It is my great pleasure to welcome you to the School of Computer Science at the University of Lincoln.

Truly ground-breaking research is being carried out by our academics and is having real global impact in areas including treatments for cancer patients, how robots may help humans in the workplace, how social media can address social inclusion and how we can improve the food manufacturing industry for a sustainable future.

We are achieving excellent results in surveys and league tables, testament to the extremely high quality of our teaching. In the latest National Student Survey, 97 per cent of students on our undergraduate Computer Science programme were satisfied with their course, and it was rated highly for the quality of the feedback, help and support given to students.

Our graduates go on to successful careers around the world. According to the latest Destination of Leavers from Higher Education survey, University of Lincoln computing graduates were 10% more likely to be in work or further study six months after completing their course, compared with the national average for all computing departments in the UK. You can read more about what some of our graduates are up to now on page 15.

I hope you enjoy reading this brochure and I invite you to visit us at an Open Day to find out more about the University of Lincoln’s School of Computer Science, see our range of fantastic facilities and meet some of our current students and world-class academics.

Dr David Cobham
Head of School

* The most recent of these surveys.
Lincoln Professor developing more effective radiotherapy

A Professor in the School of Computer Science is changing the way we treat cancer by improving the imaging accuracy of proton beam therapy. Distinguished Professor Nigel Allinson MBE leads a pioneering, multinational research consortium developing a more effective radiotherapy treatment for thousands of cancer sufferers.

Proton beam therapy is a type of particle therapy that uses a beam of protons to irradiate diseased tissue. It has the ability to deliver high doses of radiation directly to a tumour site.

Professor Allinson is a leading authority in computer imaging technology. His project, known as PRaVDA (Proton Radiotherapy Verification and Dosimetry Applications), aims to create one of the most advanced medical imaging systems ever imagined.

The PRaVDA project is funded with a £1.6 million grant from the Welcome Trust. Professor Allinson says: “PRaVDA will ensure more difficult tumours will become treatable and more patients overall will be able to receive this revolutionary treatment. Reducing the uncertainty of where the proton dose is delivered from several centimetres to a few millimetres will allow difficult tumours to be treated and greatly reduce any dose to healthy tissue.”

The technology will enable clinicians to see, both in real time and in three dimensions, how particles interact with a tumour during treatment. This is considered the Holy Grail of radiotherapy, and has the potential to make treatment considerably safer and more effective.

More than half of all cancer patients receive radiotherapy, as part of their treatment. Most conventional radiotherapy is delivered using high-energy beams of x-rays. Proton therapy is a much more precise alternative, using a high-energy beam of protons to penetrate tissue and reach deep tumours.

This reduces the side effects of the treatment, meaning higher doses can be delivered. This is particularly beneficial for cancers in sensitive areas such as the brain, eye and spinal cord, and cancers in children, where it reduces the risks of secondary cancers occurring later in life.

This project won a prestigious Institution of Engineering and Technology Innovation Award, which recognises the best new discoveries in engineering, science and technology.

Graduates’ Twitter-inspired video game taking gaming world by storm

A fantasy video game designed by University of Lincoln graduates has been listed as one to watch and could soon be released on one of the largest PC gaming marketplaces.

In Hashtag Dungeon, players can generate and share their own content via Twitter. Top videogame blog Kotaku UK has now listed it in its top 51 British games to look out for in 2015.

Following its launch on PC devices in 2014, the game has also been greenlit for development on Steam, one of the largest digital distribution networks. On release, Hashtag Dungeon will join more than 3,700 games available through Steam, which has 100 million active users.

Developed by Sean Oxspring and Kieran Hicks, as a project for their Games Computing degree, the game has been compared to Nintendo’s original Zelda.

Hashtag Dungeon is unique in that rather than procedurally generating its own content, the game is tied to Twitter’s data stream which tweets out the code that becomes a whole new level of dungeon generation.

Players can use the in-game editor to tweet out their own dungeons, messages and monsters, creating a unique dungeon-crawling experience. This allows anyone to play and perhaps collaboratively add to the design of the dungeon.

Kieran, who is currently a postgraduate research student at the University, explained: “Hashtag Dungeon was developed with the hope of fostering an active and involved community. Using Twitter as the means to generate dungeons helps to accomplish this.

The whole game is built to be as social as possible; the room design system has a lot of depth to it to allow players to feel like they have control and can make design decisions.”

Freelance games developer and Computer Science trainee teacher, Sean, added: “We have been blown away by the brilliant reception the game has received from the gaming press, players and our fellow game developers. Being greenlit on Steam has motivated us to make the game bigger and better than ever, fostering a community of dungeon masters and dungeoniers that can chat and form friendships over Twitter and through the game itself.”

The duo also has several new games in the pipeline that use random streams of live data, such as those from Wikipedia and weather stations.

Virtual reality keeps traditional skills alive

A project using 3D printing technology and virtual reality is helping to keep traditional skills alive by letting young people become a virtual blacksmith for a day.

A pioneering activity created by Principal Lecturer Dr John Murray and supported by students from the School of Computer Science, uses Oculus Rift and motion sensors to recreate a 19th Century blacksmith forge. Visitors to the Chain Bridge Forge, an early 19th Century blacksmith’s workshop that now serves as a museum and heritage centre, use technologies devised at the University of Lincoln to create their own virtual horseshoe. Once completed and saved, these can be printed out using a 3D printer and taken home as a memento.

Visitors to the forge have been enthusiastic to learn about both historical industrial processes and modern computer technology. It is hoped that the experience will create long-lasting memories in young visitors and maintain awareness of these heritage crafts and skills, which have been in decline since the 20th Century.

Student view

“When I read about my course in the University’s prospectus, there were lots of interesting modules that I thought would be fun to study.

“Lincoln is a fantastic medieval city while the University is very modern with top-quality facilities.

“There is so much on offer for you to get involved with in addition to learning, such as academic research, sports and societies. Lincoln seemed like a great choice right from the beginning and I’m having a fantastic experience.”

Tom Snowling
BSc (Hons) Computer Information Systems

Virtual reality keeps traditional skills alive
Meet our robots

The School of Computer Science is home to several high-tech robots. Marc, Erwin and Linda are helping academics to challenge opinions about how we can form relationships with robots, and how they could assist us in the workplace.

Marc (Multi-Actuated Robotic Companion) is a 3D-printed robot (pictured above) created by the School’s Dr John Murray. He is designed to have human-like characteristics, unlike most robots, which lack identifiable human features and therefore prevent humans developing a bond with them.

Based on observed human interactions and relationships, Dr Murray and his team are able to introduce characteristics and ‘personalities’ to Marc. The idea is that if he can be programmed to understand and mimic how human-to-human long-term relationships develop, then it will be easier to plan for human-robot relationships.

The eventual aim is that robots like Marc could understand social interaction enough to act as companions for the elderly or for children with conditions such as autism, Asperger syndrome or attachment disorder.

Erwin is another robot being used in the School to investigate human-android relationships. Erwin has been designed with moving eyes, eyebrows and mouth in order to mimic human facial expressions, and has the ability to express five basic ‘emotions’ while interacting with a human.

Also the brainchild of Dr Murray, Erwin is being used as part of a study to find out how human-like thought biases in robot characteristics could affect the human-robot relationship.

Finally, the School is home to Linda, a specialised mobile robot being programmed to act intelligently in real-world environments, with the ultimate goal of being able to support security guards or staff in care homes.

Linda is part of a £7.2 million collaborative project designed to develop mobile robots that can operate independently without the control of a human. Linda has already learned to map a building, understand her physical surroundings and run for 30 days autonomously. Eventually, it is hoped that Linda will be able to identify deviations from her normal environment and run independently for an extended time.

Linda recently took part in a display at the Natural History Museum for Universities Week, while Marc and Erwin were recently showcased at one of the largest technology festivals in Asia.

New smart key software enhances security for homes and businesses

Staff and students from the School of Computer Science have helped create a system of electronic keys and locks which are impossible to copy or pick.

eLOQ is a joint venture involving lecturers and students from the School of Computer Science working with local company – Lincoln Security. The project aims to provide a safer and more flexible security system for homes and businesses by allowing users to restrict access to specific locks/areas, to view audit records of access, and to ‘blacklist’ lost or stolen keys without the expense of physically replacing locks.

In many companies, key control is an issue and often a compromise to security. If a key is lost, the security level either plummets or a costly replacement exercise is required. eLOQ aims to eliminate the issues of keys being copied or lost. As the keys are electronic they can be easily administered using the latest computer technology. Keys can be programmed with bespoke access privileges for each user, detailing what locks they can open and when. A single key can open more than 3,000 locks or groups of locks.

Peter Corlett, from Lincoln Security, said: “We aim to support traditional locksmiths who wish to embrace the benefits of 21st Century technology solutions. The system is designed to offer not only secure access to your home or business, but a greater degree of flexibility and intelligence not otherwise possible with traditional mechanical locks and keys.”

Student’s computer game challenges users to face their fears

Gamers can find out what it might be like to be buried alive by playing a new simulation game developed by one of our postgraduate students.

As part of research into uncomfortable gaming experiences, PhD student James Brown has developed the computer game Taphobos – named after a mash-up of the Greek words for tomb (taphos) and fear (phobos).

The game involves one player being sealed inside a coffin wearing Oculus Rift virtual reality kit, while the second player communicates with them via a headset.

The aim is to work together to uncover the location of the coffin and rescue the trapped player before their oxygen supply runs out.

The idea for the game came from a Hackathon event held as part of the Performance and Games Network project, which is led by the University of Lincoln and funded by the Arts and Humanities Research Council.

James’ research investigates how players react to confined spaces and is based on previous studies into gaming in settings such as cars, planes and dark rooms.

Feedback from users will help shape the game and answer the questions posed in James’ PhD study.

Taphobos has already started to receive industry recognition and has been shown at the second largest games fair in the UK, EGX Rezzed, and AMAZE 2015 festival in Berlin.
Study at Lincoln

The School of Computer Science offers a portfolio of undergraduate programmes that are research-driven, academically rigorous and closely informed by the needs of industry and employers. Each programme is available to study as a three-year BSc (Hons) or a more advanced four-year MComp programme, which incorporates an extended independent project and study at Master’s level.

BSc (Hons)/MComp Computer Information Systems

This degree is designed to provide you with the skills and knowledge to manage successful integration of computer systems in business, commerce and industry, leading to increased efficiency and effectiveness for organisations.

The Computer Information Systems curriculum at Lincoln is informed by academic theory and provides a framework with which to analyse the potential and actual performance of business systems. This course addresses the gaps between clients’ requirements, the design, construction and delivery of information systems and their subsequent use and management.

Employers recognise the immense value that Computer Information Systems graduates can bring to their business: improving efficiency and productivity by aligning or integrating computer systems, saving money and progressing business objectives. Lincoln graduates go on to work as systems programmers, systems analysts, software engineers, business process analysts, corporate IT specialists and computer systems project managers.

BSc (Hons)/MComp Computer Science

This degree provides a broad foundation in computer science and enables you to develop the analytical and problem-solving skills required to tackle the challenges of modern computing.

This course provides you with the experience and skills to design and develop a variety of software and computing solutions for real-world problems. Particular attention is paid to cutting-edge topics, such as artificial intelligence and human-computer interaction, in addition to core computer science disciplines. This ensures that your studies are at the forefront of research in the field.

Computer Science graduates have a broad knowledge and skill base that is suitable for computer and IT-related posts across a range of sectors. They are in high demand with employers and are often sought after for their additional mathematics, analytical and problem-solving skills. Lincoln graduates have gone on to work for St Logistics, the NHS, Dyson, Gi Boots and Anglian Water.

BSc (Hons)/MComp Games Computing

Games Computing at Lincoln aims to equip you with the skills necessary for a technical career within the creative games and entertainment industry, including mobile games, social media games and console game development.

The strong conceptual and methodological grounding in both games design and games development makes Lincoln’s Games Computing course unique. You are encouraged to recognise that software engineering is as important as creative design in the success of computer game products, and to explore the role of games as contemporary cultural artefacts. You develop software that targets desktop, mobile and console platforms.

Games Computing graduates work across the games development field as tools programmers, artificial intelligence programmers, level designers, mission scripters, games testers and in many other roles in the wider IT industry. Lincoln graduates have gone on to work for both computer games industry giants and niche companies in the sector. These include Electronic Arts (EA Games), Criterion Games, Rockstar, Sumo Digital and Team 17.

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BSc (Hons)/MComp Social Computing

Social media has transformed the way businesses and society operate. This degree is designed to meet employers’ growing need for graduates with high-level skills in this rapidly evolving area of computing.

You will gain experience in the practical design and development of a range of social computing, web, cloud and mobile applications. Alongside this, you develop a global perspective as you acquire a broad range of knowledge and skills in programming, software engineering, networks and databases. From day one, there is an interdisciplinary focus on social media data and usage, and its impact and analysis in scientific and commercial settings.

Graduates have excellent prospects as this sector is set to grow significantly. Social Computing graduates are in demand and may seek careers in social, mobile and web application design and development, and software engineering, as well as social media data analytics and data science in some of the largest web-based corporations around the world and in smaller, niche companies.

Work placement year

The School maintains close links with industry so there are regular opportunities for work experience. You have the opportunity to take a work placement year between your second and third years of study to gain valuable experience and apply your learning in practice.

Accreditations

All taught programmes in the School of Computer Science are accredited by the British Computer Society and the Association of Analysts and Programmers.
Postgraduate study

Being a postgraduate student in the School of Computer Science means joining an academic community that is passionate about using technology to solve real problems. Students learn with world-leading specialists who are involved in cutting-edge research. Key areas of expertise include artificial intelligence and robotics, microchip design, computer vision, social computing, computer games, surveillance, digital content analysis, cultural computing and medical imaging.

MSc Computer Science

The MSc Computer Science programme is designed to equip graduates with the advanced knowledge and skills to develop innovative solutions to the problems posed by today’s rapidly advancing computing industry. Developments in artificial intelligence, computer vision, robotics, mobile technology and games applications have all become a normal part of society’s interaction with computing devices. Subsequently, students with experience in these areas and postgraduate-level qualifications are highly sought after by employers.

This programme enables you to enhance your existing knowledge of computer programming and mathematical frameworks through laboratory workshops, lectures, debates and independent research. Working alongside expert staff, you will develop your critical understanding and gain practical experience in areas that interest you in order to develop innovative solutions to current and future challenges.

Graduates gain knowledge and specialist skills in preparation for careers in the computing and technology industries. You may choose to continue your research at doctoral level.

MSc Computer Science by Research

This programme enables you to focus on a particular area of computer science that interests you, to develop your expertise and consolidate your skills in preparation for senior positions in research, development and technology.

The flexible nature of this Master’s allows you to undertake research in an area that is relevant to your current employment. Examples of recent project topics include hybrid information systems management, machine vision system development for identification of food blemishes, and using bio-inspired neural networks to prevent collisions between cars and pedestrians.

You will have the opportunity to engage with the School’s research centres, providing access to academics and facilities to aid your investigations. With the support of an experienced supervisory team, you will have opportunities to publish your work in journals and present at conferences.

The specialist knowledge in a particular area and advanced research skills you gain from this programme will be beneficial for progression to senior roles in technology-driven industries.

MPhil/PhD Computing Science

The School of Computer Science offers opportunities to work alongside world-leading academics on doctoral-level research. You will join a vibrant postgraduate community, sharing ideas and experience in order to advance knowledge.

Pioneering research currently being undertaken in the School includes advancements in imaging technology for the detection and treatment of diseases such as cancer, the design of mobile and social computing platforms for health and wellbeing, and enhancing our understanding of how long-term relationships can be developed between humans and androids.

As a research student, you benefit from a comprehensive programme of training to develop your research skills and methodologies. You will have access to the latest industry-standard equipment and software to aid your investigations, including Oculus Rift, embedded system development and microelectronic engineering design and simulation platforms.

Your supervisory team of experienced academics will provide guidance for you to publish your work in leading journals and present at global conferences.

Student view

“I studied at Lincoln as an undergraduate and the high-spec facilities, helpful staff and great city made it an easy decision to study here for my postgraduate degree.

“My current research is looking into the possible user opportunities of iBeacon Technology, which enables smart phone mobile apps to understand their location and deliver tailored content accordingly.”

Xing Zhang MSc Computer Science
Our facilities

The University of Lincoln’s award-winning city centre campus provides a modern student-centred environment. As part of the School of Computer Science, you will benefit from access to industry-standard facilities and equipment to enable you to develop the skills you need for a career in this exciting and evolving sector.

Specialist resources

High-end technical resources for research and study include laboratories, a computer engineering workshop, workstations with full design software platforms, three-dimensional modelling software, motion capture systems, games development/distribution platforms including Dreamspark, Rift and Unity Pro software, Raspberry Pi, Oculus Rift virtual reality kit, tablets, smart phones and robots. Dedicated technicians are on hand to support you.

Isaac Newton Building

Work is currently underway on the latest addition to the Brayford Pool Campus - a £15 million building for Computer Science, Mathematics, Physics and Engineering students. The Isaac Newton Building, named after the great mathematician and physicist who was born and lived near Grantham in Lincolnshire, will open at the beginning of 2016.

Great Central Warehouse Library

The University of Lincoln’s award-winning Great Central Warehouse Library is open 24/7 during busy periods. Resources include more than 26,000 books and ebooks, 44,000 print and electronic journals, specialist collections and audio-visual archives. Expert staff can help you to navigate resources and deliver training in software programmes, statistics and referencing. The University bookshop, based in the library, offers discounts to students.

Excellent facilities

Outside of your studies, you can grab a bite to eat and catch up with friends in the cafes and bars located on campus, work out in the Sports and Recreation Centre, catch a show at the Lincoln Performing Arts Centre or enjoy a night out at the Engine Shed.
Learn from experts

In the School of Computer Science, you will be taught by, and work alongside, experienced academics who are conducting innovative research projects with the potential to benefit society. In addition, some of the finest thinkers in their fields come to Lincoln to deliver inspirational talks to students as part of our Great Minds lecture series.

Dr Marc Hanheide
Reader
Dr Hanheide is a Reader in the School of Computer Science and teaches a range of subjects including Artificial Intelligence and Robotics. He gained his PhD in Computer Science from Bielefeld University in Germany and is a Fellow of the Higher Education Academy.

Dr Hanheide’s research focuses on autonomous robots, human-robot interaction, interaction-enabling technologies and architectures for cognitive systems. His findings have been published widely in articles, books and conference proceedings.

He is part of the multi-million pound STRANDS project, which has seen the creation of Linda the robot, a specialist mobile robot which is being programmed to act intelligently in real-world environments. Linda has appeared on The One Show on BBC One and was a star attraction at a celebration of university research at the Natural History Museum in London.

Dr Kathrin Gerling
Lecturer
Dr Gerling’s research focuses on human-computer interaction and accessibility, and examines interactive technologies with a purpose besides entertainment. She is particularly interested in how interfaces can be made accessible for audiences with special needs, and how interactive technologies can be leveraged to support healthy lifestyles.

Dr Gerling received a Master’s degree in Cognitive Science from the University of Duisburg-Essen, Germany, and holds a PhD in Computer Science from the University of Saskatchewan, Canada. Her PhD research examined the potential of games to provide cognitive and physical stimulation for older adults, and her research on wheelchair-based game input, KINECTWheels, has been published at leading international venues and featured in the media.

Before joining academia, Dr Gerling worked in the games industry and she continues to work on projects related to game usability and player experience.

Jason Bradbury
Visiting Lecturer
Lincoln alumnus, author and host of TV’s Gadget Show, Jason Bradbury, recently became a Visiting Lecturer at the University of Lincoln, teaching students on our Computer Science and Product Design programmes.

The self-confessed technology addict will lend his experience and industry insight to a project module on each course, where students will put their learning into practice by tackling a challenging problem relevant to society.

Jason Bradbury said: “I’m confident that the course modules I created with the academic team at the University of Lincoln will ignite the passion and ingenuity of students. Having spent some time in the incredible facilities at Lincoln and met several of the students, I fully expect to see some truly innovative results coming out of these first two modules.”
University of Lincoln graduates go on to successful careers around the world. Nine out of ten of our most recent graduates were in work or further study six months after finishing their course, with two thirds in graduate-level roles. Those with qualifications in computer science are highly sought after in today’s technology-led world. Our team of employment professionals are here to support you to develop the knowledge, skills and confidence necessary for your future career.

Careers in Computer Science

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Meet our alumni

Erika Coggins
BSc (Hons) Computer Information Systems

"After graduation, I found employment straight away and have since progressed to my current role as an Information Services Developer. "My job requires me to help support and maintain multiple business critical systems and I am involved in interfacing between these systems, as well as running queries and reports from them. "In my opinion, the Computer Information Systems degree was ideal for the kind of job I wanted to do. Without it I would not have the skills or insight that I need in my current role."

James Wignall
BSc (Hons) Games Computing

"I'm lucky enough to be working for General Electric's Aviation business, as a member of the Information Technology Leadership Programme (ITLP). ITLP is a two-year graduate development programme that consists of four rotational job assignments which are focused on the company's IT initiatives, such as cloud computing and mobile development. "As part of the programme, I was given the opportunity to spend eight weeks working in America, alongside graduates from around the world, where we were taught the essential skills required to be a future leader at GE. "The content of the University's computer science courses is constantly reviewed to keep up with industry trends and the staff are so supportive. Lincoln was the perfect fit for me."

Mark Hall
BSc (Hons) Computer Information Systems

"Whilst working as a software developer in the Royal Air Force, I decided I would like to complement my practical experience with an academic qualification. After completing a HNC and HND, I joined the final year of the University's Computer Information Systems programme to study part time. "I received lots of support from my peers and academics and graduated with a first class honours degree. I worked in the software development field for a number of years before training to become a teacher. I'm now employed at a University Technical College as a teacher of computer science. "Attending University was one of the best decisions I made and an experience that I'll never forget. My experiences highlight that age is no barrier to learning and that it's never too late to study."

Sparkhouse, the University's award-winning business incubator, is on hand to help those who have ideas for new enterprises and wish to set up their own businesses. Support from the University does not end when you finish your studies. As a member of our global alumni community, you can receive free tailored careers support and guidance for up to three years after you graduate.

Tailored services

A number of specialist services are available to ensure that you have access to relevant information about the many opportunities on offer to you upon graduation. The School has a dedicated Careers and Employability Adviser who runs a drop-in clinic, providing personal guidance appointments. A programme of group workshops and course-specific presentations runs throughout the year. Graduates from the School go on to roles as programmers, software engineers, developers, business analysts, corporate IT specialists, games designers and technical managers, and can be found working at companies including 3T Logistics, Jagex, NHS, Open GI, Boots UK, Anglian Water and Criterion Games.

Careers and employability guidance

You will have access to careers information and guidance from our Careers & Employability Team, including advice and support on developing your CV, applying for jobs and obtaining paid and voluntary work experience while you study. During your time at Lincoln, you will have the opportunity to complete the Lincoln Award, which enables you to develop transferable skills in addition to those learnt on your course, and to showcase your achievements to prospective employers. The Lincoln Award is achieved by completing a series of workshops alongside part-time employment, voluntary experience or extracurricular activities.

Graduation at the magnificent Lincoln Cathedral.
Find out more

There are many ways for you to engage with the School of Computer Science and the University of Lincoln. Whether you want to visit us and take a look around, join our online community or simply find out more about the opportunities available, we are here to help.

Open Days
We hold Open Days throughout the year, which offer the perfect opportunity for you and your family to explore our campus, speak to lecturers and find out more about student life at Lincoln. To find out more and to book your place, please visit: www.lincoln.ac.uk/opendays

Postgraduate visits and masterclasses
At a postgraduate masterclass, you can take part in a lecture or workshop in a subject of your choice to develop your knowledge, as well as meet our academics and other prospective students.

Social media
To keep up to date with the latest news and information from the University, you can follow us on Twitter @UniLincoln and @isocs_updates or like us on Facebook at facebook.com/isocs

International students
The University of Lincoln provides a vibrant and dynamic atmosphere for international students who are looking to study in the UK. Lincoln is one of the safest and friendliest university cities in the UK with great transport links to London and other major cities. A wealth of information is available at: www.lincoln.ac.uk/international

Open Day dates for 2015
- Friday 10 July
- Saturday 11 July
- Saturday 26 September
- Wednesday 7 October
- Saturday 17 October
- Saturday 14 November
- Thursday 10 December.
A life-changing education.
Discover more at one of our Open Days, visit www.lincoln.ac.uk/opendays for details.