

DEFINITIVE COURSE RECORD

Course Title	FdSc Software Engineering
Awarding Bodies	University of Suffolk
Level of Award ¹	FHEQ Level 5
Professional, Statutory and Regulatory Bodies Recognition	None
Credit Structure ²	240 Credits Level 4: 120 Credits Level 5: 120 Credits
Mode of Attendance	Full-time and Part-time
Standard Length of Course ³	2 years full-time
Intended Award	FdSc Software Engineering
Named Exit Awards	None
Entry Requirements ⁴	Typical Offer: 80 UCAS tariff points (or equivalent)
Delivering Institution(s)	University of Suffolk
UCAS Code	I303

This definitive record sets out the essential features and characteristics of the FdSc Software Engineering course. The information provided is accurate for students entering level 4 in the 2018-19 academic year.⁵

Course Summary

This course will provide students with in-depth technical knowledge and hands-on skills in software engineering. The degree opens with an introduction to computer platforms and networking, followed by programming and operating systems. Further technical modules provide the knowledge, skills, and expertise for all phases of agile software engineering, relational databases, modern mobile-first responsive design web technologies, and advanced networking. In addition to the technical competences, the course will enable students to develop core competences in effective business communication, business management and project management. Therefore, the course will help students become highly-competent sought after professional graduates. On completion, students are well placed to enter careers in the IT/telecommunications sector in roles such as: computer programmer; database specialist; requirements analyst; security tester; software engineer; software tester; or web designer/developer.

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

- Provide students with a sound knowledge and understanding of software engineering
- Enable students to be proficient in the specification, design, creation, testing and rollout of software products
- Help students develop competencies in effective interpersonal and business communication, presentation skills, business and project management
- Help students develop the personal qualities and professional attributes required by employers (these include: reliability, integrity, ethical approach, dependability, team work and reflection)
- Encourage students to understand their own technological responsibilities in the context of the client organisation and its commercial and business operation
- Develop students' ability to take responsibility for their own learning and professional development

Course Learning Outcomes

The following statements define what students graduating from the FdSc Software Engineering 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 awards as set out by the UK Quality Assurance Agency (QAA).⁶

Knowledge and Understanding

1. Expressed and employed knowledge and understanding of essential facts, concepts, principles and theories relating to software engineering
2. Expressed knowledge and skills in software technologies, with the ability to specify technical

Cognitive Skills

3. Used their knowledge and understanding in the modelling and design of software systems for the purposes of comprehension, communication, prediction and the understanding of trade-offs
4. Recognised and analysed criteria and specifications appropriate to specific problems and planned strategies for their solution
5. Analysed the extent to which a software system meets the criteria defined for its current use and future development
6. Presented rational and reasonable arguments that address a software problem or opportunity

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

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Subject Specific Skills

7. Deployed appropriate theory, practices and tools for the specification, design, implementation and evaluation of software systems
8. Recognised professional issues in the exploitation of communication and networking technology
9. Selected and used effectively appropriate tools for provision and maintenance of software systems
10. Researched, designed, implemented and documented the provision of a software solution for a specific audience

Key/ transferable Skills

11. Expressed and employed an understanding of commercial situations and operations through personal reflection of their experience with such environments
12. Evidenced the qualities and transferable skills necessary for employment requiring the exercise of personal responsibility and decision making

Course Design

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

- Computing (2007)
- Foundation Degrees (2015)

Course Structure

The FdSc Software Engineering comprises modules at levels 4 and 5.

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			
	Platforms	20	R
	Networking Overview	20	R
	Personal & Professional Development	20	M
	Introduction to Programming	20	R
	Operating Systems	20	R
	Foundations of Management	20	R
Level 5			
	Introduction to Relational Databases	20	R
	Research Skills	20	M

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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	Software Design and Development	40	R
	Multimedia, Mobile and Internet	20	R
	Advanced Networking Concepts	20	R

Awards

On successful completion of the course, students will be awarded a FdSc Software Engineering.

Course Delivery

The course is delivered at Ipswich. Students studying on FdSc Software Engineering are likely to have approximately 200 contact hours for level 4 and 200 contact hours for level 5. The contact hours will be a mix of lectures, seminars, practical software classes, tutorials and workshops. Students will be expected to be in relevant paid full-time or part-time employment (perhaps taking the degree as part of an apprenticeship), undertaking freelance work or other occasional work in the IT sector, undertaking voluntary work IT-related work, or willing to take on a suitable paid or unpaid work placement or internship. The University will assist students who need to find a placement or internship. Full time students will normally be expected to undertake 20 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 approximately two thirds coursework (including essays, reports, presentations, group work, reflective learning journals and research projects) and one third written/practical examinations.

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 FdSc Software Engineering will be charged tuition fees as detailed below:

Student Group	Tuition Fees
Full-time UK/EU	£8,220 per year
Part-time UK/EU	£1,370 per 20 credit module
Full-time International	£11,500 per year
Part-time International	£1,915 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 will be provided with access to industry certification materials. Students may choose to take the associated certification exams and will need to pay for these exams – in some cases the University will be able to provide discounted exam fees. Exact costs will be provided as and when appropriate.

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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](#).