Template C4

Kingston University London

Programme Specification

Title of Course: *BSc (Hons) Computer Science (Software Engineering) top-up*

Date first produced	24/07/2023
Date last revised	04/08/2025
Date of implementation of current version	01/09/2025
Version number	12
Faculty	Faculty of Engineering, Computing and the Environment
Cross-disciplinary	
School	School of Computer Science and Mathematics
Department	Department of Computer Science
Delivery Institution	ESOFT Uni (ESU), ESOFT Metro Campus (EMC)

This Programme Specification is designed for prospective students, current students, academic staff and employers. It provides a concise summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if they take full advantage of the learning opportunities that are provided. More detailed information on the learning outcomes and content of each modules can be found in the course VLE site and in individual Module Descriptors.

SECTION 1: GENERAL INFORMATION

Award(s) and Title(s):	BSc (Hons) Computer Science (Software Engineering) top-up
Exit Award(s) and Title(s):	BSc Computer Science (Software Engineering)
Course Code *For each pathway and mode of delivery*	UFCSC1CSC10 UFCSC1CSC10
UCAS code *For each pathway*	n/a

Awarding Institution:	Kingston University
Teaching Institution:	ESOFT Uni (ESU), ESOFT Metro Campus (EMC)
Location:	ESU Colombo, ESU Kandy, ESU Jaffna and EMC Kurunagala
Language of Delivery:	English
Delivery mode:	Primarily campus based (up to 20% of scheduled L&T hours delivered online)
Learning mode(s):	Part-time Full-time
Minimum period of registration:	Part-time - 2 Full-time - 1
Maximum period of registration:	Part-time - 4 Full-time - 2
Entry requirements	1. Edexcel HND Levels: A pass in the relevant HND to include a pass in the sixteen units listed in Appendix A Table 1 and / or Table 2 below (or their equivalent) and the achievement of an overall score of 240 credit points of which 120 would be at Level 5 Or 2. Completed the 2nd year of the University Of Colombo, School Of Computing's Bachelor of Information Technology External Degree, covering the subjects shown in Appendix-A Table 3. Or 3. Completed the British Computer Society's (BCS) Higher Education Qualification's (HEQ) Certificate and Diploma levels, shown in Appendix-A Table 4. Or 4. Case by case consideration of equivalent academic and professional qualifications achieved at comparable

	levels A minimum overall IELTS score of 6.0 with a minimum of 5.5 each element, iBT TOEFL 80 with R at 20, L at 19, S at 21 and W at 20 or equivalent is required for those for whom English is not their first language. A minimum of a Credit pass at the Sri Lankan G.C.E O/L English Language exam will also be considered as equivalent to this level. We will consider a range of alternative qualifications or experience that is equivalent to the typical offer. Applications from international students with equivalent qualifications are welcome. All applications will be subject to the Kingston University Accreditation of Prior Learning (APL) rules and regulations applicable at the time of application.
Regulated by	The University and its courses are regulated by the Office for Students
Programme Accredited by:	non-accredited programme
Approved Variants:	Reassessment of the project module Reassessment following failure in the CI6600 Individual Project module will normally be: o by retake to improve the dissertation for marginal failure (Grade F5 or marks of 35-39) and the mark will be capped o otherwise by repeat with a new project brief. Compensation of modules: Compensation is permitted in at most 30 credits across the programme, excluding the CI6600 Individual Project module. A module, other than CI6600, with a grade of F5 (marks of 35-39) can be compensated for a PC grade by at least 90 credits passed at that level.
Is this Higher or Degree Apprenticeship course?	No

SECTION 2: THE COURSE

A. Aims of the Course

The Computer Science (Software Engineering) course has an overarching aim of producing highly trained graduates with specialized technical knowledge and a scientific mindset. These graduates should be capable of solving real-world problems, driven by passion, sustainability, and a consideration of wider socio-technical implications at all levels. Specifically, the aims are to produce graduates who:

- have the required knowledge, skills and attitudes to practice as computing professionals in both industry and commerce.
- are equipped to meet the academic, professional and practical requirements for membership of appropriate professional bodies.
- are aware of the actual and potential range of information and computer-based systems and of the ways in which these interact with their material, human, organizational and social environments.
- possess the appropriate ability and inclination and are equipped to undertake advanced studies and/or research and development in the computing and information systems disciplines.
- can apply their knowledge and skills in the various contexts in which information and computer-based systems are developed. In particular, they can both initiate and sustain a planned and disciplined personal effort when working alone and can participate effectively as a member of a team.
- have an inquisitive and reflective attitude when modelling systems and understand the functional and qualitative properties of systems.
- have the ability to evaluate and predict security, performance and efficiency associated system properties and their context dependencies.
- understand and can articulate the legal, ethical, social, cultural and public aspects of problems and solutions.
- have the capacity to acquire new knowledge and skills independently, to reflect on trends in the computing domain and to demonstrate through their actions a creative contribution.

B. Programme Learning Outcomes

The programme learning outcomes are the high-level learning outcomes that will have been achieved by all students receiving this award. They have been aligned to the levels set out in ‘Sector Recognised Standards in England’ (OFS 2022).

Programme Learning Outcomes					
	Knowledge and Understanding On completion of the course students will be able to:		**Intellectual Skills** On completion of the course students will be able to		**Subject Practical Skills** On completion of the course students will be able to
A1	explain and apply essential concepts, theories, principles and practices of computer science	B1	analyse, abstract and decompose problems to design effective solutions	C1	develop and critically evaluate specifications for specialist computer systems and communicate these specifications to other computing professionals
A2	explain the social, ethical, legal, commercial and other human factors that affect the design, development, deployment of computer systems	B2	synthesise information from disparate and potentially incomplete sources to model and build systems, documents and other related artefacts	C2	use (and, where appropriate, modify) established systems, software development methods, techniques and tools to model and build computer-based solutions
A3	explain security issues and evaluate risk for the safe operation of computing and information systems	B3	analyse and evaluate the extent to which a system meets the criteria for its current use and future development	C3	collaborate and communicate effectively with other professionals/stakeholders to plan, design, manage, implement and deliver IT projects
A4	explain the different ways in which data and information may be represented, stored and transmitted	B4	elicit, evaluate and model business, customer and user requirements, incorporating considerations such as sociological and commercial contexts, user experience,	C4	implement software solutions using a variety of programming languages, environments and platforms

			aesthetics and technical practicalities		
A5	identify the different project management approaches commonly used in the IT industry and select, modify or construct one for a given context	B5	use different programming approaches, patterns and/or paradigms, and justify the selection of one or more for a given context	C5	specify, design and prototype human/computer interfaces using HCI and UX theory and best practices

C. Future Skills Graduate Attributes

In addition to the programme learning outcomes, the programme of study defined in this programme specification will engage students in developing their Future Skills Graduate Attributes:

1. Creative Problem Solving
2. Digital Competency
3. Enterprise
4. Questioning Mindset
5. Adaptability
6. Empathy
7. Collaboration
8. Resilience
9. Self-Awareness

D. Outline Programme Structure

BSc (Hons) Computer Science – top-up year

LEVEL 6

CI6125 Software Development Practice

Level 6 Option

CI6600 Individual Project

CI6115 Programming III – Patterns and Algorithms

Full details of each module will be provided in module descriptors and student module guides.

Note: As per GR5 within the general regulations, the University aims to ensure that all option modules listed below are delivered. However, for various reasons, such as demand, the availability of option modules may vary from year to year or between teaching blocks. The University will notify students by email as soon as these circumstances arise.

BSc (Hons) Computer Science (Software Engineering) top-up

Level 6							
BSc (Hons) Computer Science (Software Engineering) top-up							
Core modules	**Module code**	**Credit Value**	**Level**	**Teaching Block**	**Pre-requisites**	**Full Time**	**Part Time**
Individual Project	CI6600	30	6	1 and 2		1	1

Programming III – Patterns and Algorithms	CI6115	30	6	TB1		1	1
Software Development Practice	CI6125	30	6	TB1		1	1
Optional Modules							
Advanced Data Modelling	CI6320	30	6	2		1	2
Cryptography and Network Security	CI6015	30	6	1		1	2
Digital Entrepreneurship	CI6415	30	6	TB2		1	2
Mobile Application Development	CI6330	30	6	1		1	2

Exit Awards at Level 6

Students exiting the programme without completing the full 120 credits but have successfully completed 60 credits at level 6 or above are eligible for the award of an Ordinary Degree.

E. Teaching, Learning and Assessment

This course uses a range of teaching and assessment methods which have been designed to support students' learning and achievement of the learning outcomes. The course has been developed with reference to the Kingston University Academic Framework which sets-out core principles relating to Course and Credit Structure (including Module delivery Structure and Pattern, and Learning Hours and Learning Formats); Curriculum Design (inclusion Learning Design Principles and Inclusive Curriculum); and Future Skills.

Teaching and Learning on the course consist of Scheduled Learning and Teaching and Guided Independent Study (self-managed time). Scheduled Learning and Teaching includes the following, and the format for each module is set out in the module specification:

- Laboratory Sessions
- Lectures
- Seminars
- Tutorials
- Workshops
- Placements

Guidance for students on the use of independent study time is communicated through the 'Succeed in your module' section on the Canvas Virtual Learning Environment and through other communications during the course.

In addition to the core Scheduled Learning and Teaching activities for the course, the University may offer students additional optional opportunities for learning. Examples of these include Study abroad and Work-based learning.

The course will provide students with the opportunity to develop their knowledge and skills relating to at least two United Nations Sustainable Development Goals (UN SDGs). We are committed to empowering students with the knowledge, skills and opportunities to understand and address the UN SDGs: each course is thus also required to prepare students for at least two of the SDGs (not including Quality Education, which all courses must deliver).

F. Support for Students and their Learning

Students are supported through a range of services that provide academic and wider support. These include:

- A Module Leader for each module
- A Course Leader to help students understand the course structure
- Personal Tutors to provide academic and personal support
- Technical support to advise students on IT and the use of software
- Student Voice Committee – to ensure the views of students are heard
- Canvas – Kingston University's Virtual Learning Environment
- Student support facilities that can provide advice on issues such as finance, regulations, legal matters, accommodation, international student support
- Disabled student support
- The Kingston Students' Union
- Student Development and Graduate Success

G. Ensuring and Enhancing the Quality of the Course

The University has policies and procedures for evaluating and improving the quality and standards of its provision. These include:

- Continuous Monitoring of courses through the Kingston Course Enhancement Programme (KCEP)
- Student evaluation including Module Evaluation Questionnaires (MEQs), the National Student Survey (NSS)
- Internal and external moderation of graded assignments

H. External Reference Points

External reference points which have informed the design of the course. These include:

- QAA Subject benchmarks
- Other subject or industry standards

I. Development of Course Learning Outcomes in Modules

This table maps where programme learning outcomes are **summatively** assessed across the **core** modules for this course. It provides an aid to academic staff in understanding how individual modules contribute to the course aims, a means to help students monitor their own learning, personal and professional development as the course progresses and a checklist for quality assurance purposes.

Module Code		Level 6						
		CI6600	CI6320	CI6015	CI6415	CI6330	CI6115	CI6125
Knowledge & Understanding	A1							
	A2							
	A3							
	A4						S	
	A5	S						
Intellectual Skills	B1	S						
	B2							
	B3							S
	B4							
	B5						S	
Practical Skills	C1							
	C2							
	C3							
	C4							
	C5							

Students will be provided with formative assessment opportunities throughout the course to practise and develop their proficiency in the range of assessment methods utilised.

Additional Information