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Programme Specification

**Title of Course: BSc (Hons) Computer Science**

**Date Specification Produced: July 2017**

**Date Specification Last Revised: September 2022**

This Programme Specification is designed for prospective students, current students, academic staff and potential 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 he/she takes full advantage of the learning opportunities that are provided. More detailed information on the teaching, learning and assessment methods, learning outcomes and content of each module can be found in the Course Handbook and Module Descriptors.

# SECTION 1: GENERAL INFORMATION

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| **Title:** | BSc (Hons) Computer Science |
| **Awarding Institution:** | Kingston University |
| **Teaching Institution:** | Kingston University |
| **Location:** | Penrhyn Road |
| **Programme Accredited by:** |  |

# SECTION 2: THE PROGRAMME

## Programme Introduction

The Computer Science degree at Kingston is an invigorated, reformed and modernised programme focusing strongly on ‘making things’ and producing industry-ready graduates. This is achieved through an innovative learning and teaching methodology, which combines a studio practice experience, project-based learning through workshops and group work, with scalable, context driven lecturing on theoretical concepts to facilitate an informed approach to problem solving.

**Learning through making**

The programme is driven by the philosophy of ‘learning through making’. This approach permeates the entire course – from the Level 4 to the Level 6 ensuring that ‘products’ and ‘artefacts’ of different levels of complexity constitute the outputs of assignments in dedicated modules throughout the course. The will be integrated into an online portfolio of applications and design solutions that reflect the professional readiness of each student and which will maximise their employability.

**Guiding career trajectories**

At the heart of our flexible course is the use of *guided option routes* as pre-shaped trajectories across Levels 5 and 6 that allow students to progressively focus on their chosen career path. The core modules are designed to cover the underlying principles for the subject discipline, and are structured to ensure that all students study the core materials necessary to meet the benchmarking standards. Each guided route comprises a dedicated module at Level 5 and 6 and a further recommended specialism at Level 6. The current guided option routes are:

* Software Engineering
* User Experience Design
* Web and Mobile App Development
* Networking and Network Security

Students are expected to elect two guided option routes at Level 5 and then specialise on one at Level 6. Notwithstanding these guided routes, there is also one free-standing option module: Digital Entrepreneurship (CI6415).

In summary, the first year of the course consists entirely of core modules to provide the computing foundational knowledge. In the second year there are two core modules, and students take two options from two guided routes. In the final year of the course, students focus more on a single guided route and take both options from this route, and a single option from the second route (or a free-standing module).

**Enhancing employability**

Two professional environments modules at L4 and L5 are designed to improve graduates softer and work readiness skills, and all students are encouraged to undertake an industrial placement. Careers advice is embedded within the professional environments modules and offered via KU Talent, the University’s career service.

If students do not wish to follow a guided route they can choose any of the available options where the pre-requisites are met and are always guaranteed a broad grounding in computer science. Modules in the final year of the course not only build on the firm foundation provided in the first two years and their work experience but allow them to explore new technologies and techniques.

**Investing in facilities**

We invest heavily in providing the latest equipment to support learning in our computing laboratories including a Games Lab, Forensic computing laboratory and a TV studio. These provide specialist facilities such as multimedia equipment, games consoles, cameras and robotic units. They support a wide variety of the latest software and tools – such as Eclipse, Oracle, Java, tools for developing mobile apps, UML and CASE tools and PlayStation 4 development. Many of the subjects within the course are linked with practical work in our well-equipped laboratories.

Our research strengths are in the fields of digital imaging, computer vision, wireless and mobile communications technologies and information systems. Research expertise and knowledge feeds directly into the taught courses.

The degree is offered in both full time and sandwich modes and has an excellent and proud history of industrial placements both in large international companies and in UK based small and medium sized (SME) industries. The curriculum is backed by the research undertaken within the School of Computer Science and Mathematics (CSM). In addition it is informed by the School’s Industrial Advisory Panel.

We continuously update our module content and themes to reflect the latest advances in the industry – for example while providing the essential knowledge about computer architecture, design patterns, algorithms and project management techniques, we also expose our students to the latest data visualisation approaches, data mining techniques, social computing and cloud computing. We combine various teaching techniques, to enable our students to have a rich learning experience while gradually developing a portfolio of products which they can proudly showcase to their potential employers.

## Aims of the Field/Course

The over-arching aim of the Computer Science course is to produce highly trained graduates with specialist technical knowledge and scientific mind set, capable of solving real world problems, are driven by passion, sustainability and wider socio-technical implications are considered 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 such as the British Computer Society
* 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, 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 understands 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; reflect on trends in the computing domain and their actions are demonstrative of a creative contribution.

## Intended Learning Outcomes

This course provides opportunities for students to develop and demonstrate knowledge and understanding specific to the subject, key skills and graduate attributes in the following areas. The programme outcomes are referenced to the QAA subject benchmarks for Computing and the Framework for Higher Education Qualifications in England, Wales and Northern Ireland (2016), and relate to the typical student.

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| --- | --- | --- | --- | --- | --- |
| **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, aesthetics and technical practicalities | C4 | implement software solutions using a variety of programming languages, environments and platforms |
| 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 |

In addition to the programme learning outcomes identified overleaf, the programme of study defined in this programme specification will allow

students to develop a range of Key Skills as follows:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Key Skills** | | | | | | |
| **Self Awareness Skills** | **Communication Skills** | **Interpersonal Skills** | **Research and information Literacy Skills** | **Numeracy Skills** | **Management & Leadership Skills** | **Creativity and Problem Solving Skills** |
| Take responsibility for own learning and plan for and record own personal development | Express ideas clearly and unambiguously in writing and the spoken work | Work well with others in a group or team | Search for and select relevant sources of information | Collect data from primary and secondary sources and use appropriate methods to manipulate and analyse this data | Determine the scope of a task (or project) | Apply scientific and other knowledge to analyse and evaluate information and data and to find solutions to problems |
| Recognise own academic strengths and weaknesses, reflect on performance and progress and respond to feedback | Present, challenge and defend ideas and results effectively orally and in writing | Work flexibly and respond to change | Critically evaluate information and use it appropriately | Present and record data in appropriate formats | Identify resources needed to undertake the task (or project) and to schedule and manage the resources | Work with complex ideas and justify judgements made through effective use of evidence |
| Organise self effectively, agreeing and setting realistic targets, accessing support where appropriate and managing time to achieve targets | Actively listen and respond appropriately to ideas of others | Discuss and debate with others and make concession to reach agreement | Apply the ethical and legal requirements in both the access and use of information | Interpret and evaluate data to inform and justify arguments | Evidence ability to successfully complete and evaluate a task (or project), revising the plan where necessary |  |
| Work effectively with limited supervision in unfamiliar contexts |  | Give, accept and respond to constructive feedback | Accurately cite and reference information sources | Be aware of issues of selection, accuracy and uncertainty in the collection and analysis of data | Motivate and direct others to enable an effective contribution from all participants |  |
|  |  | Show sensitivity and respect for diverse values and beliefs | Use software and IT technology as appropriate |  |  |  |

## Entry Requirements

The minimum entry qualifications for the programme are:

From A levels: 112 points, General Studies not accepted

BTEC National: 112 points: Distinction, Merit, Merit

Access Diploma: 60 credits overall 45 at level 3 the remainder from level 3 or level 2

Computing Foundation Year

Plus: GCSE (A\*–C): five subjects, including English Language and Mathematics

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.

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.

Disclosure and Barring Services (DBS) clearance is not required

## Course Structure

This programme is offered in full-time and part-time and it can also be taken in a sandwich mode, all leading to the award of a BSc (Hons) degree. Entry is normally at level 4 with A-level or equivalent qualifications (See section D). Transfer from a similar programme is possible at level 5 with passes in comparable level 4 modules – but is at the discretion of the admissions tutor. Intake is normally in September. Direct entry into level 6 is not permitted.

### E1. Professional and Statutory Regulatory Bodies

### E2. Work-based learning, including sandwich courses

KU Talent; the University’s career service, has a specific team for the faculty that helps source industrial placements. Placement specialists within the KU Talent team help students throughout the application process, with support interviews and throughout the transition to work, for example, with mock interview sessions, CV workshops, careers fairs and industry speakers on employers’ needs. The team monitors the student whilst in industry. Placement students are visited whilst in industry by a network of academics who act as individual placement tutors.

Work placements are actively encouraged as they expose students to a real working environment, which makes them more experienced and employable after their first degree. Work placements also enable employers to find employees for permanent positions. Note that ultimately it is the responsibility of individual students to source and secure work placements.

### E3. Outline Programme Structure

*BSc (Hons) Computer Science*

**LEVEL 4 LEVEL 5 LEVEL 6**

Level 6 Guided option

CI5250 Computing Systems

CI4250 Computing Fundamentals

CI4305 Requirements Analysis and Design

Level 6 Guided core

Level 5 Guided option

Level 6 Guided option

Level 5 Guided option

CI4105 Programming I: Thinking like a Programmer

CI6600 Individual Project

CI5450 Professional Environments 2

CI4450 Professional Environments 1

**Guided option routes**

The core modules are designed to cover the underlying principles for the subject discipline and the guided option routes then allow students to specialise according to their intended employment destinations. The current guided routes are:

* Software Engineering
* User Experience Design
* Web and Mobile App
* Networking and Network Security

Each level is made up of four modules each worth 30 credit points; a student must complete 120 credits at each level. All students will be provided with the University regulations and specific additions that are required for accreditation by any outside body i.e. a professional or statutory bodies that confers professional accreditation. Full details of each module will be provided in module descriptors and student module guides.

**Part time students**

Part time students should take core modules first, apart from the Individual Project, which is taken last.

***Level 4 Modules***

All modules are core i.e. compulsory.

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| --- | --- | --- | --- | --- |
| Level 4 | | | | |
| Module name | Module code | Credit  Value | Level | Teaching block |
| Computing Fundamentals | CI4250 | 30 | 4 | 1 and 2 |
| Programming I - Thinking like a programmer | CI4105 | 30 | 4 | 1 and 2 |
| Requirements Analysis and Design | CI4305 | 30 | 4 | 1 and 2 |
| Professional Environments 1 | CI4450 | 30 | 4 | 1 and 2 |

This course permits progression from level 4 to level 5 with 90 credits at level 4 or above. Progression to level 5 requires passes in CI4250. The outstanding 30 credits from level 4 can be trailed into level 5 and must be passed before progression to level 6. Students exiting the programme at this point who have successfully completed 120 credits are eligible for the award of Certificate of Higher Education in Computer Science.

***Level 5 Modules***

Student must take two core modules and select two optional modules (from the guided option routes)

Core Modules

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level 5 | | | | |
| Module name | Module code | Credit  Value | Level | Teaching block |
| Computing Systems | CI5250 | 30 | 5 | 1 and 2 |
| Professional Environments 2 | CI5450 | 30 | 5 | 1 and 2 |

Optional Modules from the Guided Option Routes

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level 5 | | | | |
| Module Name | Module code | Credit  Value | Level | Teaching block |
| *Software Engineering* | | | | |
| Programming II - Software Development | CI5105 | 30 | 5 | 1 and 2 |
| *User Experience Design* | | | | |
| User Centred Design | CI5330 | 30 | 5 | 1 and 2 |
| *Web and Mobile App Dev* | | | | |
| Database-Driven Application Development | CI5320 | 30 | 5 | 1 and 2 |
| *Networking and Network Security* | | | | |
| Networking Concepts | CI5210 | 30 | 5 | 1 and 2 |

This course permits progression from level 5 to level 6 with 90 credits at level 5 or above. The outstanding 30 credits from level 5 can be trailed into level 6 and must be passed before consideration for an award. Students exiting the programme at this point who have successfully completed 240 credits are eligible for the award of Diploma of Higher Education in Computer Science.

**Placement Module**

Students on the sandwich route take the module CI5999 Industrial Placement

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| --- | --- | --- | --- | --- | --- |
| **Level 5** | | | | | |
| **Industrial Placement** (60 credit) for students on sandwich course | | | | | |
| **Compulsory modules** | **Module code** | **Credit**  **Value** | **Level** | **Teaching Block** |  |
| Industrial Placement | CI5999 | 60 | 5 | 1 and 2 |  |

***Level 6 Modules***

Student must take two core modules (the Individual Project module and a specific core module from the ***Guided Route***) and select two option modules (ideally, from their Guided Routes)

Core Modules

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **65 Level 6** (at least 60 credits = core) | | | | | |
| **66 Core modules** | **67 Module code** | **68 Credit**  **Value** | **69 Level** | **70 Teaching Block** |  |
| Individual Project | CI6600 | 30 | 6 | 1 and 2 |  |
| **71 Option modules** | **72** | **73** | **74** | **75** | **76 Pre-requisites** |
| *Software Engineering* Programming III – Patterns and Algorithms | CI6115 | 30 | 6 | 1 and 2 | CI5105 |
| *User Experience Design*  User Experience Design Thinking | CI6315 | 30 | 6 | 1 and 2 | CI5330 |
| *Mobile and Web App Dev*  Mobile Application Development | CI6330 | 30 | 6 | 1 and 2 | None |
| *Networking and Network Security*  Cyber Security | CI6245 | 30 | 6 | 1 and 2 | None |

Option Modules from the Guided Routes

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Level 6 | | | | | |
| Module name | Module code | Credit  Value | Level | Teaching block | Pre-requisites |
| *Software Engineering* | | | | | |
| Software Development Practice | CI6125 | 30 | 6 | 1 and 2 | None |
| *User Experience Design* | | | | | |
| Mobile Application Development | CI6330 | 3 | 6 | 1 and 2 | None |
| *Mobile and Web App* | | | | | |
| Advanced Data Modelling | CI6320 | 30 | 6 | 1 and 2 | CI5320 |
| *Networking and Network Security* | | | | | |
| Internet Protocols and Services | CI6250 | 30 | 6 | 1 and 2 | CI5210 |

Other Option Modules

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Module name | Module code | Credit  Value | Level | Teaching block | Pre-requisites |
| Digital Entrepreneurship | CI6415 | 30 | 6 | 1 and 2 | None |

Level 6 requires the completion of the compulsory module CI6600 Individual project and three option modules. The complete list of option modules available will be determined annually and subject to resourcing. Part time students take the CI6600 Individual Project last.

### E4. Student “learning journeys” – the development of knowledge and skills

The core knowledge and skills required for Computer Scientists in employment, together with those skills that contribute to their ability to develop as undergraduates are effectively developed as a series of “learning journeys”. Several of these journeys are illustrated in the following section.

(Within the accompanying diagrams, bold arrows è indicate growth or development; thin arrows à suggest a link or supporting activity and colours represent intensity or significance. Typically only the core modules are represented – option modules will link to other modules that develop knowledge/skills as per their pre-requisites and are included only where the relationship is pivotal on a guided student journey *e.g.* towards a particular “guided route” or chosen, career-focused final year project.)

#### Programming knowledge and skills (software engineering and the profession)

The development of experience writing code in subject- and employment-specific software environments, together with the ability to design applications and manage projects, starts with CI4105, which uses a state-of-the-art programming environment and pedagogy to introduce all students, regardless of prior experience, to programming from which they could progress through a guided route without further programming towards a final year project (which would entail a relatively small software artefact implementation). For the “User Experience Design”, “Software Engineering” and “Web and Mobile App” guided routes, additional *option* modules build on the Level 4 core (CI4105, CI4305, CI4450, CI5450) in preparation for more sophisticated capstone application in CI6600. Guided by a member of staff, students choose a project showcasing the gamut of skills and knowledge acquired by producing a “product” suited for publication in the student’s portfolio (which in itself was introduced and curated through CI4450 and CI5450).

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| CI4305 (requirements) |  | Guided option routes | è | Software Engineering | CI5105  (sophistication of methodology) | è | CI6115, CI6125  (wider scope, enterprise level) |
| ê |  | à | User Experience Design | CI5330 (human-centric approach) | è | CI6315, CI6330 (user experience and web) |
| CI4105 (introduction) | è | è | Web and Mobile App | CI5320 (web-based approach) | è | CI6320, CI6330 (enterprise database and web) |
| á |  |  |  |  | á |  | ê |
| CI4450 (professional context and portfolio) | è | | | | CI5450 (project management and portfolio) | è | CI6600 (capstone application) |

#### Communication skills (presenting work; giving, receiving and acting on feedback)

Software, presentations, reports, database models and posters feature across the programme. The use of presentation and document-writing software to create or document these artefacts is guided through workshops in CI4450 and CI5450, whilst the information being presented increases in sophistication. In CI4305 students work in groups and are encouraged to use mobile communication tools as they learn to communicate with each-other in the design and use of a “brief” towards the presentation of a prototype. CI5250 develops experience presenting technical information in reports (from architectures to

algorithm complexity) which are incorporated by students into their (CI5450) professional portfolios and discussed with Personal Tutors. In option modules within “guided routes” there are opportunities for oral demonstration and presentations (CI5320, CI5330) and expanded technical diagram production (CI5105). These activities culminate in the capstone dissertation in CI6600 which is assessed summatively by a significant written dissertation, its oral presentation and accompanying project demo. The CI6600 module includes dissertation research and writing sessions and mock/interim prototype demos to prepare students to communicate these artefacts which will form the centrepiece of their professional portfolio.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| CI4305 (group-based, online) | è | CI5250 and *options* (oral and technical reporting) | è | *options* CI6115, CI6330, CI6320 (increased scope and technical content) |
| á |  | á |  | ê |
| CI4450 (supported *via* portfolio) | è | CI5450 (supported *via* portfolio) | à | CI6600 (capstone dissertation and oral exam) |

#### Group work and the ability to work in teams

The course strategy is to carefully introduce and teach the practice of group work in Level 4 and use it quite intensively whilst the assessment stakes are low to establish good habits and models of group working, use it within summative assessments at Level 5 where the assessment stakes are higher but the contribution to the final degree classification is still relatively low and to develop it at Level 6 with typically one summative activity. As such, group assessments are used in 3 out of 4 modules at Level 4 separated throughout the year, and then summatively in 2 out of 4 modules at Level 5 and with two cohort-level activities rather than small group assessment at Level 6:

* CI4450 introduces the practice and process of group work; group working skills are demonstrated, taught and assessed in collaboration with colleagues from the Directorate for Student Achievement (KU Talent *etc.*) with assessed coursework in cross-disciplinary groups, timetabled group workshops (simulating a workplace environment) where attendance is expected and absence must be accounted for, and, typically, using project topics related to industry or research
* CI4105 simulates professional software development practices, reinforcing the employability message without overburdening students with large group activities
* CI4305 uses a simulated studio approach where students work and are assessed in teams
* CI5450 continues the professional emphasis with multi-discipline teams working on industry-driven projects simulating a professional environment, with summatively assessed project management skills being developed to build on the group experience in CI4450
* CI5320 further develops the industry simulation with assessed group work built-in to workshops, close monitoring and feedback from the teaching staff as simulated “employers” in the second half of the module
* CI6600 (the capstone project) gives opportunities to celebrate student’s work and to receive feedback from peers, University staff and employers in a poster or conference setting.

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| --- | --- | --- | --- | --- |
| CI4105 (development in groups) |  |  |  |  |
| ê |  |  |  |  |
| CI4305 (uses and assesses by model) | è | CI5320 (uses and assesses by model) | è | *options* CI6125, CI6315, CI6330 (group work, industry simulation) |
| é |  | á |  | ê |
| CI4450 (teaches, supports and establishes model) | à | CI5450 (revisits model) |  | CI6600 (receive peer & other feedback) |

## Principles of Teaching, Learning and Assessment

The learning and teaching strategies reflect the field aims and learning outcomes, student background, potential employer requirements and the need to develop a broad range of technical and professional skills, with the ability to apply them appropriately. The strategies ensure that students have a sound understanding of computing and have acquired the transferable skills expected of modern-day graduates.

The programme is designed according to the KU Curriculum Design Principles and it utilises a wide range of teaching and learning methods to enable all students to be actively engaged throughout the course. The learning, teaching and assessment strategies reflect the programme aims and learning outcomes, student background, potential employer requirements, and the need to develop a broad range of technical skills with the ability to apply them appropriately.

The academic year includes scheduled contact time for lectures, workshops, enhancement activities, and revision. The standard module provision includes laboratory sessions, seminars, group work – to underpin the principles taught in the lectures – but, also dedicated programming aid sessions for students needing further help.

In each year of the course students will develop systems, sometimes as members of a team and sometimes as an individual. For example, in their first year students are aided in developing their programming, research, (in terms of reading and research methods such as interviewing, distinguishing between strong and weak evidence and argument), writing, decision-making, and analytical skills. They also begin to deal with client requirements and case studies.

The capstone project is a mandatory part of the programme and is undertaken in the final year. It offers students the opportunity to integrate their cumulative academic studies and practical skills with a single project, which may be for a real client. Students are provided with opportunities to engage with the project earlier on in their programme before the start of the project to ensure that they are adequately prepared to undertake this in their final year.

Learning computer science is often most readily undertaken in the context of the search for solutions to real-life problems. This is reflected in the approach adopted throughout this programme which is problem-centred wherever appropriate. The strategy is to start with a relevant problem then to move forward from there to explore the theory and techniques necessary to investigate that problem. The ‘top down’ approach provides more motivation for students to engage with material/concepts and opportunities for relatable (concrete), inclusive example problems to be used. Students frequently work in groups to tackle these problems both in timetabled sessions and outside, thereby creating a learning community in which the students collaborate with each other and staff. As the students work together in groups, both formatively and summatively, this community supports them automatically allowing for different learning styles and varied backgrounds.

Teaching and learning sessions adopt a hybrid approach based on modern pedagogical principles, with use of appropriate TEL such as clickers. For any topics where a more formal didactic approach is deemed the most appropriate, the ‘lecture’ delivery will still involve active participation by students, for example, working through exercises and/or using classroom response systems throughout the session. Subject material and corresponding techniques are typically introduced via problem-centred learning often with a tutorial/seminar flipped or ‘partially flipped’ classroom approach to replace traditional lectures.

Canvas, the university’s virtual learning environment, is used extensively in all modules as a communication tool and means of dissemination of learning and reference materials, formative worksheets, assignments, links, videos and lecturer-annotated slides. In this way it acts as a dynamic study guide in each module and going further it provides a structured learning space to support students for independent study, facilitate discussion, and in addition in some modules, for formative and summative tests and surveys. Canvas is also used to facilitate group work, both formatively and summatively. For example in the Professional Environment modules students are introduced to the group collaboration features of Canvas and are encouraged to use the Canvas app to mediate discussion and to collaborate on coursework “artefacts” which can be formatively assessed in the group workshops while the record of collaboration contributes, summatively, to the module’s assessment outcomes.

Study materials, including examples and exercises, are published on Canvas in advance of the time-tabled sessions, to allow students to prepare and fully benefit from classroom time – further many sessions adopt a flipped or partially flipped approach for which the pre-published materials are essential. The availability of this material assists students from various backgrounds to achieve a common level at the start of the session or to highlight any deficiencies which they can then address with the lecturer.

Students are encouraged to develop as independent learners as they progress through their degree course. This is supported explicitly through, for example, the strand of professional skills modules culminating in the individual project in the final year.

### Assessment and Feedback

The assessment is regarded as an integral part of our learning and teaching strategy, and incorporates both assessments of and for learning. Ample opportunities are given to students for formative assessment with rapid feedback.

A wide range of assessment mechanisms is used to ensure that students with diverse backgrounds and different strengths and abilities are not disadvantaged and to ensure that our students are capable of tackling many different types of problems. The methods of assessment have been selected so as to be most appropriate for the nature of the subject material, teaching style and learning outcomes in each module and the balance between the various assessment methods for each module reflects the specified learning outcomes. Emphasis is given to authentic assessments based on real-world problems. This allows the students to produce “artefacts” as outcomes of the assessment process, forming a portfolio which provides tangible evidence of their developing skills and knowledge thus enhancing their employment prospects.

### Inclusive Teaching Practice

The teaching practice is guided by the HEA considerations for effective practice across subject areas together with Kingston University’s “Excellence in Inclusive Curriculum” initiative. In particular, a collaborative approach which creates a partnership between staff, students, employers and other stakeholders. Opportunities to insure that the curriculum is inclusive take place at such forums as the Staff Student Consultative Committees and Boards of Study together with discussions at module and course level. Meetings take place between subject teams to consider subject specific issues. The variety of teaching activities also takes account of the students’ different learning preferences and experiences and there is a careful balance of individual and group based activities.

Marking criteria are provided for all assessments as part of the assessment booklet at the beginning of the year for each module and care is taken to ensure that the language used in the assessment is jargon free, which is checked by the moderator. The case studies used are designed to be inclusive. Resources are provided on the KU EDI website.

Feedback, in a variety of formats provides students with guidance in developing skills which are both beneficial for future assessments and highly valued by employers. Feedback in the Professional Environment modules involves the Personal Tutors as a conduit through which feedback is given.

In the final year every student undertakes a 30 credit capstone Individual Project, which draws on and enhances the skills and knowledge developed throughout the programme. This consolidates independent learning skills and typically provides an opportunity for practical application of their academic knowledge to the implementation of a solution or construction of a suitable artefact.

In the programme as a whole, the following components are used in the assessment of the various modules:

* Practical exercises: to assess students’ understanding and technical competence
* Individual and group-based case studies: to assess ability to understand requirements, to provide solutions to realistic problems and to interact and work effectively with others as a contributing member of a team. The outcomes can be:
  + Written report, where the ability to communicate the relevant concepts, methods, results and conclusions effectively will be assessed.
  + Oral presentation, where the ability to summarise accurately and communicate clearly the key points from the work in a brief presentation will be assessed.
  + Poster presentation where information and results must be succinct and eye-catching.
  + Video, which may replicate features of oral presentations but allows advance preparation away from the audience (which may suit some students better).
  + Article emphasising the ability to communicate with different audiences.
  + Interview emphasising the ability to answer questions appropriately and relevantly.
  + Simulated client interactions: letters, quotations, etc.
* Multiple choice or short answer questions: to assess competence in basic techniques and understanding of concepts.
* Long answer structured questions in coursework assignments: to assess ability to apply learned techniques to solve simple to medium problems and which may include a limited investigative component
* Long answer structured questions in end-of-module examinations: to assess overall breadth of knowledge and technical competence to provide concise and accurate solutions within restricted time
* Project: The individual project module represents an opportunity for students to draw together different aspects of their learning on the course and to apply the techniques learned in an extended study. As such the assessment here will place a greater emphasis on ability to plan work, manage time effectively, and research background information, culminating in a written report and interview.

At the beginning of each academic year there is a joint department-wide meeting at which the delivery of material and assessments is planned with a full calendar being constructed. This ensures:

* that care is taken to avoid summative assessment bunching and thus student workloads are managed;
* synchronized and coherent delivery of material across the programme in a way that is visible both to staff and students, thus enabling assessments to draw on skills and knowledge from an appropriate variety of modules.

Students are expected to develop their skills, knowledge, confidence and understanding through independent and group learning, in the form of guided and self-directed study, and the exploration of the application of computing in the real world, throughout their course. For example basic team-working, investigative, researching and (informal) communication skills are introduced, developed and facilitated through the Professional Environment modules. Students are also introduced to the professional environment surrounding their area of study alongside considerations of ethical behaviour and responsibility. These themes are reinforced with professional development opportunities tailored for each programme level and delivered by colleagues from Student Achievement and KU Talent. Furthermore, all students explore group case studies in computing and information systems, requiring the collaborative investigation/solution of some real world problems as well as the production of written reports and oral or poster presentations. These foster the development of team-working, research and (formal) communication skills. In the final year all students will carry out research and development and present the background to and findings of their projects as indicated above. This will enhance their research and investigative skills to explore and master complex new ideas, learn and apply advanced techniques and further develop their independent working and communication skills.

### Research Informed Teaching

The course team is research active within the Digital Information Research Centre (DIRC), which is dedicated to the advancement of the theory and applicability of computer science to enable internationally-leading work in the field of informatics, addressing the needs of society in the thematic areas of health, communications, security and data. The centre provides an inclusive and outward looking environment for research development, fostering interdisciplinary and multidisciplinary research to achieve maximum impact in real-world applications.

The following areas within the centre are incorporated into the course design:

* *NoobLab* is an online programming environment that has emerged as an artefact from research by the Technology Enhanced Learning Group. Targeted at those students who are new to programming, it provides an immersive learning experience in which practical exercises can be delivered in a stimulating, engaging fashion, with real-time feedback provided to the student as they work and progress at their own pace. The School has internationally recognised research groups that feed into and support student learning through its teaching programme.
* The computer vision activity within the centre has internationally recognised expertise in visual surveillance, medical imaging and intelligent environments. The Human Body Motion Group within DIRC works on the extraction, analysis and synthesis of human motion using video footage and motion capture data for graphics and games applications.
* The Wireless Multimedia and Networking Research Group carries out fundamental and applied research on wireless communications and networking, media streaming and closely related fields. It investigates adaptive delivery of media information with an adequate quality of service. Research activity relies on the different fields of information theory, signal processing and applied mathematics, communication theory, wireless networking and security.

Thus there is good linkage between research and teaching and the teaching team for computer science draws from DIRC members.

Students are also able to develop their research skills which form a fundamental part of Levels 4 to 6’s curriculum. These skills enable students to distinguish and present appropriate evidentiary information in an argument. These skills are greatly valued by employers.

Staff members also engage with research into teaching and learning in Higher Education which feeds through to support learning in lectures and other forms of student engagement during contact time.

## Support for Students and their Learning

Students are supported by a highly qualified team of academic staff that includes individuals in the following roles:

* A Course Director to help students understand the programme structure
* A Module Leader for each module
* A Personal Tutor to provide academic and personal support

Additional support is provided by the following specialist staff:

* A Placement Tutor to give general advice on placements
* Technical Support to advise students on IT and the use of software
* A designated Programme Administrator
* English language support for international students

Matters outside the academic arena are supported by:

* Student support facilities that provide advice on issues such as finance, regulations, legal matters, accommodation, international student support etc.
* Disability and dyslexia student support
* A substantial Study Skills Centre that provides academic skills support
* Careers and Employability Service
* The Students’ Union
* An induction week at the beginning of each new academic session
* Staff Student Consultative Committee
* A virtual learning environment (VLE) available on the university’s intranet

The students are introduced to all these mechanisms during induction sessions at the beginning of each new academic year. It is here that the level 4 students first encounter the university’s computer network, which includes their personal access to the VLE and how to use it as a learning environment. They are also encouraged to make use of the substantial Study Skills Centre, an important resource that provides additional help across a range of academic skills.

Students are expected to be involved in the development of their programme. On an individual level through meetings with their personal tutors at which they can discuss their academic progress, personal development and can seek advice on course and module choices in the light of their career aspirations. As a cohort, students can contribute to many aspects of programme evolution for example by student representation on committees including Staff Student Consultative Committees as well as by their formal and informal feedback such as end-of-module reviews.

### Support for Academic Skills

There is a range of support available within the School, which includes but is not limited to:

SEC Academic Success Centre

Drop-in Programming Sessions (Java Aid, C++ Aid)

Drop-in Maths Aid sessions

Academic Probation Programme, with Academic Success Workshops

SEC Academic Success Centre (SASC) is a one-to-one drop-in Study Skills session for students every weekday. Help is available on a range of academic skills from writing reports, note-taking, to exam revision, referencing, and mathematical skills.

The Academic Probation Programme highlights students at risk of losing their university place. It supports first year students who have failed the year by requiring them to perform a range of academic activities designed to reach the required academic level. This is closely monitored by their personal tutor to whom they report.

There is a Student Support Team to help students with any problem has an effect on their studies. This can range from illness, problems writing an assignment, questions about academic regulations to serious confidential issues.

### The Personal Tutoring Scheme (PTS)

There exists a Faculty-wide student support system. It includes, for example, a SEC wide drop-in centre where students could seek advice without an appointment; also, they can email, or phone a designated number to get instant help. Students are assigned a member of the computing academic staff as their Personal Tutor (PT) which they retain for the full three or four-year duration of their time at university. The first contact between student and PT is during Induction Week for an introductory meeting and thereafter the following procedure is followed:

#### Level 4 [settling in and building confidence]

In the first year (Level 4) PTs follow-up the Induction Week contact with a 1-to-1 meeting between weeks 1 and 3 in order to discuss any academic or pastoral issues that might have arisen during this important settling-in period. Employability topics such as the value of industrial placements and internships are introduced; they are encouraged to think about compiling a CV in preparation for their future applications (this is followed up in the professional environments module).

Throughout the first teaching block, some academic sessions based around problem centred learning encourage the students to work together in their tutor groups in formative assessments to facilitate the bonding of these individuals into self-supporting study teams which are intended to endure. In addition selected second year students are recruited as mentors in the Level 4 programme to encourage the community spirit of their course and foster engagement.

Student attendance is closely monitored from the first teaching week. In the Professional Environment module this includes monitoring attendance and participation in group (team-based) workshops where students are developing their group working skills. Those absent from classes are contacted by their tutor to determine whether they need additional support. This is to address the danger of poor attendance at the beginning of the course which can be associated with poor academic outcomes.

Subsequent PT meetings are motivated by continued monitoring of formative assessment in core modules and helping students to begin preparing for summative assessments by providing support and signposting appropriate sessions in study skills centres. Where problems exist, both PTs and the module team(s) will direct students to Programming Aid/MathsAid and/or SASC as appropriate.

#### Level 5 [‘stepping it up’ and broadening horizons]

In the second year the focus of the PT system is to encourage students to begin looking forwards, toward some form of academically-relevant placement activity, perhaps as a full-scale Industrial Placement in year 3, or as some form of identifiable engagement with industry, such as a relevant short-term placement, summer work or a subject-relevant internship. All students receive information from the KU Talent team on the process and opportunities before the winter vacation.

The PT highlights the importance of students engaging with this in their “welcome back” induction meeting in week 1, together with an explanation of how Level 5 modules contribute to degree classification and any other differences in course structure and assessment procedures between Level 4 and Level 5.

#### Level 6 [maximising success and moving on]

In the final year the focus shifts to graduation and employability and the PT scheme uses the capstone project module to promote PT-style discussions alongside regular project meetings

In the first weeks of term the PT’s role is to welcome students back, encourage them to reflect on their progress and module feedback, and plan to make the most of their final year, exemplified by early deliverables in the project module. Throughout Level 6, the KU Talent team provides activities which the PT signposts for students, some of which are delivered within and linked explicitly to sessions and assignments in core modules.

After the winter vacation the PT meets with their tutees to discuss the opportunities for graduate study and employment and provide contact details for employers’ reference requests. The final project is a key employability “artefact”. Students can seek advice from their personal tutor or project supervisor who may be a different academic.

Both the Project Supervisor and Personal Tutor are able, in collaboration with KU Talent, to encourage students how best to present their project on their *cv* and at interview.

## Ensuring and Enhancing the Quality of the Course

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

* External examiners
* Boards of study with student representation
* Annual review and development
* Periodic review undertaken at subject level
* Student evaluation
* Moderation policies

## Employability Statement

Computing qualifications are amongst the most versatile and enable graduates to find employment in a wide spectrum of careers ranging from systems and business analysts, and software engineers, through to programmers and network specialists in a wide range of public and private sector industries. Recent graduates found employment with large organisations such as IBM, Hewlett Packard, Capgemini, JDA Software, Thomson Reuters, GlaxoSmithKline, Axa, BAA, British Telecom, Ernst & Young, Marks & Spencer, Waitrose, Virgin Media, NHS Institute for Innovation and Improvement as well as a host of smaller companies. Graduates also pursue careers in academia joining universities such as Kingston University’s PhD programmes in digital imaging, computer forensics, and user experience.

Our curriculum is largely applied in nature with many case studies chosen for their topicality and relevance to industry such as information systems design, programming, networking, and implementation issues. Working on case studies designed to simulate the working environment, typically in teams, gives students experience of applying their computing, information systems and networking methods and key skills to open-ended problems with complex solutions, and presenting their findings, including any limitations, in a professional manner. This mirrors the experience of computing professionals working in commerce and industry. To further set the material in context as well as inspire our students, leading practitioners from industry, such as Google and IBM are invited to give guest lectures and workshops. Throughout the course students develop communication and interpersonal skills, learn time management and the value of prioritising and planning by involvement in the learning activities outlined in section F above.

In preparation for their future employment we make extensive use of industry standard software such as Oracle J Developer, Oracle SQL Developer, Opnet, Eclipse, Adobe, Autodesk, MS Visual Studio, Netbeans, Unity, throughout the course. The use of the guided option routes enable students to specialise in their chosen domains.

### Personal Development Portfolio (PDP)

PDP is centred on student learning and development to encourage the student to become a more effective, independent and confident self-directed learner which appeals to employers. The student is responsible for engaging with the PDP process which is introduced in the core Professional Environments modules to support them and enable them to reflect upon their learning and achievements, formulate study action plans and to plan their career development needs. Students create a personal record of learning containing evidence of their qualities, key skills, achievements and products (artefacts of their learning and assessments) to support industrial placement applications and future job applications or applications for graduate studies. The development plans are reviewed regularly for feedback from their personal tutor.

### Industrial Placement (IP) and its Importance to Student Employability

All of our students are encouraged to make use of the opportunity to enhance their learning and personal development by undertaking a Summer Internship between years of study and/or an industrial placement in the third year of their programme. All placements are vetted to ensure that they provide a relevant experience in which students can apply their learning in a practical situation. All placement students on the course receive comprehensive support from the placement specialists (Talent Preparation Officers) within the KU Talent team in securing a position and while in the workplace, although ultimately the responsibility for the placement remains with the student. A small number of students take advantage of the opportunity for an overseas educational exchange visit, in which part of the course is studied at a university in another country, typically the USA or in Europe. This broadens their cultural experience and enhances their personal development in ways that are particularly valuable in today’s multinational employment market. Students also gain employability and transferrable skills through participation in the School’s annual monitoring process (*e.g.* as student representatives on the Staff Student Consultative Committee, Faculty Forum, Board of Study and Faculty Board), through volunteering, which the University and Union of Kingston Students facilitates, as Student Ambassadors, where computer science students have been excellent ambassadors for our courses at Open Days, Enrolment and Induction events and through the University’s Talent Academy programme which offers a range of different on-campus employment opportunities to students. Large numbers of suitable employers and alumni come to the University to take part in Careers Fairs, deliver talks and to recruit students for specific opportunities

Our programme is designed to embed employability skills within the curriculum at all levels and develop students’ ability to recognise their personal and academic achievements and career aspiration. This is fostered through the strand of professional environments modules built into the programme from the start. During these, students experience a transition from guided towards independent learning and career planning and development, through a series of sessions, offered under the auspices of KU Talent, including; Professional Communication, Time and Self-Management and Identifying and Articulating Skills. There are also opportunities to perfect skills required to gain employment such as; CV writing, Psychometric Test and Using LinkedIn. These modules are shared with other courses in the School and students study and work in a multidisciplinary environment, developing their ability to communicate with non-subject specialists. In this way students gain insight into the true nature of commercial teamwork, harnessing a range of different talents and skills to tackle complex problems, preparing them for the workplace. As they progress students enhance their planning, teamwork and communication skills, (in the professional environments modules and throughout the programme) and show evidence of these though oral and poster presentations and both individual and group written reports. Outputs from these (written reports, posters and records, e.g. as videos and/or slideshows), plus products such as computer programs or results from modelling exercises on real-world problems, can be collated into a portfolio which may be presented to potential employers. Furthermore, their personal development and career options and plans are discussed with their personal tutors at regular intervals throughout their studies, and guidance given as appropriate. This is in liaison with the KU Talent team, the University’s Careers Service.

This theme culminates in the Level 6 capstone project module, which draws together the academic strands of the course. It also enhances students’ employability skills in different ways, giving them an insight into what professionals do in graduate careers. Typically, the project involves the creation of an artefact relevant to the course, often with some new element or feature. Undertaking this type of activity gives students a taste of independent research, albeit supported by the supervisor, as they familiarise themselves with the real world situation and the techniques required to investigate it. In the project, students are encouraged to develop their critical thinking, creative and analytical skills, and gain experience and proficiency in technical writing. When choosing their Level 6 option choices and project topic, students are guided by their Personal Tutor regarding what possible choices best suit their career aspirations.

The experiences gained during, and their reports and presentations on, students’ projects can provide a valuable case study to be cited in job applications and, if shortlisted, a focus for discussion and demonstration of professional skills in interviews. This has proved to be vitally important for several recent graduates, for whom giving an account of their project and the skills developed therein was crucial in securing a position of graduate employment during their interviews.

The course is vocational and curriculum developments are discussed by the School’s Industrial Advisory Panel. The School has strong links with both industry and the professional body, the BCS the Chartered Institute for IT. It hosts a local BCS chapter and several members of the School are involved with the Institute at corporate level. The Destinations and Leavers survey indicates that graduates from this programme go onto the following careers:

|  |  |  |  |
| --- | --- | --- | --- |
| Technical Analyst | Technical manager / Information Systems Manager | System support manager / Information Manager | Software developer / Software Engineer |
| Software administrator | IT Consultant / Systems Architect | IT developer | Database administrator / IT systems administrator |
| Network support / Network Engineerexecutive | Analyst / Application Analyst / Business Analyst | Internet developer | Project manager |
| Web master | Analyst programmer | Web designer / Web Developer | Network analyst |
| Data Analyst / Information Analyst | Multimedia Programmer | UX Analyst | Communication Manager / Network Consultant |

## Approved Variants from the Undergraduate Regulations

Reassessment of the project module

Reassessment following failure in the CI6600 *Individual Project* module will normally be:

* + by retake to improve the dissertation for marginal failure (Grade F5 or marks of 35-39) and the mark will be capped
  + 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.

## Other sources of information that you may wish to consult

QAA Benchmark statement website: <http://www.qaa.ac.uk/en/Publications/Documents/SBS-Computing-16.pdf>

Professional or statutory body information: <http://www.bcs.org/>

Module guides

Student handbook

Guidance on Enterprise and Entrepreneurship (Draft)

<http://www.qaa.ac.uk/Publications/InformationAndGuidance/Documents/EE_Draft_Guidance.pdf>

Shadbolt review

<https://www.gov.uk/government/uploads/system/uploads/attachment_data/file/518575/ind-16-5-shadbolt-review-computer-science-graduate-employability.pdf>

Hinchliffe, G. & Jolly A. (2009), “Employer Concepts of Graduate Employability”, The Higher

Education Academy, Subject Centre for Education (ESCalate), York

## Development of Programme Learning Outcomes in Modules

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

|  | **Module Code** |  | CI4250 Computing Fundamentals | CI4105 Programming I - Thinking like a programmer | CI4305 Requirement analysis & design | CI4450 Professional environments 1 | CI5250 Computing Systems | CI5450 Professional Environments 2 | CI5105 Programming II - Software Development | CI5330 User Centred Design | CI5320 Database Driven Application Development | CI5210 Networking Concepts | CI6600 Individual Project | CI6115 Programming III - Patterns and Algorithms | CI6125 Software Development Practice | CI6330 Mobile Application Development | CI6415 Digital Entrepreneurship | CI6250 Internet Services & Protocols | CI6320 Advanced Data Modelling | CI6245 Cyber Security | CI6315 User Experience Design Thinking |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Programme Learning Outcomes** | **Knowledge & Understanding** | A1 | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü |
| A2 |  |  | ü | ü |  | ü | ü | ü |  |  | ü | ü | ü |  | ü |  |  |  | ü |
| A3 |  |  |  | ü | ü | ü | ü |  | ü | ü | ü |  | ü |  |  | ü |  | ü |  |
| A4 | ü | ü |  |  | ü |  |  |  | ü | ü | ü | ü |  |  |  | ü | ü | ü |  |
| A5 | ü |  | ü | ü |  | ü | ü | ü |  |  | ü | ü |  |  |  |  |  |  | ü |
| **Intellectual Skills** | B1 | ü | ü | ü | ü |  | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü |
| B2 |  | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü |  | ü | ü | ü |  | ü |
| B3 |  | ü | ü | ü | ü | ü | ü | ü | ü |  | ü | ü | ü |  | ü |  |  |  | ü |
| B4 |  |  | ü | ü | ü | ü | ü | ü | ü |  | ü | ü | ü | ü | ü |  | ü |  | ü |
| B5 |  | ü |  |  |  | ü | ü |  | ü |  | ü | ü | ü | ü |  |  |  |  |  |
| **Practical Skills** | C1 | ü |  | ü | ü | ü |  |  | ü | ü | ü | ü |  | ü |  |  | ü | ü |  | ü |
| C2 | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü | ü |
| C3 |  | ü | ü |  |  | ü | ü | ü | ü |  | ü | ü | ü |  | ü |  | ü |  | ü |
|  | C4 | ü | ü |  | ü | ü |  | ü |  | ü |  | ü | ü | ü | ü |  |  | ü |  |  |
|  |  | C5 | ü |  | ü |  |  | ü |  | ü |  |  | ü | ü |  | ü |  |  |  |  | ü |

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

Shaded cells denote core modules

## Technical Annex

|  |  |
| --- | --- |
| **Final Award(s):** | BSc (Hons) Computer Science |
| **Intermediate Award(s):** | Cert HE, Dip HE, Ordinary degree |
| **Minimum period of registration:** | Full-time – 3 years  Sandwich – 4 years  Part-time – 6 years |
| **Maximum period of registration:** | Full-time – 6 years  Sandwich – 8 years  Part-time – 12 years |
| **FHEQ Level for the Final Award:** | 6 |
| **QAA Subject Benchmark:** | Computing |
| **Modes of Delivery:** | Full-time, part-time |
| **Language of Delivery:** | English |
| **Faculty:** | Faculty of Science, Engineering & Computing |
| **School:** | School of Computer Science and Mathematics |
| **Department:** | Computer Science |
| **JACS code:** | G400 |
| **UCAS Code:** | G400 (3 year full time)  G401 (4 year sandwich)  G403 (4 year with foundation) |
| **Course/Route Code:** | CSC |
|  |  |