Academic year 2022-23

CS310: Computer Science

CS Students	Topics
Joshua Stapleton	Using a neural network to complete New Super Mario Bros Wii
Max McIntyre	Automatic revision self-assessment generation tool using natural language processing
Ola Koczar	Forecasting Winners in National Elections
Tobias Brown	Exploring deep learning techniques for property appraisal
Adrian Boier	Visualising Graph Algorithms in a Web Interface
Hugo Dodd	Developing an AI to Play Tower Defence Games
Jacob Coates	A Diffusion Model for Audio Synthesised from Natural Language

CS907/908/913: Master of Science

MSc Students	Topics
Burhan Uddin	Pixelated Profits: Analysing the Economic Viability of Blockchain Games for Mobile
Benga Ladipo	Predicting Cryptocurrency Price Fluctuations with the use of Sentiment analysis and Machine learning
Ashley Lai	Automating Image Geolocation through Machine Learning and Deep Analysis: An Image OSINT Approach

CS407: Master of Engineering

MEng Students	Topic
Thomas Peach, Danuk Udagama, Reem Gomaa, Ziad Abdelrahman	Bus Route Optimisation and Planning Interface (BNOPI)