

**DEFINITIVE COURSE RECORD**

Course Title	<b>BSc (Hons) Computing and Business Management</b>
Awarding Bodies	<b>University of Suffolk</b>
Level of Award <sup>1</sup>	<b>FHEQ Level 6</b>
Professional, Statutory and Regulatory Bodies Recognition	<b>None</b>
Credit Structure <sup>2</sup>	<b>360 Credits Level 4: 120 Credits Level 5: 120 Credits Level 6: 120 Credits</b>
Mode of Attendance	<b>Full-time and part-time</b>
Standard Length of Course <sup>3</sup>	<b>3 years full-time</b>
Intended Award	<b>BSc (Hons) Computing and Business Management</b>
Named Exit Awards	<b>DipHE Computing and Business Management CertHE Computing and Business Management</b>
Entry Requirements <sup>4</sup>	<b>Typical Offer: 112 UCAS tariff points (or equivalent)</b>
Delivering Institution	<b>University of Suffolk</b>
UCAS Code	<b>1G47</b>

This definitive record sets out the essential features and characteristics of the BSc (Hons) Computing and Business Management course. The information provided is accurate for students entering level 4 in the 2019-20 academic year.<sup>5</sup>

**Course Summary**

Computing and IT skills are valuable to employers and employees. These skills are in demand regionally, nationally and internationally and possessors can earn excellent salaries if they have strong programming abilities and business-related skills.

This degree will equip our students to be ready for the challenges of the 21<sup>st</sup>-century digital workplace through its joint nature as a business and computing degree, and by its focus on practical computing underpinned by sound theoretical knowledge. Our graduates will acquire skills in Java programming, web technologies (HTML / CSS / scripting), databases and SQL, cyber-security, agile software development, distributed systems (cloud computing and Internet of things) and big data (a future growth area), all on the UK Government e-skills top list. At the same time, our graduates will develop core competencies in business management, project management, marketing, strategic and change management.

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

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

<sup>3</sup> 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](#).

<sup>4</sup> Details of standard entry requirements can be found in the [Admissions Policy](#)

<sup>5</sup> 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**

- To provide you with a systematic understanding of key aspects of business management and information technology through a coherent and integrated programme of study
- To develop conceptual understanding that enables you to: devise and sustain arguments; use established techniques of analysis to solve problems; and describe and comment on current research in business management and information technology
- To prepare you for a career in information technology by developing practical skills underpinned by theoretical knowledge in the key technical competencies required in the modern computing environment
- To prepare you for a career in business and/or management by developing personal and professional skills that will support communication, group interaction, information finding, analysis and problem solving during your period of study consistent with the development of 'business-ready graduates'
- To provide you with a valuable and positive learning experience in your academic studies

### **Course Learning Outcomes**

The following statements define what students graduating from the BSc (Hons) Computing and Business Management 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 4/5/6 awards as set out by the UK Quality Assurance Agency (QAA).<sup>6</sup>

### **Knowledge and understanding**

1. Demonstrate a systematic understanding of key aspects of Business Management, including acquisition of coherent and detailed knowledge, at least some of which is at, or informed by, the forefront of defined aspects of a discipline
2. Demonstrate an appreciation of the uncertainty, ambiguity and limits of knowledge
3. Express and employ detailed knowledge and systematic understanding of essential facts, concepts, principles, and theories, both established and emergent, relating to advanced topics in information technology
4. Utilise knowledge and skills relating to advanced topics in information technology to analyse, specify, develop, and deploy technical solutions to appropriate problems, using both established and bleeding-edge techniques as appropriate

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

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### **Cognitive Skills**

5. An ability to deploy accurately established techniques of analysis and enquiry within a discipline
6. Critically evaluate arguments, assumptions, abstract concepts and data, to make judgements, and to frame appropriate questions to achieve a solution, or to identify a range of solutions to a problem
7. The ability to synthesise understanding from different areas of knowledge to analyse and evaluate business cases or problems
8. Apply methods and techniques learned in advanced topics in information technology to consolidate, extend, and apply knowledge and understanding to extended realistic and real-world projects
9. Apply detailed knowledge, systematic understanding, and mastered techniques to initiate and execute one major and multiple minor projects in different topic areas
10. Critically evaluate arguments, concepts, requirements, constraints and data in order to make rational judgements on appropriate algorithms, designs, methods, and configurations leading to the necessary analysis, design, implementation, and/or testing of a solution or identification of a class of solutions to significant problems

### **Subject-specific and practical skills**

11. The ability to devise and sustain arguments and/or to solve problems using ideas and techniques, some of which are at the forefront of the discipline
12. The ability to describe and comment upon particular aspects of current research in the discipline
13. An ability to manage their own learning, and to make use of scholarly reviews and primary sources
14. An ability to apply the methods and techniques that they have learned to review, consolidate, extend and apply their knowledge and understanding, and to initiate and carry out projects
15. Effectively communicate information, ideas, problems and solutions to both specialist and non-specialist audiences
16. Enhanced development of a range of specific business and technology knowledge and skills required to prepare for employment
17. Research, design, implement, test, utilise and document software solutions to address specific problems, using their knowledge, understanding and technical skills in Information Technology

### **Key skills**

18. The possession of qualities and transferable skills necessary for employment requiring the exercise of initiative and personal responsibility; decision-making in complex and

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unpredictable contexts; the learning ability needed to undertake appropriate further training of a professional or equivalent nature

19. Enhanced understanding of skills and attributes required to become effective global citizens and business/IT professionals

20. Develop an understanding of a specialist subject or problem area 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

### Course Design

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

- Business and Management (2015)
- Computing (2007)

### Course Structure

The BSc (Hons) Computing and Business Management comprises modules at levels 4, 5 and 6.

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

	Module	Credits	Module Type <sup>7</sup>
Level 4			
	Management and Managing: an introduction	20	M
	Introduction to Marketing	20	R
	Computing Fundamentals	20	M
	Business Economics	20	R
	Introduction to Programming	20	R
	Operating Systems	20	R
Level 5			
	Contemporary Issues in the Business Environment	20	R
	Managing People	20	R
	Software Design and Development	40	R
	An Introduction to Relational Databases	20	R
	Computing Research Skills, Practice and Ethics	20	M
Level 6			
	Project and Dissertation	40	M
	Strategic Management	20	R
	Leading and Managing Change	20	R
	Cyber Security: Attack and Defence	20	O

<sup>7</sup> 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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	Distributed Systems	20	O
	Information Engineering	20	O
	Multimedia, Mobile and Internet	20	O

Subject to staff and timetabling constraints, the Level 6 optional modules will be offered each year.

### Awards

On successful completion of the course, students will be awarded a BSc (Hons) Computing and Business Management. Students who leave the course early may be eligible for a DipHE Computing and Business Management on successful completion of 240 credits, including all mandatory modules at levels 4 and 5, or a CertHE Computing and Business Management on successful completion of 120 credits including all mandatory modules at level 4.

### Course Delivery

The course is delivered at Ipswich. Students studying full-time on the BSc (Hons) Computing and Business Management course are likely to have approximately 228 contact hours for level 4, 241 contact hours for level 5 and 213 contact hours for level 6. The contact hours will be a mix of lectures, seminars, practical workshops, 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 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 mostly coursework (including essays, reports, posters, plans, software portfolios, software projects, research projects, and dissertation) and 3 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) Computing and Business Management will be charged tuition fees as detailed below:

Student Group	Tuition Fees
Full-time UK/EU	£9,250 per year
Part-time UK/EU	£1,454 per 20 credit module
Full-time International	£13,330 per year
Part-time International	£2,220 per 20 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 onto certification exams – details of the costs of these will be advised when available. Taking certification exams is not a mandatory part of the degree.

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There is no regular requirement for students to pay additional course fees. 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](#).