learning, is available to advise you on any choices you might have to make related to your programme including subject choice. The Programme Advisory Office acts as a guide to students as you navigate your own way through your programme options. The Programme Advisory Office consists of the Programme Advisor, Caitriona McGrattan, who is supported by a team of PG students during peak times.

Incoming first year students are briefed by the Programme Advisor during Welcome Week about the programme choices you will be asked to make during your academic journey at Maynooth University. The Programme Advisory Team is available in person to answer any follow up questions students may have: details of times and location are available on the PAO website. Continuing second year students may also avail of the service if you are unsure about your programme options for example if you have any questions about the difference in major/minor pathways or whether or not to choose to take an Elective.

The Programme Advisory Office can be contacted via

Email: [programme.choices@mu.ie](mailto:programme.choices@mu.ie)

In person: please see their website for information about meeting a member of the Programme Advisory

Team: [www.maynoothuniversity.ie/programme-advisory-office](http://www.maynoothuniversity.ie/programme-advisory-office)

## 8.6 Equality, Diversity, and Inclusion (EDI)

On behalf of the Faculty of Science and Engineering Equality, Diversity, and Inclusion (EDI) Committee, we are delighted to announce a series of EDI online training opportunities that are available to all students.

EDI training is a potent tool for increasing awareness, enhancing comprehension, and equipping individuals with the skills required to both implement and advocate for fairness, respect, and the celebration of our differences. It empowers participants to cultivate inclusivity within their departments, thereby creating a university atmosphere that is welcoming and enriching for everyone.

How to Get Involved:

Participation in online EDI training initiatives is open to all students. We strongly encourage you to take advantage of these opportunities to enhance your understanding of EDI principles and practices, and to actively contribute to a more inclusive community.

The Equality Office has shared a helpful list of EDI-related online courses / training sessions at Maynooth University:

Training	Location	Staff / Students?
<a href="#">EDI in HE &amp; Let's Talk About Race</a>	Moodle	Available to staff and students at MU
<a href="#">Consent at MU – Preventing Sexual Violence &amp; Harassment</a>	Moodle	Available to staff and students at MU
<a href="#">Sexual Health   Maynooth University</a> (Student link) <a href="#">Staff Courses   Maynooth University</a> (Staff link)	Moodle	Available to staff and students at MU
<a href="#">Disability Awareness Training – National Disability Authority</a>	Online	Open access
<ul style="list-style-type: none"> <li>○ <a href="#">Communicating Across Cultures Bitesize Course</a></li> <li>○ <a href="#">Dignity in the Workplace Bitesize Course</a></li> <li>○ <a href="#">Managing Diversity Bitesize Course</a></li> <li>○ <a href="#">Equality, Diversity &amp; Inclusion Course online</a></li> </ul>	<a href="#">DCM Learning Courses</a>	Available to MU staff through Learning & Development

Completion of the online training is recommended to everyone. Please feel free to share any student accessible links with fellow students directly and encourage them to participate in these free online trainings.

We firmly believe that through education, understanding, and active engagement, we can collaboratively create a more inclusive and equitable environment for all members of our faculty and our students.

If you have any questions or require additional information, please do not hesitate to contact the Universities EDI Committee at ([fse.admin@mu.ie](mailto:fse.admin@mu.ie)).

## 9 Modules & Lecturers 2024-2025

Module	Module Title	Semester	Lecturer
CS125	Fundamentals of Logic for Computational Thinking	2	Prof Barak Pearlmutter
CS130	Databases	1	Dr Olena Derzhuk
CS144	Computer Systems	1	Mr Mark Noone
CS161	Introduction to Computer Science I (x2)	1	Dr Peter Mooney
CS162	Introduction to Computer Science II (x2)	2	Mr Joe Duffin
CS171	Computer Systems I	1	Dr Stephen Brown
CS172	Computer Systems II	2	Dr Kevin Casey
CS210	Algorithms & Data Structures 1	1	Dr Hao Wu
CS211	Algorithms & Data Structures 2	2	Dr Phil Maguire
CS220	Computer Architecture 1	1	Mr Dermot Kelly
CS225	Introduction to Computational Thinking	1	Dr Phil Maguire
CS230	Web Information Processing	2	Mr Mark McCormack
CS240	Operating Systems, Communications and Concurrency	2	Mr Dermot Kelly
CS261	Multimedia Technology	2	Mr Shayan Chakraborty
CS264	Software Design	1	Dr Hao Wu
CS265	Software Testing	1	Dr Edgar Galvan
CS280	User Experience (UX), User Interface (UI) & Interaction Design	2	Dr Ralf Bierig
CS310	Programming Languages & Compilers	1	Dr Edgar Galvan
CS320	Computer Networks	1	Dr Bryan Hennelly
CS321	Music Programming 1	1	Mr Dharani Balasubramaniam
CS322	Music Programming 2	1	<i>to be confirmed</i>
CS335	Software Engineering & Software Process	2	Dr Olena Derzhuk
CS353	Team Project	1	Dr Kevin Casey
CS353C	Software Project	2	Prof Ronan Reilly
CS355	Theory of Computation	2	Prof Barak Pearlmutter
CS356	Signal, Image and Optical Processing	1	Prof Tom Naughton
CS357	Software Verification	1	Dr Hao Wu / Prof Rosemary Monahan
CS362	Work Placement Documentation	2	<i>to be confirmed</i>
CS363	Industrial Work Placement	2	<i>to be confirmed</i>
CS370	Computation and Complexity	1	Prof Tom Naughton
CS380	Multimedia Communications	1	Dr Inthraporn Aran
CS385	Mobile Application Development	1	Dr Phil Maguire
CS401	Machine Learning & Neural Networks	1	Prof Ronan Reilly
CS402	Parallel & Distributed Systems	2	Mr Dermot Kelly
CS404	Artificial Intelligence & Natural Language Processing	1	Dr Diarmuid O'Donoghue
CS410	Computer Vision	1	Prof John McDonald / Prof Rozenn Dahyot
CS416	Cryptography	1	Dr Tom Dowling
CS417	Numerical Computation	2	Dr Tom Dowling
CS422	Robotics & Automation	1	Dr Charles Markham / Dr John McDonald
CS423	Designing for Virtual Environments	2	Dr Ralf Bierig

CS424	Programming Language Design & Language Semantics	1	Dr Hao Wu
CS425	Audio & Speech Processing	2	Mr Dharani Balasubramaniam
CS426	Computer Graphics	2	Dr Charles Markham
CS427	Autonomous Mobile Robotics	2	Prof John McDonald
CS430	Advanced Concepts and Issues in Computer Science 1	1	Dr Diarmuid O'Donoghue et al
CS433	Advanced Computer Architecture	1	Dr Charles Markham / Dr Stephen Brown
CS603	Rigorous Software Development	2	Prof Rosemary Monahan
CS605	The Mathematics and Theory of Computer Science	2	Prof Tom Naughton
CS607	Requirements Engineering and System Design	1	Dr Diarmuid O'Donoghue
CS608	Software Testing	2	Dr Stephen Brown
CS610	Interaction Design	2	Dr Ralf Bierig
CS613	Advanced Concepts in Object-Oriented Programming	1	Mr Ciaran O'Floinn
CS615	Internet Solutions Engineering	2	<i>to be confirmed</i>
CS615C	Internet Solutions Engineering for Data Scientists	2	<i>to be confirmed</i>
CS616	Practical Cryptography	1	Dr Tom Dowling
CS620C	Structured Programming	1	Mr Mark McCormack
CS621B	Databases	1	Dr Olena Derzhuk
CS621C	Spatial Databases	1	Dr Olena Derzhuk
CS627B	Object-Oriented Programming	1 & 2	Mr Hicham Rifai
CS632	Structured Programming for Data Analytics	1	Mr Mark McCormack
CS633	Work Placement Preparation	2	Mr Joe Duffin
CS636	Deep Learning	1	Prof Rozenn Dahyot
CS637	Reinforcement Learning	2	Prof Barak Pearlmutter
CS640	MSc Project	1 & 2	Dr Kevin Casey
CS642	MSc Computer Science (Applied) Project	1	Dr Edgar Galvan
CS648	Project (Data Science)	S	Dr Bryan Hennelly

Module Material on Course Finder - each module has its own web page – go to <http://apps.maynoothuniversity.ie/courses/?TARGET=CS&MODE=SEARCH> and enter the module code.

## 10 Course Information

All information about the structure of courses and individual modules is available on Course Finder:  
<http://apps.maynoothuniversity.ie/courses/>

Most modules have a Moodle page with detailed information on lectures, assignments, labs and exams:  
<https://moodle.maynoothuniversity.ie/>

### ***10.1 Final Year Project***

1. Students in final undergraduate year (except in Arts) complete a final year project as part of the course.
2. This provides you with an opportunity to carry out a non-trivial software project, and develop a significantly-sized piece of software.
3. Most students be provided with a PC in the final year project lab Eolas 006. Discuss any special software requirements with your supervisor.
4. The Course Director will publish details of available projects, and also project areas for student-proposed projects (including those resulting from your Industrial Placement). Students should approach and discuss potential projects with the supervisors and then decide on one project with a supervisor.
5. Organise a weekly meeting with your supervisor. Use this to keep your supervisor up to date with progress, discuss any problems with him/her, and listen to their guidance.
6. At the end of the project, you will make a presentation on your work, and submit a project report which will be marked.

## 11 Postgraduate Research Degrees

### ***11.1 MSc & PhD***

1. Postgraduate research students in the Department are assigned places in two purpose-built research laboratories in the Eolas Building. Contact the Head of Department if you have not been assigned a place or a PC when you arrive. In addition, a number of dedicated research laboratories contain specialist equipment. Contact your supervisor about getting access.
2. Contact Mr James Cotter to set up your email and login accounts.
3. Your supervisor is your first port of call if you have any questions, problems etc. You should talk to your supervisor about funding issues also.
4. You should organise regular meetings with your supervisor; keep your supervisor up to date with your progress.
5. You should produce an annual status report for your supervisor (and the Department's records). You may be asked to submit this to the Dean of Research and Graduate Studies if you are receiving Scholastic Funding from the University.
6. Postgraduate students are encouraged to publish in journals and conferences. Discuss this with your supervisor.
7. It is possible to change your registration from MSc to Ph.D or *vice versa*. Contact your supervisor to discuss the issues involved.

8. A separate research committee is formed for each student. The committee normally consists of three academic staff members from the Department: the supervisor, the supervisor's nominee, and the Head of Department's nominee.
9. Each research student is expected to give at least two research presentations in the Department each year. There are two seminar series to choose from: the Special Research Postgrad Seminar Series and the official Department Seminar Series.
10. Each student should set up a standardised web page with information such as title of research project, abstract, supervisor(s), expected completion date, and so on.

## ***11.2 Staff Research Interests***

**Dr R. Bierig:** Ralf Bierig's research surrounds the areas of human-computer interaction (including virtual reality) and information behaviour (including information retrieval and text data analysis). Here, he is focused on search behaviour, user experience, virtual reality technology, and game design. His PhD investigated the adaptive effects of personal and contextual attributes on search performance with mobile applications. He worked and published in the areas of (task-based) search behaviour with eye tracking, semantic information indexing and search, search interfaces and their evaluation, and various topics in virtual reality, including non-Euclidian navigation, usability of 3D menu interfaces, and virtual memory palaces. Other topics of interest include mindfulness to make computing applications gentler and in support of digital health and deeper forms of flow and productivity, and video game design in relation to user experience and virtual reality. He is a reviewer of the Springer Nature Journal on Virtual Reality as well as a wide range of information retrieval and HCI conferences.

**Dr S. Brown:** Primary research interest is in embedded networking systems: especially Wireless Sensor Networks and IoT. Also: Design and Analysis of routers/bridges for Performance and Stability, especially under overload; Engineering for Software Systems (Software Engineering) and Software Engineering Education; Embedded Operating Systems (especially support for latency, throughput, & buffering).

**Dr K. Casey:** Kevin Casey's main research areas are in programming language design, code optimisation, embedded devices, cloud architectures, big data, web-development frameworks and CS education. Since his PhD work in JVM interpreter optimisation, he has worked with researchers on VLEs, dataflow languages in VR, visualisation, and energy optimisation for Java virtual machines. He has also worked with industrial partners on embedded solutions, cloud architecture, efficient big-data cloud processing, agile processes and advising on development strategy. In addition, Kevin is currently a funded SFI principal investigator on CoCoA23, a multi-year project to bring computational thinking to primary and secondary schools.

**Dr N. Culligan:** Dr Natalie Culligan's research interests include Computer Science Pedagogy, Data Analysis, Media and Gaming. She wrote her PhD "Two Roads Diverge: Mapping the Path of Learning for Novice Programmers Through Large Scale Interaction Data and Neural Network Classifiers" on data gathered from 1st year students as they learned to code using the pedagogical coding environment MULE (Maynooth University Learning Environment), which was developed as part of her research. Before beginning her Computer Science career, she studied Sound Engineering in Ballyfermot College of Further Education and has worked as a sound engineer in both music venues and recording studios.

**Professor R. Dahyot:** Research interests are in between the traditional fields of Electronic and electrical engineering (digital signal processing), Computer Science (computer vision & graphics), artificial intelligence (data mining, machine learning) and Mathematics (Statistics, Information theory). Prof Dahyot is a principal investigator with the SFI [I-Form](#) centre on advanced manufacturing, with the [ADAPT, the SFI Research Centre for AI-Driven Digital Content Technology \(adaptcentre.ie\)](#) and a funded investigator with the upcoming SFI Climate+ Research centre.

**Dr T. Dowling:** Theory and practice of cryptography and cryptanalysis. Information warfare. Java and perl based implementation of cryptographic protocol and systems. Smart card development and integration. Numerical computing. Developing computer based simulations of algebraic constructs. Theory and application of Elliptic curves over finite fields and extension fields. Performance analysis of elliptic curve algorithms. Computer forensics and network security protocols and tools.

**Mr J. Duffin**

Working with Department of Psychology at Maynooth University and with Tallaght University Hospital, my research examines how stroke illness affects human cognition (visual and verbal memory, executive function, and spatial skills) and investigates the electrophysiological biomarkers (indicators) of the recovery of cognitive skills in stroke patients.

I am interesting in looking into ways that technology can be used to help diagnose deficits in cognitive skills related to a stroke illness, Alzheimer's disease and dementia, and possible ways that technology may help a person recover these lost cognitive skills. I am currently looking at the application of technology to provide educational support for the broader community regarding human memory abilities and how these abilities can be impacted by illness and normal age-related changes.

I have supported research into applying virtual reality techniques to create an experimental framework called NavWell to allow researchers to investigate human spatial processing and how this cognitive ability is affected in people with Alzheimer's disease, dementia, or in people who have a stroke related illness. This experimental framework is available to the research community at [www.navwell.ie](http://www.navwell.ie) and it was developed in close collaboration with the Department of Psychology of Maynooth University.

I have over ten years experience working in the telecommunications industry both in software development and in research into applying data mining techniques to telecommunication data.

I am a member of the (PACT) research group whose aim is to promote computational thinking and computer science with primary and secondary schools pupils as well as in the broader community.

Visit: <https://www.maynoothuniversity.ie/computer-science/pact>

I am a member of the Maynooth University ALL (Assisting Living and Learning) institute.

Visit: <https://www.maynoothuniversity.ie/all-institute>

**Dr. B. Faghieh:** Behnam Faghieh's primary research focus lies in music technology (computer music) in both traditional audio signal processing and machine learning approaches for working with audio, especially music. Using AI for music information retrieval (MIR), music analysis, and generating music. In addition, developing AI tools for music e-learning. Moreover, he is also interested in e-democracy, e-government, decision-making, and open government. Furthermore, he also has an research interest in e-health.

**Dr E. Galvan:** His primary research focus centres around bio-inspired methods, specifically evolutionary algorithms and artificial neural networks. His keen interest lies in autonomous search, optimisation, multi-objective optimisation and neuroevolution. His practical applications span a diverse range, encompassing areas such as board and video games, software improvement, and data analysis.

**Dr W. Hao** My research aims to create automated software and tools for solving challenging problems in software engineering domain. Currently, my research focuses on developing [new languages and tools](#) for verifying/testing graph/state-based models such as Cyber Physical Systems (CPS). In general, I have strong interests in [formal methods](#), programming languages design, program synthesis, relational database and software testing. Many our work is based on using [SAT/SMT solvers](#), those super well-engineered solvers that make it easier to create fully automated tools for program verification, complex model reasoning and more.

**Dr B. Hennelly:** His current research focuses on the development of optoelectronic microscopy systems for application in the area of clinical pathology. He is currently working on automated microscopy/spectroscopy systems for diagnosing early stage bladder cancer from urine samples using a combination of image processing algorithms and, holographic microscopy and Raman micro-spectroscopy.

**Mr D. Kelly:** Distributed Systems, the Internet and its application to the emergence of virtual societies, grid computing, e-commerce and database backed services, mobile internet services, multimedia delivery, collaborative applications, network centric games, virtual reality environments and remote monitoring and control.

**Dr L. Kelly:** Applied artificial intelligence - intelligent search, ubiquitous computing, and multimodal information access and retrieval - context sensitive retrieval and evaluation methodology

**Dr P. Maguire:** Phil Maguire's main research interests are in the area of cognitive science and theoretical computer science. In particular he is interested in representation, uncertainty, standards of measurement and the foundations of mathematics, with applications to the fintech industry.



**Dr C. Markham:** Charles Markham is a graduate of Applied Physics at DCU. His PhD was in the area of element specific imaging in computerised tomography. He has maintained an interest in novel imaging systems, instrumentation, sensing and machine vision technologies. He has collaborated with the Engineering Department and Hamilton Institute at MU to develop a brain computer interface based on optical tomography. The work involved developing accurate methods of photometry to allow blood oxygen levels to be measured and so infer brain activity. Working in collaboration with TU Dublin he developed novel methods of measuring and locating retro-reflective objects in sequences recorded by a custom mobile vision system. He has developed techniques for imaging using coded apertures and developed wide-baseline stereo imaging methods to achieve a visual radar system. Working with the physiotherapy department at UCD, he developed practical sensors for integration into wearable biofeedback systems and has maintained an interest in motion capture (MoCap). He has also collaborated on multidisciplinary research in the area of measuring driver behaviour and has integrated eye-tracking and EEG sensors into novel driving simulators. Currently he is developing a research interest around computer modelling of disease and invasive species. More recently he has been working on modelling wildfires. He is an active member of the MU Mathematics and Statistics Ecology group. He teaches Robotics, Computer Graphics and Advanced Computer Architecture.

**Dr A. Mooney:** Aidan Mooney's research is concerned with pedagogy and the development of tools and systems to support and enhance engaging pedagogy. His interests include large class teaching, automated assessment, timely feedback, Computational Thinking, Eye-tracking technologies, Access learning, collaborative learning and inclusive technologies. He sees technology as playing a vital role in Education and has researched and developed numerous tools to enhance student participation and learning. He has also an interest in image processing and digital watermarking.

**Dr P. Mooney:** Peter's research is focused on the production, analysis, storage and dissemination of geographical/geospatial data and information (more commonly known as GeoCompanion). Computer Science forms a fundamental part of this research but due to the nature of geographical data and information a multidisciplinary approach is required. He has been heavily involved with the crowdsourcing of geospatial data and information (in particular OpenStreetMap) and how this has become major social and technological driver over the past two decades. For almost two decades, Peter has been actively involved in European initiatives around Citizen Science and is involved with FOSS4G (Free and Open-Source Software for Geomatics) at national, European and global levels. More recently, his research has expanded to consider the use of Artificial Intelligence in Environmental Sustainability, Smart Cities, and the Circular Economy.

**Professor R. Monahan:** Rosemary's research is concerned with the development of reliable software systems, working on formal techniques for modelling, analysing and verifying software systems. She is passionate about providing solid mathematical foundations for the development of software and in applying next-generation verification technologies to generate trustworthy software systems. Recent projects concern formalising software requirements and support for traceability from initial requirements through to the implemented software system, as well as the application of deductive verifiers and model checkers to verify the correctness of these systems. She is also passionate about teaching the science of problem-solving through computational thinking and has lead projects which co-create educational resources with teachers at primary and secondary school levels.

**Professor T. McCarthy:** Earth Observation (EO), Global Navigation Satellite System (GNSS), Sensor technologies, Connected Mobile Devices, Cloud Platforms, Open Data, Internet of Things (IoT), Autonomous Vehicles, Unmanned Aircraft Systems (UAS) - or Drones - have ensured that geographical data continues to have a useful and important contribution to make across all sectors including; Natural Resources, Environment, Transportation, Critical Infrastructure and Emergency Management. All of these sensing technologies are capable of capturing, recording data about various static and dynamic phenomena of the world around us - usually with a very useful location-time-stamp reference. Examples include recent multispectral images of agriculture crops from Satellite sensors, GPS tracks of road vehicles, water quality or changing patterns in weather and climate. These geospatial technologies now routinely churn out Petabytes of data on a daily scale. Geographical data will remain just that if not transformed into useful information and sectoral-specific knowledge using latest Machine Learning algorithms, spatial analysis and models

**Professor J. McDonald:** John McDonald's research interests lie at the intersection of computer vision, robotics, and AI, focussing on the development of spatial perception and intelligence for autonomous mobile robotics. His research aims to develop systems that intrinsically understand the three-dimensional nature of

the world around them, and how to move, navigate, and operate within that world. This problem is referred to as simultaneous localisation and mapping (aka SLAM) and is one of the most intensely researched topics with the field of robot perception over the past 35 years. Dr. McDonald's group have made a number theoretical and applied contributions in the area, developing a variety of sparse and dense visual SLAM systems for both indoor and outdoor applications. More recently, the dramatic progress in AI, ML, and deep learning has seen an evolution of the problem to what is now referred to as SpatialAI, where data driven techniques are combined within this geometric pipeline of SLAM, thereby enabling semantic mapping of a robot's environment. Here the aim is to endow robots with the capability to build a representation of their world at the level of objects and their affordances.

**Professor T. J. Naughton:** Tom Naughton's research interests are broadly in the areas of computer theory, parallel computing, and optical image processing, with applications in future computing technologies, biology, health, and education. In the field of optical image processing these interests include numerical analysis and visual perception analysis of three-dimensional scenes encoded in digital holograms, rapid detection of cancer in cells using deep learning and digital holographic microscopy, optical computing to speed up learning in artificial intelligence, computational complexity analysis of analog optical computers, and lossy compression for digital holograms. Other long-standing interests include unconventional models of computation (e.g. computing with molecules), parallel computing to speed up bioinformatics algorithms, artificial intelligence applied to psychology experiments, and simple models of computation to teach computational thinking concepts to schoolchildren.

#### **Mr M. Noone**

Mark Noone's research focuses on student retention in CS, differences between visual and textual programming languages and the development of hybrid "visual-textual" programming languages.

**Dr D. O'Donoghue:** Diarmuid O'Donoghue's research is focussed on computational models of how people reason with analogical comparisons. He has been focusing on geometric proportional analogies, typified by those problems found in IQ tests. These analogies take the form  $A:B$  as  $C:D$  (read as, A is to B as C is to D), with the objective being to generate D from the given information (A, B and C).

We consider analogies where each of the objects include attributes, such as colour and shading. Solutions being developed combine (isomorphic) structure mapping between parts A and C of the analogy, with an attribute matching process - resulting in a family of structure matching algorithms. These algorithms are also being applied to the domain of qualitative spatial reasoning, particularly to interpreting and enhancing topographic maps. Other areas of interest include mathematical models of the web, genetic algorithms and simulated genetic-repair operators.

**Professor B. A. Pearlmutter:** Prof. Pearlmutter's primary technical interest is in systems that adapt: how to analyze them, how to understand them, how to build them. Because the most flexible and competent adaptive systems available is the nervous system, he is interested in artificial neural networks and computational neuroscience. He is most focussed on the construction of novel architectures and algorithms that enable us to understand and attack previously unassailable problems, and to understand previously mysterious aspects of nervous system function. A secondary interest of Prof. Pearlmutter's is in programming systems, especially advanced programming language design and implementation. One of his projects is to build a new efficient advanced programming language with novel constructs that allow many numeric algorithms and scientific computations to be expressed clearly and succinctly.

**Professor R. Reilly:** Ronan Reilly's main research interests are in the areas of visual perception and language understanding. His interest in vision research primarily relates to eye movement control in reading, which also conveniently combines a language dimension. His research in this area involves data collection using an eye tracking system, and the computational modeling of these data. More recently he has started to look at the application of my reading model to web usability analysis. Within the language area, he has a specific interest in alternatives to the currently dominant nativist accounts of language acquisition. Again, this work is underpinned by computational modelling.

Prof. Reilly has also been working on a theoretical approach to modelling cortical computation, which he refers to as "Cortical Software Re-Use". The goal of this theory is to try to account for the construction of cognitive capabilities within a developmental and evolutionary framework. The main assumption of this line of research is that cognitive and linguistic capabilities are incrementally constructed from sensory-motor functions. These act as a repertoire of neural functionality that get exploited in the development of more complex neural capacities.

**Dr J. Timoney:** Audio signal processing with an emphasis towards multimedia applications. Of particular interest is anything connected with Music technology and sound. This includes frequency analysis, new digital effects, musical software systems, hardware platforms, interactive digital instruments, intelligent musical instruments, and algorithms for rhythmic and harmonic manipulation. In addition to this, he has broader interests in software technologies for health improvement and empowerment, digital transformations, process modelling, and machine learning applied to data analysis.

**Professor D. Woods**

We are always looking for passionate, smart people who want to make meaningful scientific contributions to the world at undergraduate, Masters, PhD and postdoc levels. Our research is multidisciplinary, primarily driven by computer science ideas, but builds on Physics, Chemistry and Bioengineering. Primarily, we have three modes of working:

1. Theoretical Computer Science (e.g. defining molecular models of computation and characterising their computational power, efficient algorithms for prediction of DNA/RNA/molecular systems, fundamentals of computing, energy efficient computation).
2. Design of DNA computing systems and DNA nanostructures (this includes software development, efficient data structures & algorithms, geometric design at the whiteboard, brainstorming!).
3. Wet-lab implementation of DNA computers and nanostructures (we have excellent wet-lab facilities, you don't need any background: folks are often building systems out of DNA after a few hours or days of training).

Our work is funded by the EU (ERC, EIC) and the Irish government (SFI). See <https://dna.hamilton.ie/> for more details on how to join our team.

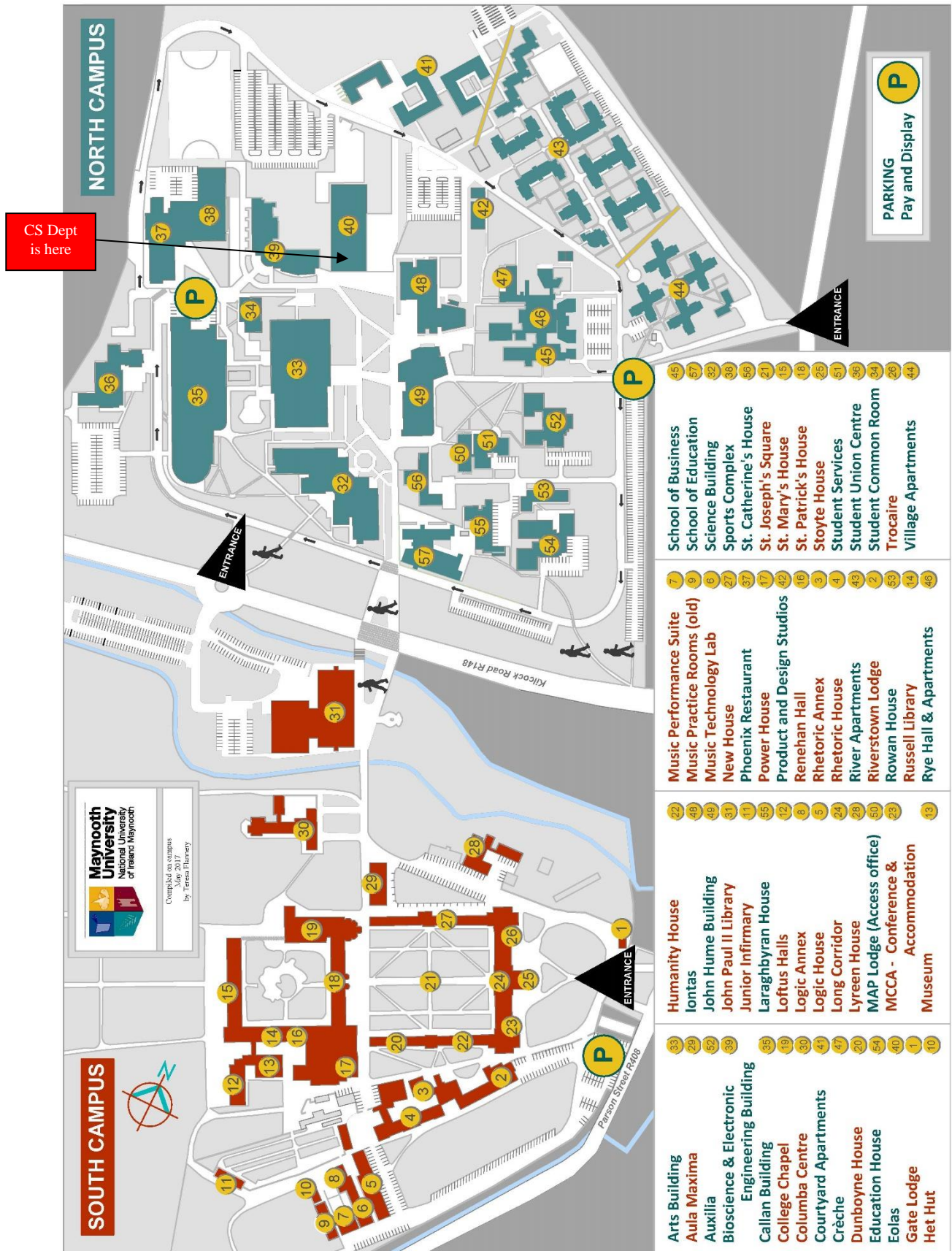
## 12 Timetable 2024 / 2025

The Computer Science timetables for the Academic Year 2024-2025 are available at <https://www.maynoothuniversity.ie/computer-science/timetables>

Please note that timetables are subject to minor changes, particularly early in the academic year, so check the web site for updates.

# Appendix

## Campus Map



## ***Department of Computer Science - Code of Conduct***

### **Relating to the Use of Computing Facilities in the Department of Computer Science at the National University of Ireland, Maynooth**

To safeguard the standing of the University in the community, you are required to abide by the following rules in your use of Information Systems and Computing Facilities:

1. Respect the rights of the other users of these facilities, and the rights of others on the networks and facilities to which you gain access. Please remember that bandwidth and disk storage space are scarce resources.
2. Do not break the law.
3. Examples. It is a maxim of the law that ignorance of the law is no excuse: everyone is taken to know the law. If you publish an untruth which damages a person's reputation you are open to an action in defamation. Blasphemy, sedition, obscenity, harassment and incitement to racial hatred can constitute crimes. Breach of copyright, (such as by the unauthorised copying of programs or copyright images, music, graphics, or cartoons) can leave you open to civil and criminal liability.
4. Connection of any device (e.g. laptop) to the Computer Science network without written permission from either the Head of the Computer Science Department or the Computer Science Technical Staff is strictly prohibited.
5. In communications, do not use language inappropriate to the status and circumstances of the recipients or language inappropriate to the forum in which discussion is taking place.
6. Do not seek or obtain unauthorised access to the data of others, or infringe its integrity or confidentiality. The Criminal Damage Act, 1991 contains a provision which amounts to the proposition that to interfere without justification with data stored on a computer constitutes the crime of criminal damage.
7. Do not infringe the privacy of the communications of others.
8. Do not generate pornographic material in any way whatsoever.
9. Observe the rules imposed by any information systems facility or network that you use.
10. Computer games should not be played at any time.
11. Do not disclose your access password(s) to anyone. Do not allow anyone to access a University or Admin Information System or computer facility with your password, or to use your account for any purpose. You will be held responsible for any use to which your account is put.
12. Do not obstruct the use of rooms as teaching facilities. When a class is about to begin, vacate the terminal where this is necessary. Do not interrupt a class in progress. Follow instructions given by Members of Staff, or by Security, regarding use of the laboratories.
13. Observe any rules on behaviour or conduct, which are posted in the rooms containing the University or Department Information Systems and computer facilities.

#### NOTES

- 1) This Code of Conduct augments but does not supersede the "Code of Conduct for Users of Computing Facilities" as set out in the General Rules of the University in the NUI Maynooth Calendar.
- 2) Finally, these facilities are provided to help you learn - please use them and enjoy them.

### ***HEAnet Acceptable Usage Policy***

As a condition of use of the HEA (Higher Education Authority) networking facilities (which provide Internet access for email, WWW, etc. for you) all students must comply with the HEAnet usage policy.

### **Background and Definitions**

1. HEAnet is the name given to the collection of networking services and facilities which support the communication requirements of the Irish education and research community.
2. HEAnet provides services to three categories of organisation - member, user and connected.
3. Member organisations are those organisations that have involvement in the management of HEAnet and form the Board of HEAnet. These are the seven Universities, the HEA, the ITs, DIT and the Government.
4. User organisations are those organisations that the Board has decided are eligible to subscribe for HEAnet services.
5. Connected organisations are those organisations that the Board has decided are eligible to connect to HEAnet. Such organisations are only allowed to connect to sites directly connected to HEAnet - i.e. they are not allowed to transit HEAnet into other networks.
6. This policy statement applies to all three categories of organisation. It is the responsibility of User Organisations to ensure that members of their own communities use HEAnet services in an acceptable manner and in accordance with current legislation.
7. Organisations using HEAnet should establish their own acceptable usage policies in a form that is compatible with the conditions expressed in this policy.
8. An organisation availing of HEAnet services is a user organisation. It is acceptable for a user organisation to extend access to others on a limited basis (subject to 9 below), provided no charge is made for such access.
9. A user organisation may provide HEAnet services to organisations which support the aims and objectives of HEAnet and which, in the opinion of the user organisation, have a contribution to make to the HEAnet community of members.
10. HEAnet may provide services to third parties (not members of HEAnet) provided that, in doing so, there is benefit to the membership of HEAnet.

### **Acceptable Usage**

HEAnet services should be used in such a way as to:

- apply public funding only to the purposes for which it was voted;
- abide by the law of the land;
- and not conflict with or override the rules and regulations of member organisations.

HEAnet will actively seek grants, subventions and other assistance towards its aims and objectives from public and private sources as appropriate.

## HEAnet Code of Behaviour

HEAnet provides enabling and enhancing services for member organisations in the pursuance of their official activities of instruction, research and development, and associated academic activities, and for administration in direct support of such use.

It is not permitted to use HEAnet services for any activity which purposely:

- seeks to gain unauthorised access to the resources of member organisations
- adversely affects the operation of HEAnet services or jeopardises the use or performance for other users
- wastes resources (people, capacity, computer)
- destroys the integrity of computer-based information
- compromises the privacy of users
- creates or transmits (other than for properly supervised and lawful research purposes) any offensive, obscene or indecent images, data or other material, or any data capable of being resolved into obscene or indecent images or material
- creates or transmits defamatory material
- transmits material in such a way as to infringe the copyright of another person or organisation
- transmits unsolicited commercial or advertising material
- causes offence or discriminates on grounds of race, creed or sex
- conflicts with practices as laid down from time by the Board
- contravenes the law of the State (in particular, but not exclusively, the Data Protection Act and the Criminal Damages Act(1991)).

It is the responsibility of user organisations to restrict traffic according to their own requirements and to secure themselves against the misuse of HEAnet services.

It is the responsibility of the user organisation to take all reasonable steps to ensure compliance with the conditions of acceptable usage and to ensure that unacceptable usage of HEAnet services does not occur. The discharge of this responsibility must include informing all users of HEAnet services of their obligations in this respect.

Where necessary, HEAnet service may be withdrawn from the user organisation. This may take one of two forms:

- An indefinite withdrawal of service, should a violation of these conditions persist after appropriate warnings have been given by HEAnet. Such a withdrawal of service would only be made on the authority of the Board. Restoration would be made only when the Board was satisfied that the appropriate steps had been taken at the organisation involved to ensure acceptable behaviour in future.
- A suspension of service, should a violation of these conditions cause serious degradation of the service to other users. Such a suspension would be made on the judgement of the Board, and service would be restored when the cause of the degradation of service to others had been removed.

The responsibility for interpreting these terms lies with the Board. The Board reserves the right to review these conditions from time to time.

© HEAnet Ltd.