

DEFINITIVE COURSE RECORD

Course Title	BSc (Hons) Computer Technologies (Software Development) [progression route]
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 6: 120 Credits Advanced standing of 240 credits at level 4 and 5
Mode of Attendance	Full-time
Standard Length of Course ³	1 year full-time
Intended Award	BSc (Hons) Computer Technologies (Software Development)
Named Exit Awards	None
Entry Requirements ⁴	240 credits, based on completion of level 5 qualifications (Foundation degree, Diploma of HE or equivalent)
Delivering Institution(s)	University of Suffolk at East Coast College (Great Yarmouth)
UCAS Code	G402

This definitive record sets out the essential features and characteristics of the BSc (Hons) Computer Technologies (Software Development) [progression route] course. The information provided is accurate for students entering level 6 in the 2018-19 academic year.⁵

Course Summary

This programme provides progression to BSc (Hons) from FdSc Computer Technologies (Software Development) or equivalent level 5 qualification. Designed primarily to meet the requirements of a rapidly-developing programming/software development sector, study areas include mobile computing, web scripting, security principles and software research and development; a period of work-placement is included and a dissertation/major project provides the opportunity for an extended study within a negotiated specialist area. This one year, full-time programme will include a period of work placement at the end of the academic year, and is intended to lead on to employment, self-employment or further postgraduate study.

¹ For an explanation of the levels of higher education study, see the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2014\)](#)

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](#)

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

At level 6 place, an emphasis is placed on autonomy and independent, self-directed learning appropriate to honours level and beyond. Students are encouraged to become 'theory builders' and 'developers' in their own vocational field.

- Provide opportunities for the application of knowledge, skills and understanding within appropriate Honours level assessment activities (e.g. dissertations, projects, critiques etc.) thereby developing as autonomous professionals
- Encourage self-evaluation and self-criticism, contextualised to own learning performance and coursework through academic study and practice
- Develop the students' presentation and communication skills, whether oral, written or through electronic media to professional standards
- Equip students to discuss aspects of their profession with confidence and to enable them to appreciate where multiple solutions or ambiguity exist
- Provide appropriate learning via formal lectures, group work, workshops, tutorial and peer support with sustained self-directed learning through the use of e-learning
- Place emphasis on autonomy and independent, self-directed learning appropriate to honours level and beyond, encouraging students' to become 'theory builders' in their own vocational field

Course Learning Outcomes

The following statements define what students graduating from the BSc (Hons) Computer Technologies (Software Development) course will have been judged to have demonstrated in order 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 as set out by the UK Quality Assurance Agency (QAA).⁶

1. Recognise and understand the key aspects of the design and development of hardware and software used in modern software and platforms
2. Demonstrate analysis and enquiry within the practice of Software Development using appropriate software and programming techniques
3. Develop ideas through to material outcomes, employing methods, techniques and tools associated with Software Development and Information Technology whilst observing good working practices
4. Apply, consolidate and extend learning in different contextual frameworks and situations, both within and beyond the field of Software Development and Information Technology

⁶ As set out in the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2014\)](#)

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5. Generate ideas, concepts, proposals, solutions or arguments independently and/or collaboratively in response to set briefs and/or self-initiated activity
6. Employ both convergent and divergent thinking in the process of observation, investigation, research and speculative enquiry

Course Design

The design of this course has been guided by the following QAA Benchmark:

- Computing (2016)

Course Structure

The BSc (Hons) Computer Technologies (Software Development) [progression route] comprises modules at level 6.

Module Specifications for each of these modules is included within the course handbook, available to students on-line at the beginning of each academic year.

Module	Credits	Module Type ⁷
Project/Dissertation	40	M
Software Research and Development	20	R
Mobile Computing	20	R
Advanced Web Scripting	20	R
Security Principles	20	R

Awards

On successful completion of the course, students will be awarded a BSc (Hons) Computer Technologies (Software Development).

Course Delivery

The course is delivered at University of Suffolk at East Coast College (Great Yarmouth). Students studying full-time on BSc (Hons) Computer Technologies (Software Development) are likely to have approximately 9-11 contact hours per week. The contact hours will be a mix of lectures, seminars, workshops and personal tutorials in support of project/dissertation development. Work placement takes place over four weeks in May of the first year. Students would normally arrange their own work placement with the support of the course team where necessary. Students will normally be expected to undertake approximately 800 hours of independent study per year, but should be prepared for weekly workloads to vary based on assignment deadlines and class exercises

Course Assessment

A variety of assessments will be used on 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 on the course overall will be

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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largely coursework based (including sector-based research, reports, evidence-based portfolios, case studies and database creation) with a single exam.

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 Technologies (Software Development) [progression route] will be charged tuition fees as detailed below:

Student Group	Tuition Fees
Full-time UK/EU	£9,250 per year
Part-time UK/EU	Not applicable
Full-time International	£13,000 per year
Part-time International	Not applicable

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

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](#).