World Leaders in Research

SFI Research Professor of Creative Technologies
School of Computer Science and Statistics, Trinity College Dublin

Expressions of interest by 17.00 GMT on Friday, 12th September 2014.
Trinity College Dublin

Trinity College Dublin is Ireland’s university on the world stage. Recognised for its transformative research and education conducted at the frontiers of disciplines, Trinity is ranked 61st in the world by the QS World University Rankings 2013.

The pursuit of academic excellence through research and scholarship is at the heart of Trinity’s academic endeavour. Trinity is known for intellectual rigour, excellence, interdisciplinarity, and research-led teaching. Home to Nobel prize-winners such as scientist Ernest Walton and writer Samuel Beckett, Trinity draws visitors from across the world to its historic campus each year, including to the Book of Kells and Science Gallery which capture the university’s connection to both old and new.

Trinity accounts for one-quarter of all spin-out companies from Irish higher education institutions, helping to turn Ireland into an innovation-intensive, high-productivity economy. That culture of innovation and entrepreneurship is a defining characteristic of our campus as we help shape the next generation of job creators and global citizens.

Founded in 1592, Trinity is situated at the nexus of tradition and innovation, offering undergraduate and postgraduate programmes across 24 schools and three faculties: arts, humanities, and social sciences; engineering, mathematics and science; and health sciences.

Spread across 47 acres in Dublin’s city centre, Trinity has a 17,000-strong student body, 3,000 staff and over 100,000 alumni around the world. Of the student body, 16% come from outside Ireland and, of those, 40% are from outside the European Union, making Trinity’s campus cosmopolitan and bustling, with a focus on diversity.

Trinity has developed significant strength in a broad range of research areas, including the 21 broadly based multi-disciplinary thematic research areas, see www.tcd.ie/research/themes. Trinity is home to Ireland’s first purpose-built nanoscience research institute, CRANN, housing 150 scientists, technicians and graduate students in specialised laboratory facilities. Meanwhile, the state-of-the-art Trinity Biomedical Sciences Institute is carrying out breakthrough research in areas such as immunology, cancer and medical devices. Trinity College Institute of Neuroscience (TCIN) leads brain research in Ireland and is the country’s only dedicated neuroscience research institute. TCIN is an interdisciplinary research institute with Principal Investigators from a wide range of disciplines including psychology, physiology, biochemistry, engineering, psychiatry and genetics.

The Old Library in Trinity is the largest research library in Ireland, with a collection of six million printed items, 500,000 maps, 80,000 electronic journals, and 350,000 electronic books. Some of the world’s most famous scholars are graduates of Trinity, including writer Jonathan Swift, dramatist Oscar Wilde, philosopher George Berkeley, and political philosopher theorist Edmund Burke. Three Trinity graduates have become Presidents of Ireland - Douglas Hyde, Mary Robinson and Mary McAleese.
Trinity’s Global Rankings

Trinity is:

• Recognised internationally as Ireland’s leading university, ranked 61st in the world by the QS World University Rankings 2013 and 18th in Europe.

• Ranked 42nd in the world and ninth in Europe in terms of Research Performance (Leiden Ranking of World Universities, 2013).

• Ranked in the top 1% of research institutions in the world in 18 fields - an increase of over 150% from 2004 (Thomson Reuters Essential Science Indicators, September 2013).

• Ranked 22nd in the world in terms of International Outlook (Times Higher Education World University Ranking, 2013).

• Ranked in the top 200 world universities in 23 of the 30 disciplines in the 2014 QS World University Rankings by subject including:
  - Biological Sciences: in the top 100 universities in the world and the top 35 in Europe
  - Medicine: in the top 100 universities in the world and in the top 46 in Europe
  - Pharmacy and Pharmacology: in the top 100 universities in the world and in the top 40 in Europe
  - English: 25th in the world, 7th in Europe
Two Trinity scientists, Professor Luke O’Neill and Professor Jonathan Coleman, were recently included in the Thomson Reuters Highly Cited Researchers 2014 list. They are ranked among the top 1% most cited for their subject field and year of publication (between 2002 and 2012).

Trinity's research leverages areas of multidisciplinary expertise where the University has critical mass of world-class primary investigation. Trinity's research is across science, engineering, social sciences, medicine and the arts. These research areas address immediate and long-term challenges in society, as well as offering opportunities for economic development. Research is central to the generation of the new disruptive ideas that will underpin future sustainable businesses. The value created by Trinity is critical for Ireland's economic and social development, as well as society globally.

Trinity's research themes are supported by a set of research institutes that provide the infrastructure needed to support multi-disciplinary research as well as engagement with enterprise and social partners working in partnership with Trinity's 24 schools. Built on the foundations of individual excellence, clustering expertise into multi-disciplinary teams, Trinity has a portfolio of research activity presented as 21 themes www.tcd.ie/research/themes, which have scale, resources and the ability to solve large scale research challenges.

Trinity’s credentials in research and innovation are strong:

- According to Thomson Reuters Essential Science Indicators, in terms of research impact as measured by citations, Trinity ranks among the world’s top 1% of research institutions in 17 STEM and social sciences fields, including immunology, materials science, and molecular biology and genetics;
- Trinity’s researchers have made major contributions to global society. Trinity’s mathematics gave us quaternions which underpin modern spaceflight while our chemists developed the world’s first commercial nicotine patch, in collaboration with Elan Pharmaceuticals;
- Trinity has an outstanding record of publications in high-quality journals and in terms of the impact of its research publications. The University is highly successful at securing research funding, with 1,526 research accounts totaling an annual expenditure of €79.1 million in 2012/2013.
- In the period 2008 to 2013, 70 commercial licenses have been granted to a wide range of companies, and 38 new Trinity campus companies have been formed to commercialize Trinity’s intellectual property. These eight Trinity spin-outs/licensees have attracted almost €60 million in venture capital investment in the past two years.
- In 2008, Trinity created Science Gallery on our Dublin campus, attracting over 1.5 million people to unique exhibitions, from living art experiments to materials science and from the future of the human race to the future of play.
- The Trinity Biomedical Sciences Institute (TBSI) opened in 2011. Among the key highlights so far are:
  - 76 companies working with researchers to develop new products in biomedicine;
  - €36 million raised for interdisciplinary research; and,
  - Three spin-out companies involved in drug discovery and development, and cancer treatment - Opsona Therapeutics, Trino Therapeutics and TriMod.
- CTVR, The Telecommunications Research Centre provides a cutting edge focus to not just communications research in Trinity, but also across related research in the country including industry. The Trinity Centre for Bioengineering, in addition to a growing research record, provides key strategic linkages to the biosciences (TBSI) and nanomaterials (CRANN).

Trinity’s Flagship Research Institutes

Trinity’s research institutes provide the infrastructure to support multi-disciplinary research, working in partnership with Trinity’s faculties and schools www.tcd.ie/research/institutes

Trinity’s International Research collaborations

Full details of Trinity’s research and innovation strategies as well as international research collaborations are available at:

www.tcd.ie/research
www.tcd.ie/innovation
www.tcd.ie/research/worldleaders/brochure2014
Research in Ireland

Ireland is a country of 4.5 million people with a global diaspora of 70 million more, which has a significant impact on global affairs in terms of culture, business and research. Over the last decade, Ireland has demonstrated a clear commitment to the development of a knowledge-led economy, in good times and bad, with unprecedented investment on a national level in education, science and technology.

This strategy is based on harnessing its unique international success in attracting foreign direct investment, and ensuring that Ireland remains not just a global hub for manufacturing but also increasingly for research, development and innovation.

Ireland has proven to be the most effective gateway for international businesses into Europe. This small offshore island has successfully become a global economic centre with a truly remarkable cluster of world-leading businesses.

- Nine of the top ten global companies in medical technologies have a high volume manufacturing base here and a growing presence in Research and Development.
- Nine of the top ten global pharmaceutical companies are located in Ireland, with seven out of ten pharmaceutical blockbusters produced here.
- The ICT sector in Ireland attracts global investment with seven of the world’s top ten companies operating here. The sector accounts for €50 billion in Irish exports and is continuing to grow.
- Ireland has in recent years become the internet hub for Europe with companies such as Google, Facebook, AOL, PayPal and a host of gaming companies picking Ireland as their European location.

Advantages include:

- A politically stable country and respected regulatory regime.
- A thriving RD&I sector, with strong Government support for productive collaboration between industry and academia.
- A strong legal framework for development, exploitation and protection of Intellectual Property rights.
- Strategic location with easy access to the Europe/Middle East region.
- Excellent IT skills and infrastructure.
- Good telecommunications infrastructure, with state-of-the-art optical networks and international connectivity.
- Strategic clusters of leading global companies in Life Sciences, ICT, Engineering, Services, Digital Media, and Consumer Brands.
- An established reputation as a hub for business process improvement in the region.

Ireland’s growing international reputation for research excellence is primarily due to research funded by Science Foundation Ireland (www.sfi.ie). SFI has invested over €1,400 million in research at Irish universities over the last decade. This investment, guided solely by international peer review and research excellence, has taken the form of both individual PIs awards and the development of ten Centres for Science, Engineering and Technology. The research investment has led to significant improvements in the quantity and quality of the published output.

Ireland is now ranked in the top 20 countries globally in scientific global rankings and ranks 3rd for immunology and 8th for material science. (Source: Thomson Reuters Essential Science Indicators) The investment has also transformed the competitiveness of Irish universities such as Trinity College Dublin, Ireland’s leading university.

Ireland is a leading location for business and innovation. The country is among the most competitive and successful in attracting foreign direct investment – both from companies which already are established here and new businesses. Indeed Ireland is now using its growing status as a knowledge-based economy to open new doors and avenues for investors. The sharp increase in new Research Development & Innovation (RD&I) projects is proof of success and international confidence in Ireland.
Did you know? Ireland is...

- **Forbes’ Best Country for Business 2013**
- **First in Europe for completion of higher education. 60% of students go on to higher education.**
- **Ranked ninth overall (out of 141 countries) in the Global Innovation Index 2012 (Insead).**
- **Highlighted as one of five up and coming countries in the world to watch for scientific research excellence (Nature)**
- **In the top 20 countries in scientific global ranking for international scientific citation per paper and higher in specific disciplines**
  - First in Immunology
  - First in Animal and Dairy
  - Third in Nanosciences
  - Fourth in Computer Sciences
  - Sixth in Materials Sciences

Ireland has a rich history of achievements in Science and Technology and continues to invest in its research and technology capabilities:

- Robert Boyle – founder of modern chemistry
- Ernest Walton – split the atom with John Cockcroft
- Sir William Rowan Hamilton - modern maths and gaming
- Sir Charles Parsons – engineer
- Sir Francis Beaufort – devised the Beaufort wind force scale.

Dublin is ranked as the best city in the world for human capital.
Trinity College Dublin, in collaboration with Science Foundation Ireland (SFI), wishes to recruit a number of high calibre Research Professors in targeted scientific areas within Biotechnology, Information and Communications Technology (ICT) and Sustainable Energy and Energy Efficiency sectors. Funding of up to €5 million will be provided to successful candidates for a five-year programme of work.

Background

In recognition of the need for Ireland to build capacity in key areas of economic importance, Science Foundation Ireland (SFI) has consulted with Irish universities to identify areas, aligned with national and institutional strategic priorities, where the recruitment of eminent research professors will be targeted. Research Professors with world class research profiles will build on ongoing significant research activities in Ireland, help to foster and develop emerging areas of strategic opportunity and catalyse future expansion in these targeted areas.

To this end, SFI has launched the SFI Targeted Research Professorship Programme 2014 and will provide funding of up to €1 million per year for five years (€5 million maximum) in direct costs to each successful applicant to the Programme in selected thematic areas.

This funding is perhaps the most generous package available to stellar researchers surpassing ERC advanced grants, which offer a maximum of €3.5 million over five years. These SFI grants can also be used by current ERC award holders to supplement their research activities. Potential candidates wishing to apply to the Programme should contact Trinity directly. Submission of full proposals to SFI will be by invitation only, following the submission and evaluation of Expression of Interest phase during which SFI will work closely with the research body.

Science Foundation Ireland (SFI) is the largest funder of scientific research in Ireland. The SFI Research Professorship Programme assists research bodies in the recruitment of world-leading researchers for Professorial Chairs, or similar research leadership positions in targeted scientific areas. The programme may also act as a mechanism to support the recruitment of individuals who possess a strong industry background, as well as directorship roles in established research centres within eligible research bodies in Ireland.
Post Specification

SFI Research Professor of Creative Technologies
Permanent (full time) and research funded for 5 years

Summary

Trinity College Dublin invites applications for a full-time permanent Research Professor of Creative Technologies in the School of Computer Science and Statistics who has the abilities and skills to lead the development of the School while providing strong academic leadership in research, teaching and supervision. Creative Technologies is a thematic area that spans the University, with significant research activity in this theme being carried out at the School of Computer Science and Statistics (in particular the Graphics Vision and Visualisation group (GV2)) and in the School of Engineering.

We are seeking applicants whose research focus will complement existing research strengths within GV2 and the relevant groups in the School of Engineering.

Background to the Post

The successful candidate will have an internationally recognised research profile in Computer Graphics and have an established track record of achievement and impact in teaching and in research supervision at all levels, along with a demonstrated ability to raise research funding. The candidate will be expected to strengthen and build the School’s capacity for collaboration with other academic disciplines and institutions and with practitioners in industry, civic society and the public sector.

This position is tenable from April 2015.
Successful candidates will be outstanding researchers in academia or industry, recognised as one of the world-leaders in their discipline, with a demonstrated capacity for strategic and dynamic directorship on an international stage.

As successful candidates will be iconic appointments for Ireland, they will meet many, if not all, of the following criteria:

- Hold an associated or full professorial position, or equivalent, at a major international research university or a senior managerial position in industry;
- Senior author of a considerable volume of papers that have made a significant impact in their field (i.e. highly cited);
- Recipient of significant international awards and fellowships;
- Invited plenary speaker at top-tier international conferences;
- Distinguished service record on national or international grant review boards;
- Successful track record in securing independent funding from public competitive sources and/or through private investment (typically in excess of €5 million);
- Candidates from industry will demonstrate equivalent measures of esteem (e.g. serving on corporate boards, industry awards or fellowships);
- Successful track record in technology transfer, technology commercialization and academic-industrial collaborations.

Candidate Profile:
Required Experience

The successful candidate will be an internationally recognised scholar in research areas related to creative technologies in particular to Computer Graphics e.g. Procedural Modelling, Physical simulation, Rendering and Illumination, Reflectance modelling, Image manipulation, Computational photography, Image processing, Image-based rendering, Mixed / augmented reality, Virtual Environments, Shape modelling, Point-based graphics, Shape analysis.

The Professor will be expected to build on existing industrial and academic collaborations such as:

**Industrial:**
The Foundry, RTE, Google, Adobe, GreenParrotPictures, Disney Research, Haptica, Sony, Toshiba, IBM, Intel, Autodesk, Dolphin Interconnect Solutions, Microsoft Ireland, Brown Bag Animation, Giant Animation, Movidius, RTE, Tobii, OSI Ireland, Havok, Kore, Xilinx Research,

**Academic:**
RCSI (Royal College of Surgeons in Ireland), RHA (Royal Hibernian Academy), University of Surrey, University of Thessonaliki, University of Cambridge, INRIA, Carnegie-Mellon University, Sejong University, University of Pennsylvania, Vanderbilt University, Yale University, Cornell University, Technologico de Monterrey, University of Cyprus; Max-Planck Institute, Uni. Des Saarlandes/DFKI, University of Zaragoza, Universidad Rey Juan Carlos, Spain, CTU Prague, UCD, NUIM, University of Alcala, Computer Vision Centre, Barcelona, GradCam, NCAD, DIT, IADT, Columbia University, SmartLab, MIT Media Lab, SARC, UL, Dartmouth College, Georgia Tech. US, Ballyfermot Animation School, Coventry University, University Jaume I, Spain, EPFL, Toronto University, NYU, University of Bradford, UNC Chapel Hill, University of Bristol, University of Manchester, CNRS Pisa, TU Vienna, UC Davis, CNRS/ParisTech + others.

An internationally recognised research profile, with a demonstrated ability to raise research funding and a proven capacity to collaborate with industry is essential. An excellent track record in teaching and supervision is required.

Role of the Professor

Professors are senior members of the University and are expected to demonstrate a strong leadership capacity along with excellence in research, teaching and administration and to make significant contributions to the wider University Community and in the governance of the School.

In the School of Computer Science and Statistics, the Professor of Creative Technologies will generate a stimulating and supportive work environment that excites existing faculty, attracts high calibre researchers and teachers and encourages their contribution to overall scholarship. S/he will promote an interdisciplinary and collaborative approach to research and teaching, along with building and strengthening of links between relevant disciplines within the University and between Trinity and external stakeholders.

The School is leading several key thematic areas of the university including the **Smart & Sustainable Cities** and **Intelligent Content & Communications** themes, having been successful in attracting sizeable funding for large projects in these areas, including significant non-exchequer funding from industry. There is an opportunity for Creative Technologies to obtain such funding at a similar scale and the applicant will be expected to lead efforts in this regard.
Duties of the Post

The Professor will be required to:

• Make a significant contribution to the research agenda and some contribution to teaching related to the Graphics Vision and Visualisation group which represents one of the core competences of the School. It is envisaged that the Professor will be active in seeking research and other funding for same.
• The appointee may also be expected to make a contribution to the School’s teaching programmes on undergraduate and postgraduate programmes of the School, ensuring the delivery of research-led teaching.
• Supervise undergraduate and postgraduate student projects and dissertations.
• Interact in an interdisciplinary capacity across the University, including participation in the overall life of the University and, if called upon, to contribute in to University-level initiatives in other capacities.
• Maintain, expand and strengthen the School's links with non-university stakeholders and the media.
• Stand for election to the position of Head of School at an appropriate time early in his/her tenure, in accordance with University regulations.
• Enhance the public and institutional profiles of the School and of computer science education in Ireland.

Person Specification

The successful candidate will be expected to provide evidence of and to demonstrate clearly the following:

• The vision and leadership skills necessary to direct and drive the strategic development of a school, such as the School of Computer Science and Statistics, within a university which is competing and collaborating both nationally and internationally.
• Successful engagement / experience with a leadership role in a Computer Science or Engineering School.
• An outstanding research record relating to computer graphics, vision or visualisation that includes evidence of sustained and recent publication (as well as first-authored publications) in high-impact ISI ranked international journals.
• Previous engagements in the academic community such as serving as a member of international programme committees and editorial boards of leading journals and conferences e.g. ACM SIGGRAPH, ACM ToG, IEEE TVCG.
• Willingness to foster potential industry collaborations.
• The ability to build and sustain a significant research team, to pursue vigorously his/her own research programme, and to manage large research projects and teams, interdisciplinarity in research and an ability to work with academics from a range of disciplinary backgrounds.
• The ability to raise significant amounts of research funding from a variety of sources.
• Experience in the development of curricula and demonstrable commitment, innovation and flair in devising and delivering modules at undergraduate and postgraduate levels.
• Excellence in teaching at undergraduate and postgraduate education levels.
• Extensive experience in successfully supervising to completion doctoral dissertations, and supervision of Postdoctoral researchers.
• Excellent interpersonal skills and an ability to present and communicate ideas and concepts clearly in an educational and societal context.
• Enthusiasm and commitment for engagement with wider University initiatives.
Qualifications and Experience:

Candidates must have a PhD in Computer Science or relevant research area. The successful candidate will have international work experience and a sustained record of published research output especially in high-impact international journals. Candidates will also have demonstrable ability in a research leadership role and a record of high achievement in teaching, supervision, administration and engagement with the community.

Contact Information

Interested applicants may contact the following in the first instance with informal enquiries:

- Dr. Michael Manzke, e-mail: Michael.Manzke@scss.tcd.ie
- Dr. John Dingliana, e-mail: John.Dingliana@scss.tcd.ie
- Dr. Jeremy Jones, Head of the School of Computer Science and Statistics, e-mail: jeremy.jones@scss.tcd.ie

Further information may be obtained at the following web addresses:

- Trinity College Dublin: www.tcd.ie
- School of Computer Science and Statistics: www.scss.tcd.ie
- Graphics Vision and Visualisation Group (GV2): gv2.scss.tcd.ie

Application Details

Applicants must provide the following information in applying for this position:

- A comprehensive curriculum vitae including full data on publications.
- Names and contact details (i.e., addresses, e-mail addresses) of three referees.
- Statement on his/her vision for the future development of the role.

PLEASE NOTE: Interested applicants should contact by noon (GMT), Friday, 12th September 2014, our Executive Search Partners, Perrett Laver.

Contact Person: Rachel Bangoura: Tel: +44 (0) 20 7340 6218 E-mail: rachel.bangoura@perrettlaver.com

For application details and job specification, please visit www.perrettlaver.com/candidates, quoting reference number 1755.

Equal Opportunities Policy

Trinity College Dublin is an equal opportunities employer and is committed to the employment policies, procedures and practices which do not discriminate on grounds such as gender, civil status, family status, age, disability, race, religious belief, sexual orientation or membership of the travelling community.
The Graphics Vision Visualisation group (GV2) has established itself over the past decade as a leading international research group investigating computer graphics, computer vision and all aspects of visual computing. The group has published over 300 papers including a significant number of publications in leading journals (such as ACM TOG, ACM TAP, CGF) and leading international conferences (ACM SIGGRAPH, APGV, SAP, EUROGRAPHICS, ACM SIGGRAPH ASIA etc., I3D) in the areas of computer graphics and computer vision (for details, see: http://gv2.scss.tcd.ie/research.php). Current areas of research strengths include: Perception & Graphics, Non-photorealistic Rendering and Visualisation, Crowd Simulation and Character Animation, Custom and Multi-core Graphics Hardware Architectures, 2D & 3D Computer Vision, Image, Video and Audio Processing & Analysis.

Members of the group have been successful in obtaining significant research funding from EU and National sources in recent years. Notably, GV2 are co-ordinating the EU FP7 VERVE Project (2011-2014) and are leading several Science Foundation Ireland and Enterprise Ireland funded projects including:

- SFI CDA - Game Face: Perceptually Optimised Real-time Facial Animation (2014-2018),
- SFI PI Project - Cartoon Motion: Stylised facial animation from motion capture (2013-2015),
- SFI PI Award CAPTAVATAR (2011-2015),
- SFI PI Award - Metropolis (2007-2012),
- SFI-RFP Perceptually Optimized Rendering for Dynamic 3D Visualization 08 (2008-2012),
- SFI-RFP Realistic Physically Based Human Motion (2007-2011),
- EI Innovation Partnership - SONY TOSHIBA IBM (STI) Cell Center of Competence Europe (2008-2010),
- EI Commercialisation - A Scalable programmable architecture for Ray-tracing applications (2008-2011)

In addition our members have been active in commercialization and successful tech startup companies such as Havok, Haptica, Kore, Swrve, Dyoptika, Surewash, XCommunications, Haunted Planet Studios. We have strong industry links such as support in the past from Intel, Havok, IBM, Toshiba, Sony, Google as well as collaborations with both local and international Animation and Games Industry e.g. Disney Research, Brown Bag Films, Giant Studios.

Members of GV2 are contributing to the recently submitted SFI Research Centres Application, “ADAPT: Centre for Digital Content Platform Research – Adapting User Content to Enhance the User Experience”, which has already attracted over EUR 5 million in pledged support from industry.

We also have significant teaching activity in relevant areas as evidenced by postgraduate programmes such as two longstanding and very successful Taught Masters programs: M.Sc. Computer Science (Interactive Entertainment Technology) and the M.Sc. in Interactive Digital Media; and the recently established M.Phil. in Creative and Cultural Entrepreneurship.

GV2 members have successfully supervised over 35+ PhD graduates.
Current Faculty Members:

**Graphics, Visualisation, Digital Media:**
- Dr. John Dingliana (people.tcd.ie/dinglijl)
- Dr. Michael Manzke (people.tcd.ie/manzkem)
- Dr. Rachel McDonnell (people.tcd.ie/ramcdonn)
- Professor Carol O’Sullivan (people.tcd.ie/osullica)
- Professor Marie Redmond (people.tcd.ie/mredmond)

**Computer Vision:**
- Dr. Gerrard Lacey (people.tcd.ie/gjlacey)
- Dr. Kenneth Dawson-Howe (people.tcd.ie/kdawson)
- Dr. Mukta Prasad (people.tcd.ie/prasadmm)
- Dr. Fergal Shevlin (people.tcd.ie/fshevlin)

**Associated Faculty:**
- Dr. Rozenn Dahyot (people.tcd.ie/dahyotr)
- Dr. Mads Haahr (people.tcd.ie/haahrm)

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**Creative Technologies**

The Creative Technologies Research Theme integrates creative arts and technology, creating a unique and dynamic combination in areas of multimedia, gaming, content and production.

Creative Technologies researchers in Trinity look at technologies which are creative in themselves, including computer animation, computer graphics, and signal processing, while also carrying out research into how these technologies can be utilised in other wider research areas such as Education and Training, Health, Active Ageing, and Art.

Trinity has an international reputation for research, education and knowledge transfer activities in the technologies that underpin the Creative and Entertainment Industries, such as Film, Video Games, Visualisation and Design, Digital Arts and Networks and Telecommunications. This research has extended to collaborations between engineers, scientists, and artists, which is an important strategy in leading research centers around the world along with direct engagement with the creative and enabling industries.

**The Creative Quarter**

Trinity’s ambition is to support the development of Dublin as a global hub for the creative cultural industries. Trinity’s vision is to be the city centre connector for the tech, cultural and scientific ecosystem. In doing so, we can offer thought-leadership around how universities make a huge contribution to the local and regional economy as employers, innovators, researchers and attractors of talent and investment. Ultimately, we want this vision to culminate in the development of a new space for start-up and established creative technology companies, similar to the plan advanced by Cornell and Technion for Roosevelt Island in New York.
The School of Computer Science and Statistics, comprising the five academic disciplines of Computer Systems, Information Systems, Intelligent Systems, Software Systems and Statistics, was established in July 2005 from a merging of two long-established departments, one of which was the first computer science department in Ireland. With 66 academic staff and over 75 research staff, the School is internationally recognized for the quality of its research and teaching at all levels. The School's academic and research staff work towards solving important scientific problems in their areas of expertise and the School continues to play a significant role in the development of Ireland as a “knowledge economy” through the generation of intellectual property and by educating undergraduate and postgraduate students to assume global leadership positions in academia, the public sector, business and industry.

The School offers the following wide range of undergraduate, postgraduate degree and structured Ph.D. programmes on which over 1,000 students are registered this year:

**Undergraduate Degrees**
- Computer Science — an integrated programme leading to a BA Moderatorship and Master in Computer Science (MCS)
- Computer Science and Language (French, German or Irish)
- Management Science and Information Systems Studies (MSISS)
- Computer Science and Business
- Computer Engineering and Electronic and Computer Engineering — specialisms with the Integrated Engineering Programme
- Information Systems — a part-time evening programme leading to a Diploma and BSc

**Taught Masters Courses**
- MSc in Computer Science (Networks and Distributed Systems)
- MSc in Computer Science (Mobile and Ubiquitous Computer)
- MSc in Computer Science (Interactive Entertainment Technology)
- MSc in Interactive Digital Media
- MPhil in Creative and Cultural Entrepreneurship
- MSc in Management of Information Systems
- MSc in Health Informatics
- MSc in Technology and Learning

**Postgraduate Certificate**
- Postgraduate Certificate in Statistics

For further information, please visit our website at: www.scss.tcd.ie