

DEFINITIVE COURSE RECORD

Course Title	BSc (Hons) Computer Science
Awarding Bodies	University of Suffolk
Level of Award ¹	FHEQ Level 6
Professional, Statutory and Regulatory Bodies Recognition	None
Credit Structure ²	360 Credits Level 4: 120 Credits Level 5: 120 Credits Level 6: 120 Credits
Mode of Attendance	Full-time and Part-time
Standard Length of Course ³	3 years full-time
Intended Award	BSc (Hons) Computer Science BSc (Hons) Computer Science (Web and Mobile Development) BSc (Hons) Computer Science (Cyber Security) BSc (Hons) Computer Science (Artificial Intelligence)
Named Exit Awards	BSc Computer Science DipHE Computer Science CertHE Computer Science
Entry Requirements ⁴	Typical offer: 112 UCAS tariff points or equivalent and normally GCSE Mathematics at Grade C or equivalent.
Delivering Institution(s)	University of Suffolk
UCAS Code	I103

This definitive record sets out the essential features and characteristics of the BSc (Hons) Computer Science course. The information provided is accurate for students entering level 4 in the 2026-27 academic year⁵⁵.

Course Summary

This degree will provide you with the knowledge and skills required to become a computing professional. It offers a unique opportunity to develop a wide range of computing skills, including, but not limited to, cyber security, data science, artificial intelligence, web development, networking, and software engineering. The degree's flexible curriculum allows you to adapt your learning to your career aspirations and interests within the field of computing.

¹ For an explanation of the levels of higher education study, see the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2024\)](#)

² All academic credit awarded as a result of study at the University adheres to the [Higher education credit framework for England](#).

³ Where the course is delivered both full-time and part-time, the standard length of course is provided for the full-time mode of attendance only. The length of the part-time course is variable and dependent upon the intensity of study. Further information about mode of study and maximum registration periods can be found in the [Framework and Regulations for Undergraduate Awards](#).

⁴ Details of standard entry requirements can be found in the [Admissions Policy](#) and further details about Disclosure and Barring Checks (DBS) can be found on the [University's DBS webpage](#).

⁵ The University reserves the right to make changes to course content, structure, teaching and assessment as outlined in the [Admissions Policy](#).

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Course Aims

The course aims are:

1. Provide students with a thorough grounding in the practical and theoretical fundamentals that underpin the discipline of computer science.
2. Enable students to demonstrate problem-solving and evaluation skills in designing, developing and testing technological solutions to solve well-specified problems.
3. Develop students' understanding and application of concepts, principles and practices in the context of well-defined computing scenarios, showing judgment in selecting appropriate tools and techniques.
4. Develop students' command over the management of computing projects consistent with industry best practices and methodologies.
5. Develop students' ability to effectively communicate their work to diverse audiences through both written and oral formats.
6. Help students develop the interpersonal and professional qualities employers require, including reliability, integrity, an ethical approach, dependability, teamwork, and reflection.

Enable students to become effective independent learners by taking responsibility for their learning and professional development.

Course Learning Outcomes

The following statements define what students graduating from the BSc (Hons) Computer Science course will have been judged to have demonstrated to achieve the award. These statements, known as learning outcomes, have been formally approved as aligned with the generic qualification descriptor for level 6 awards set out by the UK Quality Assurance Agency (QAA)⁶.

Knowledge and understanding

1. Expressed and employed detailed knowledge and systematic understanding of essential facts, concepts, principles and theories, both established and emergent, relating to specialisms in computing
2. Expressed and employed knowledge and understanding of information security issues concerning the design, development and use of information systems
3. Understood, described and commented upon the literature and cutting-edge research in computing and appreciated the associated uncertainties, ambiguities, and limits to knowledge at the forefront of the discipline.

Cognitive Skills

1. Applied methods and techniques learned in computing and specialist topics to consolidate, extend, and apply knowledge and understanding to extended realistic and real-world projects
2. Applied detailed knowledge, systematic understanding and mastered techniques to initiate and execute their final-year project and multiple minor projects in different topic areas
3. Critically evaluated arguments, concepts, requirements, constraints and data to make rational judgements on appropriate algorithms, designs, methods, and configurations leading to the necessary analysis, design, implementation, and/or testing of solution or identification of a class of solutions to significant problems
4. Presented ideas, information, analyses, designs, implementations, tests and results relating to computing critically, comprehensibly and succinctly to both specialist and non-specialist audiences

⁶ As set out in the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2024\)](#)

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Subject-specific skills

1. Deployed appropriate established and/or cutting-edge theories, practices and tools for the successful design, development, deployment and maintenance of computer-based systems
2. Recognised the legal, social, ethical and professional issues involved in the exploitation of computer technology and be guided by the adoption of appropriate professional, ethical and legal practices
3. Researched, designed, implemented, tested, utilised and documented solutions to address specific problems, using their knowledge, understanding and technical skills in computing

Key/transferable skills

1. Developed an understanding of a specialist subject or problem area in computing to a level where they can effectively evaluate it, analyse possible solutions, design an appropriate solution and bring that solution to a successful conclusion in a defined time frame, showing by doing so their capabilities and readiness for lifelong learning and professional training
2. Evidenced the qualities and transferable skills necessary for graduate-level employment requiring the exercising of initiative, personal responsibility, and decision making through working individually and in groups on mini-projects, extended case studies and scenarios, and their major project

Course Design

The design of this course has been guided by the following QAA Benchmarks / Professional Standards:

1. The QAA 2022 Computing subject benchmark
2. The 2024 Framework for Higher Education Qualifications
3. BCS 2022, The Chartered Institute for IT

Course Structure

The BSc (Hons) Computer Science comprises modules at levels 4, 5 and 6. The course handbook, available online at the beginning of each academic year, includes module specifications for each of these modules.

	Module	Credits	Module Type ⁷
Level 4			
	Computing Fundamentals	30	Requisite
	Introduction to Programming	30	Requisite
	Networking and Cyber Security	30	Requisite
	Introduction to Web Design	15	Requisite
	Introduction to AI and Data Science	15	Requisite
Level 5			
	Software Engineering	30	Requisite
	Databases	30	Requisite

⁷ Modules are designated as either mandatory (M), requisite (R) or optional (O). For definitions, see the [Framework and Regulations for Undergraduate Awards](#)

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	Advanced Programming and Data Structures	30	Requisite
	Security Testing	30	Optional
	Advanced Web Development	30	Optional
	Machine Learning	30	Optional
Level 6			
	Final Project	30	Mandatory
	Information Systems Engineering	30	Optional
	Advanced Artificial Intelligence	30	Optional
	AI and Data Science Applications	30	Optional
	Mobile Development	30	Optional
	Distributed Systems and Cloud Computing	30	Optional
	Cyber-Physical Security	30	Optional
	Cyber Forensics and Intrusion Management	30	Optional
	Cyber Security: Attack and Defence	30	Optional

Awards

Students will be awarded a BSc (Hons) Computer Science upon successfully completing the course. Students who leave the course early may be eligible for a BSc Computer Science (Ordinary Degree) upon successfully completing 300 credits, including all mandatory modules at levels 4 and 5 and 60 credits at level 6, a DipHE Computer Science upon successfully completing 240 credits, including all mandatory modules at levels 4 and 5, or a CertHE Computer Science upon completing 120 credits, including all mandatory modules at level 4.

Pathways

Students who wish to receive a specialist award must follow one of three pathways when choosing the modules they want to undertake. All other students will receive a BSc (Hons) Computer Science award upon completion. The module selections required for a specialist award can be found below.

1. Cyber Security L4: Networking and Cyber Security L5: Security Testing L6: Cyber-Physical Security L6: Cyber Forensic and Intrusion Management	2. Web and Mobile Development L4: Introduction to Web Design L5: Advanced Web Development L6: Mobile Development L6: Distributed Systems and Cloud Computing
3. Artificial Intelligence L4: Introduction to AI and Data Science L5: Machine Learning L6: Advanced Artificial intelligence L6: AI and Data Science Applications	

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Course Delivery

The course is delivered at the University of Suffolk Ipswich Campus and the DigiTech Centre at Adastral Park. Students studying full-time in BSc (Hons) Computer Science will likely have approximately 240 contact hours for level 4, 240 contact hours for level 5 and 172 for level 6. The contact hours will include lectures, seminars, practical classes and tutorials. Students will normally be expected to undertake 30 hours of independent study in an average week but should be prepared for this to vary based on assignment deadlines and class exercises.

Course Assessment

A variety of assessments will be used in the course to enable students to experience and adapt to different assessment styles. The assessment methods used will be appropriate to assess each module's intended learning outcomes. Assessment of the course overall will be mainly coursework (including assignments, dissertations, essays, reports, presentations, group work, reflective learning journals and research projects), with four examinations and practical time-constrained assessments.

Course Team

The academic staff delivering this course are drawn from a team that includes teaching specialists and current practitioners. All staff are qualified in their subjects with their own specialist knowledge to contribute.

Course Costs

Students undertaking BSc (Hons) Computer science will be charged tuition fees as detailed below.

Student Group	Tuition Fees
Full-time UK/EU	£9,535 per year
Part-time UK/EU	£2,384 per 30 credit module
Full-time International	£16,440 per year
Part-time International	£4,110 per 30 credit module

Payment of tuition fees is due at the time of enrolment and is managed in accordance with the Tuition Fee Policy.

Students may choose to enrol in certification exams. Details of the costs of these will be provided when available. Taking certification exams is not a mandatory part of the degree.

Students are not regularly required to pay additional course fees. However, where supplementary activities are offered, there may be a small charge to cover their cost (for example, for transport).

Academic Framework and Regulations

This course is delivered according to the Framework and Regulations for Undergraduate Awards and other academic policies and procedures of the University and published on the [website](#).