

MPLS Divisional Board

Approved at Department's Undergraduate Supervisory Committee in Trinity Term 2023, by JCCU, and approved by Faculty in Trinity Term 2023. Subsequently approved by Chair of MPLS Education Committee in Trinity Term 2023.

Title of Programme

Preliminary Examination in Mathematics and Computer Science

Brief note about nature of change:

Revision of paper titles and reorganisation of subject matter. There is no overall change to the content.

Location of change

<https://examregs.admin.ox.ac.uk/Regulation?code=peimandcompscie&srchYear=2022&srchTerm=1&year=2022&term=1>

Effective date

For students starting from MT23

For first examination from 2023-24

Detail of change

Amend citation reference 1.2-1.8 as follows (new text underlined, deleted text struck through):

- ^{1.2}1. The Preliminary Examination in Mathematics and Computer Science shall comprise five compulsory written papers plus compulsory Computer Science practicals equivalent to one written paper:
 - ^{1.3}CS1 Functional Programming, and Design and Analysis of Algorithms
 - ^{1.4}CS2 Imperative Programming and Introduction to Proof Systems
 - ^{1.5}MCS3 Continuous Mathematics and Probability

- ^{1.6}M1 Mathematics I (as specified for the Preliminary Examination in Mathematics)
- ^{1.7}M2 Mathematics II (as specified for the Preliminary Examination in Mathematics)
- ^{1.8}Computer Science Practicals

Explanatory Notes

This change is requested to reflect the courses that students will take in 2023-24 and as advertised. The course 'Introduction to Proof Systems' is included on the Computer Science undergraduate admissions website

(https://www.cs.ox.ac.uk/admissions/undergraduate/courses/mathematics_and_computer_science_core_1.html), and the University Undergraduate Admissions website (<https://www.ox.ac.uk/admissions/undergraduate/courses/course-listing/mathematics-and-computer-science>).

The department consulted students on this change in MT22 and they were supportive of the proposal. This change does not affect students' work load.