University of Suffolk

DEFINITIVE COURSE RECORD

Course Title	**International Foundation Programme (Digital Technologies)**
Awarding Bodies	**University of Suffolk**
Level of Award[1]	**FHEQ Level 3**
Professional, Statutory and Regulatory Bodies Recognition	**None**
Credit Structure[2]	**Level 3: 120 Credits**
Mode of Attendance	**Full-time**
Standard Length of Course[3]	**30 weeks**
Intended Award	**International Foundation Programme (Digital Technologies)**
Named Exit Awards	**None**
Entry Requirements[4]	**English language to 5.0 IELTS or equivalent** **Normally, students will be expected to have completed a minimum of 12 years of schooling in their home country, and be able to meet any country-specific entry requirements for entry to the UK.**
Delivering Institution(s)	**Global Banking School (GBS) and University of Suffolk School of Engineering, Arts, Science and Technology**
UCAS Code	**Not Applicable**

This definitive record sets out the essential features and characteristics of the International Foundation Programme (Digital Technologies). The information provided is accurate for students entering Level 3 in the 2021-22 academic year[5].

Programme Summary

The International Foundation Programme (IFP) is a collaborative partnership between the Global Banking School (GBS) and the University of Suffolk. The IFP (Digital Technologies) is designed to provide international students with the knowledge, skills and confidence to progress to an undergraduate degree programme in the UK University Sector and preferably at the University of Suffolk School of Engineering, Arts, Science and Technology. Students will be taught and assessed on six 20-credit modules, three of which provide students with essential academic skills and academic English skills and understanding, and three concerned with digital technologies (Topics in Computing, Mathematics for Computer Science, Python

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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 programme is delivered both full-time and part-time, the standard length of programme is provided for the full-time mode of attendance only. The length of the part-time programme 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 and further details about Disclosure and Barring Checks (DBS) can be found on the University's DBS webpage.

[5] The University reserves the right to make changes to programme content, structure, teaching and assessment as outlined in the Admissions Policy.

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Programming for Computer Science). Students will be required to pass all six modules to gain 120 Level 3 credits to enable them to progress to the first year (Level 4) of an undergraduate honours degree in one of the named honours degrees in digital technologies:

- BSc (Hons) Computing
- BSc (Hons) Cyber Security
- BSc (Hons) Data Science and Artificial Intelligence
- BSc (Hons) Games Design
- BSc (Hons) Games Programming
- BSc (Hons) Network Engineering
- BSc (Hons) Software Engineering
- BSc (Hons) Web and Mobile Development

The three academic skills modules will provide students with a range of essential academic study and writing skills, enhance their English language abilities and help develop their career aspirations and employability. The three digital technologies modules will provide students with a foundation in Python programming for computer science, mathematics for computer science and topics in computing to enable progression to an undergraduate honours degree in a named subject area in digital technologies (computing).

Programme Aims

(a) Generic Programme Aims:

- To equip students with a range of study and academic English language skills required for study at undergraduate level, including critical analysis skills
- To read, summarise, and evaluate published literature generally and in your chosen area of study
- To develop the ability to write accurately, concisely, and fluently for a variety of academic purposes, including seminars, presentations and assessed essays/reports
- To develop independence of thought, an academic voice and confidence to engage with the arguments of others

(b) Subject Specific Programme Aims

- To introduce concepts of programming and a modern programming language
- To provide students with an introduction to mathematics as applied to computing
- To provide students with an understanding of key topics in computing, including computing history, networks, web design, cyber security, artificial intelligence and computer games

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Programme Learning Outcomes

The following statements define what international students successfully completing the International Foundation Programme will have been judged to have demonstrated in order to achieve the award of a University of Suffolk certificate.

On successful completion of the International Foundation Programme students will be able to:

(a) *Knowledge and Understanding*

- Demonstrate the subject knowledge and skills required for undergraduate study in the field of Digital Technologies, including computer programming, mathematics for computing and key topics in computing
- Incorporate a range of academic vocabulary (both general and specific to the field of digital technologies) and technical vocabulary in computing and demonstrate accurate and appropriate use of grammatical structures with in their written and verbal communication.

(b) *Cognitive Skills*

- Demonstrate relevant reading and basic interpretation data and information
- Demonstrate increased ability in summarising, paraphrasing and synthesising information from a range of academic sources, with accurate use of the Harvard referencing system
- Demonstrate basic mathematical skills as applied to computing
- Demonstrate reflective, analytic and critical analysis skills.

(c) Subject Specific and Practical Skills

- Design and deliver well-structured presentations which demonstrate effective verbal and non-verbal communications skills
- Demonstrate computer programming skills leading to software solutions
- Demonstrate practical mathematical skills

(d) *Key/Transferable and Lifelong Learning Skills*

- To study effectively and demonstrate time management skills
- Communicate effectively in a variety of learning environments, including presentations, the online learning environment (OLE) and in collaborative working with peers
- Demonstrate the ability to reflect on academic progress, including identification and evaluation of academic skills development and independently seeking support to overcome barriers to learning.

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Programme Design

The three digital technologies modules have been informed by and comply with relevant national benchmarks, including the QAA Subject Benchmark for Computing [6](which defines what can be expected of a graduate in the subject, in terms of what they might know, do and understand at the end of their studies) and the Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies.

The Study Skills and Employability and Enterprise modules have been informed by the skills identified in https://www.skillsbuilder.org/. The English for Academic Purposes module has been informed by good practice in similar courses and to help ensure that international students reach an IELTS equivalent of 5.5 before progression to UK undergraduate honours degree and meeting the University of Suffolk's English entry requirements for its undergraduate honours degrees.

Programme Structure

The International Foundation Programme comprises modules at FHEQ level 3 only.

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

	Module	Credits	Module Type[7]
	Level 3		
	Study Skills	20	Mandatory
	English for Academic Purposes	20	Mandatory
	Employability and Enterprise	20	Mandatory
	Python Programming for Computer Science	20	Mandatory
	Mathematics for Computer Science	20	Mandatory
	Topics in Computing	20	Mandatory

Awards

Students will be awarded a University of Suffolk International Foundation Programme Certificate on successful completion of 120 credits of all mandatory modules at level 3.

Programme Delivery

The programme is delivered on the premises of the University of Suffolk on its Ipswich campus. The IFP will be delivered over three 9-week blocks with two modules being taught and assessed in each 9-week block. Students studying full-time on the International Foundation Programme are likely to have approximately eighteen contact hours per week across the two

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[6] *https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/subject-benchmark-statement-computing.pdf?sfvrsn=ef2c881_10*
[7] Modules are designated as either mandatory (M), requisite (R) or optional (O). For definitions, see the Framework and Regulations for Undergraduate Awards

modules in each block. The contact hours will be a mix of lecture, seminar, tutorials, group work and project activity. Students will normally be expected to undertake 22 hours of guided study each week using Brightspace, independent study, formative and summative assessment preparation but should be prepared for this to increase or decrease based on assignment deadlines and class exercises. Students will be expected to have access to appropriate computing facilities such as a laptop or desktop with appropriate internet connectivity to access the University of Suffolk Online Learning Environment (OLE).

Programme Assessment

A variety of formative and summative assessments will be used on the programme 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 programme overall will be 100% coursework which will include including class presentations, short reports (up to 500 words) and longer essays (up to 1000 words), group work, time constrained assignments and quizzes, and project reports.

Special Features

The International Foundation Programme is a collaborative partnership between the Global Banking School (GBS) and the University of Suffolk. GBS will be responsible for the management of the programme through a Programme Leader with administrative support and student support provided through a GBS Programme Administrator.

Students will be registered with the University of Suffolk and be issued a CAS by the University of Suffolk. Students will have access to the full range of University of Suffolk support facilities, Library and Brightspace.

Programme Team

The International Foundation Programme will be managed by GBS through the provision of a GBS Programme Leader and GBS Programme Administrator.

GBS staff will teach the three generic modules (Study Skills, English for Academic Purposes, and Employability and Enterprise). University of Suffolk School of Engineering, Arts, Science and Technology will teach the three digital technologies (computing) subject specific modules.

Programme Costs

Students undertaking the International Foundation Programme will be charged tuition fees as detailed below.

Student Group	Tuition Fees
Full-time International	£10,000

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Payment of tuition fees is due at the time of enrolment and is managed in accordance with the University of Suffolk Tuition Fee Policy.

Students are likely to incur other costs for books and other learning materials amounting to approximately £200 per year.

Academic Framework and Regulations

This programme 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](#).