University of Suffolk

DEFINITIVE COURSE RECORD

Course Title	**BA (Hons) Computing and Management [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 and Part-time**
Standard Length of Course[3]	**1 year full-time**
Intended Award	**BA (Hons) Computing and Management**
Named Exit Awards	**None**
Entry Requirements[4]	**Typical offer:** **Foundation degree (or equivalent)**
Delivering Institution	**University of Suffolk at West Suffolk College**
UCAS Code	**GN42**

This definitive record sets out the essential features and characteristics of the BA (Hons) Computing and Management course. The information provided is accurate for students entering level 6 in the 2018-19 academic year.[5]

Course Summary

Covering a range of more advanced topics in computing and management, the course is suited to students who wish to progress further towards a career in information technology management. The course is designed to ensure that firm technological understanding and knowledge of business management is achieved through a flexible range of study options. The BA (Hons) Computing and Management course provides a one year progression route to an Honours degree for students who have studied a foundation degree in computing and management or a similar course at University of Suffolk or elsewhere. Graduates with a combination of technological, management and organisational skills will have high employability in the computing services sector or management positions in virtually any sector that utilises computing and networking.

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[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

- Requirement for skilled and knowledgeable individual to work with computing systems (principles, components, networks & services)

- The need to effectively develop, manage and exploit Information Systems for corporate benefit

- Development of understanding around Information Systems and their impact upon people and organisations

- Development of currency relating to knowledge of ICT and the relevance of ICT for application in business

- The need to understand and focus on business goals such as markets, marketing, cost efficiency and business benefit

- The development of customer facing skills and insights (customer expectations, service and orientation)

- The need to develop financial skills and abilities (the sources, uses and management of finance; the use of accounting and other information systems for managerial applications)

- The importance of "people-skills" and the impact of limitations or legislation (management and development of people within organisations, employment law, etc)

- The need to ensure the development of effective approaches in the management of resources, operations and management

Course Learning Outcomes
The following statements define what students graduating from the BA (Hons) Computing and 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 6 awards as set out by the UK Quality Assurance Agency (QAA).[6]

Knowledge and Understanding

1. Demonstrate an appropriate knowledge of key aspects of the design and development of hardware and software and management

2. Demonstrate analysis and enquiry within the practice of Computing and Information Technology and Management

3. Articulate and synthesize knowledge and understanding, attributes and skills in effective ways in contexts of creative practice, employment, further study, research, and self- fulfilment

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

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Mental or cognitive skills

4. Apply, consolidate and extend learning in different contextual frameworks and situations, both within and beyond the field of Computing and Information Technology and Management

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

Subject Specific and Practical Skills

7. Make appropriate use of materials, processes and contexts

8. Develop ideas through to material outcomes, employing methods, techniques and tools associated with Computing and Information Technology whilst observing good working practices

9. Produce work informed by the critical and contextual dimensions of professional practice in Computing and Information Technology and Management

10. Understand and exploit business management ideas, techniques and practices

Key Skills

11. Select, analyse and synthesis information from a range of sources and produce different type of document

12. Participate in discussions and make presentations

13. Collect and record data, work with data and present findings

14. Prepare, process and present information

15. Review the use of information technology

16. Develop problem solving strategies for shorter and longer term problems

17. Monitor progress and adapt or improve problem solving strategies

18. Plan activities with others and work towards identified targets

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

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

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Course Structure
The BA (Hons) Computing and Management comprises modules at level 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[7]
Level 6			
	Computing and Management Project/Dissertation	40	M
	IT Strategy and Change	20	M
	Business Ethics	20	R
	One from the following:		
	Employment Law	20	O
	International Marketing Strategy	20	O
	Change Management	20	O
	One from the following:		
	Network Security	20	O
	Advanced Internet Technologies	20	O
	Software Research and Development	20	O

Awards
On successful completion of the course, students will be awarded a BA (Hons) Computing and Management.

Course Delivery
The course is delivered at the University of Suffolk at West Suffolk College. Students studying full-time on the BA (Hons) Computing and Management are likely to have approximately 36 contact hours per module. The contact hours will be a mix of lectures, seminars and/or practical workshop activities. Students are encouraged to seek relevant part-time work, placements or internships within the computing industry either through their own contacts or those of West Suffolk College. Students will normally be expected to undertake a further 164 hours of independent study per 20 credit module but should be prepared for weekly workload 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 a combination of coursework and up to 4 exams depending on which modules are selected (coursework may include reports, presentations and activities such as software development).

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[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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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 BA (Hons) Computing and 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	£13,000 per year
Part-time International	£2,165 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.

There are no specific additional costs although students would normally purchase their own computer equipment to enable them to work off-campus.

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.