

**DEFINITIVE COURSE RECORD**

Course Title	<b>FdSc Computer Technologies (Software Development)</b>
Awarding Bodies	<b>University of Suffolk</b>
Level of Award <sup>1</sup>	<b>FHEQ Level 5</b>
Professional, Statutory and Regulatory Bodies Recognition	<b>None</b>
Credit Structure <sup>2</sup>	<b>240 Credits Level 4: 120 Credits Level 5: 120 Credits</b>
Mode of Attendance	<b>Full-time</b>
Standard Length of Course <sup>3</sup>	<b>2 years full-time</b>
Intended Award	<b>FdSc Computer Technologies (Software Development)</b>
Named Exit Awards	<b>None</b>
Entry Requirements <sup>4</sup>	<b>80 UCAS points (minimum)</b>
Delivering Institution(s)	<b>University of Suffolk at East Coast College</b>
UCAS Code	<b>G500</b>

This definitive record sets out the essential features and characteristics of the FdSc Computer Technologies (Software Development) course. The information provided is accurate for students entering level 4 in the 2021-22 academic year.<sup>5</sup>

**Course Summary**

This course offers a specific background into the world of Computing Technology: its decision making processes and the design and development of the software used, as well as the applications that all organisations employ. Students get involved in a range of activities including setting up and exploiting web services from simple web pages to data rich sites with database connections, building and testing networks and internet works, designing and coding software using a variety of programming languages (including CB.net, C# and Java), analysing user needs and developing robust database systems. This course helps students develop vocationally related technical skills and abilities, along with academic insight and understanding. It is designed to reflect contemporary computing practice.

<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](#) and further details about Disclosure and Barring Checks (DBS) can be found on the [University's DBS webpage](#).

<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

- Provide articulated progression from FdSc Computer Technologies (Software Development) level 4 & level 5 to full achievement at appropriate BSc Honours Computer Technologies (Software Development) level 6 and to facilitate progression to further H.E. study at post-graduate level
- At level 6 place emphasis on autonomy and independent, self-directed learning appropriate to honours level and beyond, encouraging students' to become 'theory builders' and 'developers' in their own vocational field
- Provide opportunities for the application of knowledge, skills and understanding within appropriate Foundation and Honours level assessment activities (e.g. dissertations, projects, critiques, assignments etc.) thereby developing as autonomous professionals
- Develop the students' presentation and communication skills, whether oral, written or through electronic media to professional standards
- Encourage self-reflection and self-criticism, contextualised to own learning performance and coursework through academic study and practicing as a dual professional and engaging with communities of practice
- Equip students to discuss aspects of their profession with confidence and to enable them to appreciate where multiple solutions or ambiguity exist

### Course Learning Outcomes

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

1. Demonstrate an appropriate knowledge of key aspects of the design and development of hardware and software
2. Demonstrate analysis and enquiry within the practice of Computing and Information Technology
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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<sup>6</sup> As set out in the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2014\)](#)

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4. Apply, consolidate and extend learning in different contextual frameworks and situations, both within and beyond the field of Software Development, and Information Technology
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, and speculative enquiry
7. Make appropriate use of materials, processes and contexts
8. Develop ideas through to material outcomes, employing methods, techniques and tools associated with Software Development, and Information Technology whilst observing good working practices
9. Produce work informed by the critical and contextual dimensions of professional practice in Software Development, and Information Technology
10. Anticipate and accommodate change, uncertainty and ambiguity
11. Study independently, manage their own learning, manage workloads, meet deadlines and to make use of primary and secondary sources
12. Interact effectively with others
13. Articulate ideas and information comprehensively in visual, oral and written form, making appropriate use of communication technologies

### Course Design

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

- Computing (2016)

### Course Structure

The FdSc Computer Technologies (Software Development) 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 <sup>7</sup>
Level 4			
	Personal  Development	20	R
	Human Computer Interactions (HCI)	20	R

<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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	Computer Systems Architecture	20	R
	Understanding Programming	20	R
	Structured Modelling	20	R
	Relational Databases	20	R
Level 5			
	Employability and Professional Development	20	M
	Advanced Programming	20	R
	IT Project Management	20	R
	Web Applications & Mobile Technologies	20	R
	Network Essentials	20	R
	Research Skills	20	M

### Awards

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

### Course Delivery

The course is delivered at Lowestoft Sixth Form. Students studying full-time on FdSc Computer Technologies (Software Development) are likely to have approximately 12-15 contact hours per week. The contact hours will be a mix of lectures, seminars, workshops and tutorials. 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 largely coursework based (including sector-based research, reports, evidence-based portfolios, case studies and database creation), with one time constrained assignment.

### 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.

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### Course Costs

Students undertaking FdSc Computer Technologies (Software Development) will be charged tuition fees as detailed below:

Student Group	Tuition Fees
Full-time UK	£8,220 per year
Part-time UK	Not applicable
Full-time EU/International	£13,725 per year
Part-time EU/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](#).