DIKU is the oldest and generally highest ranked Computer Science department in Scandinavia. Founder of DIKU, Professor Peter Naur, received in 2005 the Turing Award for his contributions to among other programming language design. The department now employs 45 academics and is in a positive development allowing for recruitment of more academic staff and is expected to expand with 25% within the next 3-4 years. Currently, DIKU houses 40 PhD students and 40 postdoctoral researchers.

DIKU is part of University of Copenhagen, founded 1479 which has fostered so far 9 Nobel laureates including Niels and Aage Bohr. University of Copenhagen, the largest university in Scandinavia including 40,000 students and 8,000 researchers, is placed in 4 campuses and is an integrated part of the City of Copenhagen. DIKU is part of the Faculty of Science and has its main office at the Northern Campus close to also the Faculty of Health and Medical Sciences. The offices at the Southern Campus are placed in conjunction with the Humanities.

DIKU is running the BSc and MSc in Computer Science with 750 students enrolled and is expanding the programme with a Data Science specialisation increasing the intake of students. Over the last 5 years, the grade point average to enter the programme has been increased to ensure a more talented and motivated pool of students.

DIKU is involved in the interdisciplinary programmess of Communication & IT (BA, MA), It & Cognition (MA) and Health Informatics (BSc, MSc) taught with departments from the Faculty of Humanities and the Faculty of Health and Medical Sciences. As computer science and data science are influential on the development of more disciplines, DIKU seeks to expand the educational outreach to even more scientific disciplines.

DIKU captures Computer Science in a broad sense and covers computational aspects centred on computing, on the human, and on data. Currently, we are organised in three corresponding scientific sections: APL including research groups in algorithms, programming languages, and data management and systems; HCC including human computer interaction, computer-supported cooperative work, and information systems; Image including image processing and its applications, machine learning, information retrieval and natural language processing.

DIKU finances a large part of its research through public international grants, public national grants, and an increasing part through private national grants. Copenhagen is a Scandinavian centre for the IT industry, and public funding schemes encourage the collaboration through industrial doctorates, industrial postdoctoral researchers and industrial grants. Within Greater Copenhagen, researchers from DIKU collaborate with other universities like the Technical University of Denmark and Copenhagen Business School, with the University Hospitals and the large scale infrastructures such as the synchrotron source MAX IV and the spallation source ESS.

DIKU is an international environment with roughly 50% international staff. More than half of publications are done in collaboration with international partners. During a period of growth, DIKU is seeking to maintain or even increase the high quality standards of the department's research and study programmes and is expanding its outreach to promote Computer Science and computational thinking in the Danish and international society.
The Human-Centred Computing Section (HCC)

The Human-Centred Computing Section ([http://diku.dk/english/research/hcc/](http://diku.dk/english/research/hcc/)) is concerned with the theory and practice of how people engage with computing. The Section is an interdisciplinary environment that centers on the intersection between man and machine, between the social and the technical – without privileging the one above the other.

The section is involved in a range of projects that seek to:

- advance theoretically grounded and empirically informed analyses of the ways in which people interact with computers and appropriate them into their lives;
- develop innovative technological solutions and best practices for the design and implementation of interactive computer-based systems;
- foster collaboration with industry, government and civil society.

Our research draws on a range of methods and approaches, including laboratory experiments, ethnographic field work, participatory design, prototyping and design interventions.

The section has three major research groups and approximately 35 researchers, including 10 faculty members. (A list of all members can be found here: [http://diku.dk/english/research/hcc/members/](http://diku.dk/english/research/hcc/members/)).

The research groups are: Human-Computer Interaction (HCI), Computer-Supported Cooperative Work, and Health Informatics.

Human-Computer Interaction (HCI)

Human-computer interaction relates to the design, implementation and evaluation of interactive systems and artifacts. Our research focuses, in particular, on new sensing and tracking technologies, information visualization, shape changing interfaces and mobile user interfaces.

Computer-Supported Cooperative Work (CSCW)

This interdisciplinary research field strives to understand the nature and requirements of cooperative work in order to design computational artifacts that can enhance coordination, mediate communication and facilitate collaboration in complex work environments.

Health Informatics

Health Informatics is about using information technologies to improve health care and quality of life. Our research centers primarily on design and evaluation of electronic medical records (EMR), patient-centered e-health services and Quality of Life technologies.

Our major current projects include the following:

- BODY-UI: Using embodied cognition to create the next generations of body-based user interfaces – [http://www.body-ui.eu](http://www.body-ui.eu)
- Computational Artefacts: Towards a design-oriented theory of computational artefacts in cooperative work practices – [http://www.compart.ku.dk](http://www.compart.ku.dk)