



Einn skóli, tvö kerfi (eða þrú?)

Þórarinn Stefánsson

Háskólinn í Reykjavík

Nemendur

Kennarar

Aðrir starfsm.

Nemendur

Kennarar

— *MySchool*

Aðrir starfsm.

Nemendur

Kennarar

Aðrir starfsm.

— *Esja (wiki)*

Samvinna

Samskipti

Fjölmíðill



Samvinna

Samskipti

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Sameiginl. drif

Tölvupóstur

Ytri vefur

MySchool

(Námsnetið)

MySchool (Námsnetið)

Heldur utan um námsferil frá
umsókn til útskriftar (+)

Fyrsta útgáfa 1998

Stúdía ehf. stofnað 2007





26.4.2010 10:33:03

2 skilaboð

Ekkert spjall

A- R A+

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VEFPÓSTUR

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Uppl.- og samsk... Vorönn 2010

Evrópuréttur II... Haustönn 2010

Öll mín námskeið - Skráning

KLÚBBARNIR MÍNIR

SFHR, Atlas

Allir mínir klúbbar - Skráning

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NÝTT EFNI

26. apr. T-418-UPSS Mæting og...

Allt nýtt efni

NÝTT Í UMRÆÐUNNI

Engar nýjar umræður fundust

FRÉTTIR - TILKYNNINGAR

18.04.2010 14:03 - Nemendur

Greiðandi meðlimir Atlas geta náð í peysurnar sínar hjá eftirfarandi aðillum.

1. árið - Núverandi stjórn Atlas, Nanna, Sigríður Inga, Lára Björg og Ómar Ingi 2. árið - Ragnar Mar og Valdís Lilja 3. árið - Peysurnar ykkar verða upp á 5. hæð á skrifstofunni eftir klukkan 13:30 á mánudaginn. Þær eru allar merktar hverjum og einum. Sálfræðin - Kristján Pétur

07.04.2010 11:25 - Kennslufræði- og lýðheilsudeild

ATH öll próf verða haldin í Nauthólsvík

06.04.2010 11:40 - Kennslufræði- og lýðheilsudeild

Íþróttafraeðinemar það verður frí miðvikudaginn 7. apríl

Kæru nemendur, Vegna misræmis á almanaki skólans og íþróttafraeðisviðs þá fellur kennsla niður á morgun miðvikudag 7. apríl. Bestu kveðjur, Inga Ingibjörg Sveinsdóttir, B.Sc. Skrifstofustjóri / Administrative director Kennslufræði-og lýðheilsudeild / School of Health and Educatio... [meira](#)

31.03.2010 08:30 - Kennslufræði- og lýðheilsudeild

Valnámskeið MPH nemendur

Kæru nemendur, Eftir val ykkar í síðustu viku um valnámskeið haustsins 2010 kom í ljós að flestir völdu námskeiðið Klínísk lýðheilsufræði. Þið getið skráð ykkur í það námskeið með því að senda póst á nemendabokhald@ru.is (mikilvægt er að sen... [meira](#)

Allar deildarfréttir

NÆSTU NÁMSKEIÐ STÚDENTAPJÓNUSTU

Samningatækni

MÁNUDAGUR PRIÐJUDAGUR

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[Æfingapróf, 1 spurningar tiltækar](#)

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NÝTT EFNI

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TILKYNNINGAR

[06.04.2010 11:14 - Kynningar byrja kl 16:30 fyrir staðnema og 19:00 fyrir fjarnema](#)

[23.03.2010 14:23 - Kynningar 30. mars og 8. apríl](#)

Sælir nemendur góðir. Nú þarf að raða ykkur niður á kynningar á lokaverkefnum. Sendið mér póst og látið mig vita hvort þið viljið vera 30. mars eða 8. apríl. Athugið að einhver ykkar verða þann 30. mars. Verkefnum þarf ekki að skila fyrr en 9. apríl þótt þið kynnið þann 30. mars. Kveðja Ása Bj... [meira](#)

[22.03.2010 13:11 - Tími á morgun fellur niður, verður í staðinn eftir páska.](#)

Sælir nemendur Tíminn á morgun fellur niður og verður í staðinn haldinn eftir páska þar sem þið kynnið verkefni ykkar. Kveðja Ása Björk

[16.03.2010 14:49 - Tveir fyrirlestrar í dag.](#)

Ágætu nemendur í dag verða tveir fyrirlestrar, Þorsteinn Eypórsson nemandi í námskeiðinu mun fjalla um starf sitt sem kennari í unnlísingutækni

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T	DAGS.	HEITI	GLÆRUR	3/SÍÐU	6/SÍÐU	HLJÓÐGL.	ANNAÐ	STAÐA	
	30.03.2010 11:55	Kynning Þorsteins Eyþórssonar á FSN		☐	☐			☐	Ólesið ▾
	09.03.2010 11:24	Kennsluaðferðir og upplýsingatækni		☐	☐	☐	☐	☐	Ólesið ▾
	09.03.2010 11:22	Kerfisstjórnun í skólum		☐	☐	☐	☐	☐	Ólesið ▾
	09.03.2010 11:19	Kerfisstjórn í skólum, fyrirlestur Jens Vals Ólafssonar	☐	☐	☐			☐	Ólesið ▾
	23.02.2010 14:40	Vefsíður skóla		☐	☐			☐	Ólesið ▾
	23.02.2010 14:39	Vefsíður skóla - rannsóknir		☐	☐			☐	Ólesið ▾
	18.02.2010 14:26	Módel um nám á neti		☐	☐			☐	Ólesið ▾
	12.02.2010 08:56	Upplýsingakerfi í háskólaumhverfinu	☐	☐	☐			☐	Ólesið ▾
	09.02.2010 14:07	Gagnvirkur kennslubúnaður		☐	☐			☐	Ólesið ▾
	05.02.2010 11:47	Nemendur með sérþarfir og UST	☐	☐	☐			☐	Ólesið ▾
	05.02.2010 11:45	Gagnvirk námsmat	☐	☐	☐			☐	Ólesið ▾
	01.02.2010 18:01	Gagnvirk námsmat		☐	☐	☐	☐	☐	Ólesið ▾
	01.02.2010 17:52	Nemendur með sérþarfir og UST		☐	☐	☐	☐	☐	Ólesið ▾
	30.01.2010 11:49	Fjarnám í HR og framtíðin	☐	☐	☐			☐	Ólesið ▾
	25.01.2010 14:49	Námsefni fyrir netið						☐	Ólesið ▾
	19.01.2010 18:54	Notkun á upplýsingatækni (UST) í kennslu (kafla 1-5 The Digital Classroom)	☐	☐	☐			☐	Ólesið ▾
	19.01.2010 18:53	Breytir kennsluhættir	☐	☐	☐			☐	Ólesið ▾
	18.01.2010 17:27	Hugmyndir að forritum fyrir skilaverkefni 2	☐	☐	☐	☐		☐	Ólesið ▾
	18.01.2010 17:23	Notkun upplýsingatækni (UST) í kennslu. Kafla 1-5 í The Digital Classroom		☐	☐	☐	☐	☐	Ólesið ▾



26.4.2010 10:33:03

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Lokuð	Um kerfisstjórn í skólum	20	?
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Verkefni

T	NAFN	VÆGI	LAGT FYRIR	SKILAFRESTUR	EINKUNN	RÖÐ
	Skilaverkefni 1 -Heimildanotkun	5 %	11.01.2010 00:00	19.01.2010 00:00		
	Skilaverkefni 2 - Náms efni á netinu	10 %	21.01.2010 00:00	10.02.2010 00:00		
	Skilaverkefni 3 - Mat á heimasíðu	15 %	10.02.2010 00:00	11.03.2010 23:55		
	Kynning á lokaverkefni	15 %	09.04.2010 00:00	09.04.2010 00:00		
	Mæting og virkni í tímum	10 %	09.04.2010 00:00	09.04.2010 00:00		
	Virkni á umræðuþráðum	10 %	09.04.2010 00:00	09.04.2010 00:00		
	Lokaverkefni í UPPSS	35 %	01.03.2010 00:00	09.04.2010 23:59		

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Evrópuréttur IIA...

SKILAVERKEFNI 1 -HEIMILDANOTKUN

Skiladagur: 19.01.2010 00:00

Lýsing: Verkefnið miðast við að nemendur hafi lesið bókina Gagnfræðakver handa háskólanemum og hafi horft á fyrirlestur um Heimildanotkun. Verkefnið felst í því að taka meðfylgjandi grein (sem er hluti af stærri grein) og breyta tilvísunum og heimildalista í greininni yfir í APA stíl (sjá sérstaklega kafla 6)

Nánari lýsing:	Skrá	Stærð	Móttekin
	Verkefni 1.docx	18.280	08.01.2008 16:02

Vægi verkefnis: 5 %

Leyfðar skrár: *.doc

Fjöldi skráa: 1

Skilafrestur er útrunninn

SKIL

Athugasemd til kennara: Engin athugasemd

Skrá(r): Engar skrár fundust

Samvinna

Samskipti

Fjölmiðill



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— *Esja (wiki)*

Esja

(Confluence)

Esja (Confluence)

Frá Atlassian: “Enterprise wiki”

Sett upp 2009 í samstarfi við Hugsmiðjuna

Markmið með Esjunni

Miðlun þekkingar Sveigjanleiki Þverfaglegt Samvinnuvettvangur (Fasa út sameiginlegu drifin)

Esjan núna

Ágæt virkni í tilkynningum og
fréttum

Mismikil notkun eftir deildum

Heldur fáir sem skrifa


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[MYSCHOOL](#)
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Graduate Studies Brochure - 2010

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1 Added by [Kristine Helen Falgren](#), last edited by [Kristine Helen Falgren](#) on 21 apr., 2010 ([view change](#))

Item	Text	Comments
Dean's welcome	Graduate degrees in the Computer Science or Software Engineering are becoming increasingly important in the competitive IT industry around the world. While graduate degrees have always been a requirement for positions in academia, career paths in industry are increasingly calling for such graduate degrees. For management and leadership positions in IT, for example, a graduate degree gives increased mobility and flexibility within the enterprise, and is a better preparation for high-tech industries and start-up companies. At Reykjavik University we strongly believe that the key to these careers lies in the ability to study complex phenomena, analyze and solve technical problems, and to innovate. We furthermore believe that the path to these skills lies through thorough graduate training. challenging Our graduate programs in Computer Science and Software Engineering are intended to prepare students for the many challenging career paths in industry and academia. Therefore, the programs are also very demanding of students. innovative Our programs are innovative in nature, as our excellent faculty puts emphasis on project work and active participation, research methodology and innovation, and presents a mixture of classical material and the state-of-the-art in their respective fields. personal The relatively small size of the study programs allows us greater flexibility to work with each student to maximize their learning experience and benefits of attending the school, based on their interests, for example through independent studies and interdisciplinary studies. Furthermore, students are encouraged to visit one of our cooperating institutions abroad for a	DONE



Graduate Studies Brochure - 2010

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Dean's welcome	Graduate degrees in the Computer Science and Software Engineering are becoming increasingly important in the competitive IT industry around the world. While graduate degrees have always been a requirement for positions in academia, career paths in industry are increasingly calling for such graduate degrees. For management and leadership positions in IT, for example, a graduate degree gives increased mobility and flexibility within the enterprise, and is a better preparation for high-tech industries and start-up companies. At Reykjavik University we strongly believe that the key to these careers lies in the ability to study complex phenomena, analyze and solve technical problems, and to innovate. We furthermore believe that the path to these skills lies through graduate training. challenging Our graduate programs in Computer Science and Software Engineering are intended to prepare students for the many challenging career paths in industry and academia. Therefore, the programs are also very demanding of students. innovative Our programs are innovative in nature, as our excellent faculty puts emphasis on project work and active participation, research methodology and innovation, and presents a mixture of classical material and the state-of-the-art in their respective fields. personal The relatively small size of the study programs allows us greater flexibility to work with each student to maximize their learning experience and benefits of attending the school, based on their interests, for example through independent studies and interdisciplinary studies. Furthermore, students are encouraged to visit one of our cooperating institutions abroad for a semester (or more, in the PhD program) in order to further broaden their horizon. It is among our chief goals that every student enjoys his or her studies at Reykjavik University. We work very hard to achieve that goal! Björn Þór Jónsson (Acting) Dean School of Computer Science Reykjavik University	DONE
Common text on MSc programs	The M.Sc. programs in Computer Science and Software Engineering are two year (120 ECTS) graduate programs leading to MSc degrees. Typically, students take courses for the first three semesters, while the final semester is dedicated to the M.Sc. project, which may be a group project, and may be done in collaboration with industry. Qualified M.Sc. students wish to prepare for Ph.D. studies, however, can apply to enter the research-based track, where they spend the first two semesters taking courses, the remaining two semesters are devoted to an individual research project under the supervision of a faculty member. In the past, such research work has typically led to international publication of the results, which is an invaluable asset when applying for Ph.D. studies at Reykjavik University and elsewhere.	DONE
MSc program in Computer Science	The M.Sc. program in Computer Science is a very flexible program, that allows student to tailor the study plan to their needs and ambitions. There are only two mandatory courses, Theoretical Computer Science and Research Methodology. The remaining courses can be taken from any area of Computer Science, or even from other disciplines. Each student works with an advisor to create the study plan and monitor the progress in the program.	DONE
MSc program in SE	The M.Sc. program in Software Engineering builds on a solid background in Computer Science and traditional Engineering subjects. There are four mandatory courses, Advanced Software Engineering, Modeling and Verification, Theory of Computation, and Research Methodology. The remaining courses can be on or off Software Engineering or Computer Science topics. For students with sufficient background in traditional engineering subjects, the program can lead to accreditation in Iceland as an Engineer.	DONE
Advantages	Some of the advantages of the graduate programs at Reykjavik University are: • The programs are relatively small and there is close interaction between students and faculty • Students have the flexibility to select courses and topics to suit their ambition and interest • Courses range from the practical to the theoretical, and teaching is closely knit to the research activity of the department • Students have the opportunity to work on cutting-edge research, e.g. within one of the many research centres of the department • Students may spend a semester abroad, at one of many collaborating institutions • The programs are international in nature and courses are taught in English	DONE
Subset of Graduate Level Courses	Graduate course topics range from practical to theoretical. Each course, however, is based on state-of-the-art domain knowledge, and has an emphasis on the practical application of the concepts covered. The following is a subset of the courses given: • Advanced Database Systems • Advanced Software Engineering • Agile Software Development • General Game Playing • Logic in Computer Science • Modeling and Verification • Natural Language Processing • Research Methodology • Semantics, Theory and Applications • Software Quality Assurance • Theory of Computation • Virtual Environments	DONE
Subset of Advanced 3 Courses	Students in the M.Sc. programs can also take a limited number of courses from the undergraduate program. In addition to traditional electives, a variety of short and intensive courses are given during our three-week semester every year: • Coding Theory • Computer Graphics • Computer Security • Computer Vision • Data Mining • Distributed Systems • Flash Devices and Databases • Functional Programming Languages • Introduction to Machine Learning • Performance of Database Systems • Robotics • Sensor Networks	DONE
PhD program in Computer Science	The Ph.D. program in Computer Science is a research based program for students that wish to lead research and development efforts, work in an academic setting on teaching and research, or lead the high-technology industry of the future. The goal of the study is to give students the training and knowledge needed for leadership in research and development, both in academia and industry. The study program is therefore very demanding, yet at the same time both giving and exciting. The program is run in collaboration with universities and research institutes abroad, and students are required to spend a part of their study period abroad. The Ph.D. program is both flexible and diverse, but is divided into three phases. In the first phase, students must ensure a broad background in Computer Science as a whole, and in their research area in particular. In the second phase, students must prepare and defend a proposal for a research plan, that will create the new knowledge and extend the state-of-the-art in that area. The last phase then consists of following that research plan, and writing and defending the Ph.D. thesis. The program typically takes 3-4 years to finish. Throughout this process, the student is supported by a Ph.D. supervisor and a Ph.D. committee. Both the supervisor and the committee members are international experts in the research area, and at least one of the committee members is external to Reykjavik University.	DONE
Research into text	The School of Computer Science hosts several research labs in diverse areas. The researchers and students of the labs conduct state-of-the-art research in collaboration with many respected universities and laboratories abroad. All researchers are active participants in the research society at large, and the research projects are funded through various national and international grants.	DONE
Artificial Intelligence	The Center for Analysis and Design of Intelligent Agents (CADIA) conducts research in various areas of artificial intelligence, with a strong emphasis on intelligent agents, virtual environments, and real-time performance. Our current research projects include agent-based modeling, heuristic search, machine learning, large-scale modular AI systems, virtual humans, visualization, games, and interactive entertainment. As an example, we are working with the Icelandic gaming industry on several projects relating to building intelligent characters that learn and adapt as well as exhibiting believable nonverbal social behavior. For additional information please visit our website (http://cadia.ru.is).	DONE
Databases	The Database Research Laboratory (Datlab) conducts research on various aspects of database management systems, with a strong focus on the performance and scalability of systems. Current research projects include work on large-scale high-dimensional indexing, with application to image retrieval, video retrieval, and audio classification. Our work resulted in the foundation of the start-up company Videnteller Technologies, which produces video retrieval software for law enforcement. Furthermore, we have studied database performance and benchmarking for new computing architectures, such as solid-state disks.	DONE
Theoretical Computer Science	The Icelandic Centre for Excellence in Theoretical Computer Science (ICE-TCS) is a collaboration between the School of Computer Science, Reykjavik University, and the Department of Computer Science, University of Iceland, and is based at both institutions. The members of ICE-TCS carry out research in areas such as algorithmic program verification, algorithmics, bioinformatics, combinatorics, complexity theory, discrete mathematics, machine learning, mathematical logic in computer science, models and logics for reactive systems, semantics of computation and systems biology. The centre runs a weekly seminar series, and regularly hosts international scientific events, guests and public lectures. ICE-TCS presently has 12 permanent members, six postdoctoral researchers and four doctoral students.	DONE
Software Engineering	The Icelandic Centre for Research on Software Engineering (ICE-ROSE) is a research centre which aims to build high quality software systems. This center has two main directions which are focusing on applying formal methods in developing systems, and software usability. The main research areas at ICE-ROSE include: applying formal methods in Software Engineering; concurrent agent and component based modeling and analysis; compositional verification; user centered software development; agile methods and Human Computer Interaction.	DONE
Language Technology	The Icelandic Centre for Language Technology (ICLT) is a collaboration between the Institute of Linguistics at the University of Iceland, the School of Computer Science at Reykjavik University, and the Department of Linguistics at the Árni Magnússon Institute for Icelandic Studies. The members of ICLT carry out research and development in various areas of language technology, such as morphological analysis, part-of-speech tagging, parsing, corpus construction, and machine translation.	DONE
Combinatorics	The combinatorics group conducts research primarily in algebraic combinatorics and combinatorics on words. The current research projects include patterns in words and permutations, (2+2)-free posets, permutation patterns, Möbius function on posets, complexity in words, episturmian and rich words, representable graphs, properties of combinatorially defined algebras and statistical mechanics.	DONE
Comment on Accreditation	The School of Computer Science is 'the strongest in Iceland' (p. 6) and the research program 'is already now on a similar level to that of cutting-edge institutions worldwide' (p. 15) <i>Accreditation Report for Doctoral Studies in Computer Science, January 2008</i>	DONE

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Student comment no 1

'What I find the greatest about studying at the School of Computer Science is the motivating atmosphere and how individual-oriented the education is. There is no box. How you study and what you gain from it is completely up to you. Each semester I can select from a number of interesting courses and I've also created my 'own' course in the form of an Independent Study. When I carried out my Independent Study I had virtually unlimited access to teachers and other faculty every time I need assistance. The MSc program at RU is constantly exceeding my expectations.' Steinar Hugi Sigurðsson, First year MSc student in Software Engineering

Student comment no 2

'RU offers a creative and inspiring working atmosphere, great support and close contact to the teachers make it a great place to do research at the high-end of technology. When my MSc studies our group invented a completely new and blazingly fast database technology for very large multimedia databases, which has received international recognition in academia and in the private sector. As a result, I have chosen to continue this work within the PhD program at RU.'

Student comment no 3

'What I liked the most about being a student at the School of Computer Science were the people and the atmosphere there. It is a very friendly and open and easy to be involved in many formal and informal discussions where you can learn a lot about your area of research and about other exciting and interesting topics, share your ideas with others and get useful feedback.' Elina Lönnberg, Graduate of the PhD program in Computer Science

Interesting Interpicture no 1

CADIA Populus is a social behavior engine that brings gatherings of virtual people to life. The project is a collaboration between CADIA and COP Games and is being funded by the 'Humanoid Agents in Social Game Environments' Grant of Excellence from the Icelandic Research Fund.

Interesting Interpicture no 2

General Game Playing
The aim of General Game Playing (GGP) is to create intelligent agents that can autonomously learn how to play many different games at an expert level without any human intervention, given only a description of the game rules. This requires that the agents learn diverse game-playing strategies without any game-specific knowledge being provided by their developers. A successful realization of this task poses interesting research challenges for artificial intelligence sub-disciplines such as knowledge representation, agent-based reasoning, heuristic search, and machine learning. GGPPlayer, the GGP agent developed under this project has proven its effectiveness by winning the international GGP competition in both 2007 and 2008.

Interesting Interpicture no 3

Utilization of Wireless Networks
One active project in algorithms research within ICE-TCS is to study fundamental properties of wireless networks. For instance, how much communication can you have simultaneously in general in a wireless network, taking noise and interference into account? Better understanding can lead to more effective protocols (e.g. instead of WiFi, or GPRS), certain to be increasingly important with the growing assortment of wireless gadgets in the world.

Interesting Interpicture no 4

The goal of the HUMANOBOS project is to develop new cognitive principles to allow intelligent machines to learn socio-communicative skills by observing and imitating people. Most people spend countless hours using their communications skills. Multimodal socio-communicative skills are a meta-interface that enables other kinds of learning, endowing artificial agents with the ability to learn such communication skills would enable all sorts of new applications. In this project skill development is addressed as a fundamental architectural experiment. Learning happens via a unique new AI architecture that can automatically recognize itself to acquire new skills. The final system will be demonstrated by having it control a virtual human television show host. The 'Youtub' host will learn increasingly complex interaction skills over time and by the end of the project it should surpass that of an average human television show host. Funded by the European Union's FP7 program for an amount of 2 million Euros, the project is headed by Kristinn R. Thorsason and Eric Levil. It includes six participating institutions from five different countries. HUMANOBOS will run until 2011.

Faculty - Please see attachment to see the old brochure. If possible try to make the text shorter.

1) Should An be on the last?
2) Should Björn be on the last?
No. -

Dr. Anders Karl Claesson (Associate Professor) received his PhD degree from Chalmers University of Technology in 2004. His main research interests are in non-terminative and algebraic combinatorics.

Dr. Anna Ingólfsson (Professor, PhD University of Sussex, 1995) is currently the scientific co-director of the ICE-TCS research centre and co-leads the research group in concurrency theory. Her main research interests are in concurrency theory, modal and temporal logics, process algebras, structural operational semantics and logic in computer science.

Dr. Björn Þór Jónsson (Associate Professor) received his PhD degree in Computer Science from the University of Maryland, College Park, in 1999. His research interests include multimedia databases and high-dimensional indexing, as well as the impact of new technologies on database performance.

Dr. Einar Steingrimsón (Professor, PhD Massachusetts Institute of Technology, 1982) is currently head of the Combinatorics Research Group and Director of the RU Mathematics Institute. His main research interest is in Algebraic Combinatorics.

Dr. Hannes Hugi Vilhjálmsson (Assistant Professor) received his PhD degree from the MIT Media Lab at the Massachusetts Institute of Technology in 2003. He is most interested in creating life-like avatars and agents for networked virtual environments so his research spans the study of human behavior and interactive computer graphics.

Dr. Hrafn Loftsson (Assistant Professor) received his PhD degree from the University of Sheffield in 2007. Hrafn is currently a board member of the Icelandic Centre for Language Technology (ICLT) and a member of the RU Mathematics Institute. His research interests include natural language processing, a part-of-speech tagging, parsing and machine translation.

Dr. Kristinn R. Thorsason (Associate Professor) received his PhD degree from the M.I.T. Media Laboratory in 1995. His research includes holistic artificial intelligence, AI architectures and methodologies, humanoid robots and communicative humanoids, natural communication, virtual and augmented worlds, and agent-based simulation.

Dr. Luca Aceto (Professor, PhD University of Sussex, 1991) is currently the scientific co-director of the ICE-TCS research centre, the chairman of the RU Research Council and an elected member of the council of the European Association for Theoretical Computer Science. His main research interests are in concurrency theory, structural operational semantics and logic in computer science.

Dr. Luca Zanitoni (Professor) received his PhD degree in Mathematics at Bonn University in 1989. He currently holds a joint appointment at the School of Computer Science at Reykjavik University and at Institut Camille Jordan at Université de Lyon 1. His primary research interests are in theoretical computer science, number theory, and dynamical systems.

Dr. Magnús Már Halldórsson (Professor) received his PhD degree in Computer Science from Rutgers University in 1991. He is currently director of the ICE-TCS research center. His research interests are centered on the analysis of algorithms, with special focus on approximation algorithms on graphs, as well as on wireless and distributed computing and bioinformatics.

Dr. Marjan Siyari (Associate Professor) received her PhD degree from Sharif University of Technology in 2004. She has been the head of Software Engineering Department of School of ECE at University of Tehran for 3 years before she joined RU in 2008. She has held visiting positions at CWI in Amsterdam, and Imperial College of London. Her main field of interest is applying formal methods to software engineering.

Dr. Sergey Krasov (Associate Professor) received his PhD degree in Mathematics from Göteborg University in 2003. His research interests include enumerative and algebraic combinatorics, combinatorics on words, graph theory, and formal languages.

Dr. Yngve Björnsson (Associate Professor) received his PhD degree in Computer Science from University of Alberta in 2002. He is the director of the CADIA research center. His research interests are in artificial intelligence, including heuristic search, machine learning, and application of AI to computer games.

For further information

For further information
Graduate Studies Council
e-mail: gradstudies@ru.is
To apply and for further information visit www.ru.is/mis

Mailing address

Reykjavik University

Mennavegur 1

101 Reykjavik

Iceland

PhD students typically receive a salary either as research assistants working on a funded research project related to their research and/or as teaching assistants. The School of Computer Science also offers merit-based scholarships in the form of tuition waivers to exceptionally qualified incoming PhD students. Recipients of these scholarships are exempted from paying tuition for their first two years of study, with the second year support being contingent on a good standing in the first year. There is no separate application procedure for these scholarships. All candidates admitted to the PhD program that applied before the first application deadline will be automatically considered for the scholarships.

The School of Computer Science collaborates with many research institutions and Universities all over the world giving students the opportunity to go abroad at some point in their studies.

Exchange Programmes

At the moment students can thus choose between more than 35 schools through the ERASMUS partner program and more than 60 schools through the CONAHEC network.

Internships

MSc and Ph.D. students in Computer Science and Software Engineering can apply for paid internship programs at The Fraunhofer Center for Experimental Software Engineering at the University of Maryland (US). Students can go up to 6 month at a time and apply to get ECTS credits for their work.

Double and Joint Degree Programmes

The School of Computer Science currently offers two degree programs allowing students to graduate with degrees from both Reykjavik University and a partnering university.

- Two-year (120 ECTS) Double Degree Program in Computer Science with The University of Camerino (UNICAM), Italy
- Three-year (180 ECTS) Joint Doctoral Program with The Royal Institute of Technology (KTH), Sweden

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