University of Suffolk

DEFINITIVE COURSE RECORD

Course Title	**BSc (Hons) Software Development**
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) Software Development**
Named Exit Awards	**None**
Entry Requirements[4]	**Typical offer: 110 UCAS Tariff points (or above) equivalent to BBC (A levels) or a DMM (BTEC)**
Delivering Institution(s)	**University of Suffolk at West Suffolk College**
UCAS Code	**I300**

This definitive record sets out the essential features and characteristics of the BSc (Hons) Software Development course. The information provided is accurate for students entering level 4 in the 2017-18 academic year[5].

Course Summary

The BSc (Hons) Software Development offers the opportunity to build expertise in creating software for the many devices, platforms, and technologies that connect us for business, creativity, and entertainment. The course covers the design and development of Apps, Applications, Tools and Services for Desktop, Mobile, Tablet, and Smart Devices, plus the Web and Cloud-based Systems. There is an emphasis on creating high-quality software with great user experience, using technologies such as touchscreens and motion sensors.

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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
Your course is designed to meet the requirements of the computing industry and to fit within the wider strategy of the University of Suffolk. These course aims encapsulate those expectations, principles and vision.

- To promote the understanding of computation and computer technology, and its design and exploitation as a means to support individuals, organisations and the wider community in their goals and aspirations

- To encourage experimentation and problem-solving with the goal of developing high-quality solutions to problems, blending computing with aspects of other disciplines to support technical and creative innovation and entrepreneurship

- To maintain professional and academic standards within study in order to positively impact the employability of our computing graduates and foster the desire for continuing study or research

- To use teaching, learning and assessment as tools to inspire students in the field of computing and to have a positive impact on achievement and success

- To provide an intellectually challenging experience and environment in which to study computing, while remaining inclusive and valuing the contribution of all members of our computing community

- To develop interactions between students, staff and industry partners and to promote computing for the benefit of individuals, organisations, the community, and the economy

Course Learning Outcomes
The following statements define what students graduating from the BSc (Hons) 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].

Knowledge and Understanding

1. Demonstrate a systematic understanding of key aspects of computation and computer technology, including acquisition of coherent and detailed knowledge, at least some of which is at, or informed by, the forefront of defined aspects of the discipline

2. Demonstrate a systematic understanding of key aspects of software development, including acquisition of coherent and detailed knowledge, at least some of which is at, or informed by, the forefront of defined aspects of the discipline

3. Demonstrate an appreciation of the uncertainty, ambiguity and limits of knowledge

Cognitive Skills

4. Deploy accurately established techniques of analysis and enquiry within the discipline of software development

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5. Demonstrate conceptual understanding that enables the student to devise and sustain arguments, and/or to solve problems, using ideas and techniques, some of which are at the forefront of software development

6. Demonstrate conceptual understanding that enables the student to describe and comment upon particular aspects of current research, or equivalent advanced scholarship, in the discipline

7. Manage their own learning, and to make use of scholarly reviews and primary sources (for example, refereed research articles and/or original materials related to software development)

8. Critically evaluate arguments, assumptions, abstract concepts and data (that may be incomplete), to make judgements, and to frame appropriate questions to achieve a solution - or identify a range of solutions - to a problem within the field of software development

Subject-Specific and Practical Skills

9. Critically analyse security, privacy and ethics in relation to software systems and devise strategies and policies to minimise risk and counter threats to organisational systems

10. Critically examine and harness current and emerging creative and technical tools and techniques in the design and development of software systems

11. Develop ideas, strategy and plans in response to an identified opportunity, which may lead to creative and/or technical innovation, demonstrating professionalism and good practice, and evaluating critically the wider economic, social, moral and ethical implications of suggested entrepreneurial activities

12. Critically evaluate the suitability of software technologies for multiprocess, internetworked and cross-platform software solutions

Transferable Skills

13. 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

14. Communicate information, ideas, problems and solutions to both specialist and non-specialist audiences

15. The qualities and transferable skills necessary for employment requiring the exercise of initiative and personal responsibility, and decision-making in complex and unpredictable contexts

16. Demonstrate the learning ability needed to undertake appropriate further training of a professional or equivalent nature

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Course Design
The design of this course has been guided by the following QAA Benchmark and Professional Standards
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- Computing (2016)

- In addition, the course takes into account the advice and requirements of BCS, The Chartered Institute for IT and Creative Skillset, as appropriate to each route.

Course Structure
The BSc (Hons) Software Development 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[7]
Level 4			
	Computing Fundamentals	20	M
	Database Principles and Practice	20	R
	Digital Tools	20	R
	Experience Design	20	R
	Introduction to Web Development	20	R
	Software Development Fundamentals	20	M
Level 5			
	Advanced Software Development	20	R
	Devices and Prototyping	20	R
	Industry, Professional and Project	20	M
	Management Information Systems	20	R
	Skills in Research and Problem Solving	20	M
	Web Based Services	20	R
Level 6			
	Advanced Systems and Network Programming	20	R
	Computer Security	20	R
	Cross-Platform App Development	20	R
	Digital Innovation and Entrepreneurship	20	M
	Final Project	40	M

Awards
On successful completion of the course, students will be awarded a BSc (Hons) 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 Delivery
The course is delivered at the University of Suffolk at West Suffolk College. Students studying full-time on BSc (Hons) Software Development are likely to have approximately 216 contact hours at each level. The contact hours will be a mix of lectures and workshops. Students will normally be expected to undertake 160 hours of independent study per 20 credit module, 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 almost all coursework (including essays, reports, presentations, reflective learning journals and research projects), with a single written examination at level five and one at level six.

Course Team
All staff are qualified in their subjects with their own specialist knowledge to contribute.

Course Costs
Students undertaking BSc (Hons) Software Development 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	£10,080 per year
Part-time International	£1,680 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.

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.