University of Suffolk

DEFINITIVE COURSE RECORD

Course Title	**BSc (Hons) Web and Mobile 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) Web and Mobile Development**
Named Exit Awards	**DipHE Web and Mobile Development** **CertHE Web and Mobile Development**
Entry Requirements[4]	**Typical offer: 112 tariff points (or above)** **GCSE Maths at grade C or above (or equivalent)**
Delivering Institution(s)	**University of Suffolk**
UCAS Code	**I301**

This definitive record sets out the essential features and characteristics of the BSc (Hons) Web and Mobile Development course. The information provided is accurate for students entering level 4 in the 2021-22 academic year[3].

Course Summary

The BSc (Hons) in Web and Mobile Development is designed for students who wish to develop an understanding of the underlying programming requirements for web and mobile development. The work involved in the development of software is both intellectually and technically challenging, providing students with a range of opportunities to engage in individual

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

[3] 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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and group work to produce high quality projects that they can take to potential employers or to develop further beyond the course and release commercially in the formation of their own development studio.

The course aims to provide students with a solid understanding of core computer science concepts and theories at level four before moving on to more web and mobile specific technologies and approaches in level five. Level six is intended to provide students with the ability to focus their studies on topics of critical concern with the discipline and to bring to fruition extended and employer focused work demonstrating higher level transferable and subject specific skills.

Course Aims

- To develop the students' understanding of the underlying theories of computer science with regards to web and mobile development;

- To give students the knowledge, understanding and skills needed to become effective professionals within the web and mobile development industries;

- To produce graduates who are confident in the design and development of computer software for a range of diverse uses and formats;

- To produce graduates who are able to demonstrate problem solving and evaluation skills in the undertaking of their practice;

- To develop students' command over the management and production processes of software both as individuals and in groups;

- To develop students' critical and analytical skills and their ability to reflect on their craft enabling them to become reflective practitioners;

- To produce graduate work that is informed by the field of Computer Science theory;

- To develop the students' ability to successfully communicate their work to diverse audiences through both written and oral formats;

- To enable students to become independent learners;

- To develop students' knowledge, skills and experience within a clearly structured, supportive and interdisciplinary learning environment;

- To make a contribution to widening access to web and mobile development education in the region.

Course Learning Outcomes

The following statements define what students graduating from BSc (Hons) in Web and Mobile 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

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aligned with the generic qualification descriptor for level 4/5/6 awards as set out by the UK Quality Assurance Agency (QAA)[4].

Knowledge and understanding

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

2. Express and employ detailed knowledge and systematic understanding of essential facts, concepts, principles, and theories, both established and emergent, relating to advanced topics in software engineering.

3. Utilise knowledge and skills relating to advanced topics in software engineering to analyse, specify, develop, and deploy technical solutions to appropriate problems, using both established and bleeding-edge techniques as appropriate.

Cognitive skills

4. Apply methods and techniques learned in advanced topics in software engineering to consolidate, extend, and apply knowledge and understanding to extended realistic and real-world projects.

5. Apply detailed knowledge, systematic understanding, and mastered techniques to initiate and execute one major and multiple minor projects in different topic areas.

6. Critically evaluate arguments, concepts, requirements, constraints and data in order to make rational judgements on appropriate algorithms, designs, methods, and configurations leading to the necessary analysis, design, implementation, and/or testing of a solution or identification of a class of solutions to significant problems.

Subject specific and practical skills

7. An ability to 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.

8. Effectively communicate information, ideas, problems and solutions to both specialist and non-specialist audiences.

9. Enhanced development of a range of specific business and technology knowledge and skills required to prepare for employment.

10. Research, design, implement, test, utilise and document software solutions to address specific problems, using their knowledge, understanding and technical skills in software engineering.

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

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Key skills

11. The possession of qualities and transferable skills necessary for employment requiring the exercise of initiative and personal responsibility; decision-making in complex and unpredictable contexts; the learning ability needed to undertake appropriate further training of a professional or equivalent nature.

12. Enhanced understanding of skills and attributes required to become effective global citizens and business/IT professionals.

13. Develop an understanding of a specialist subject or problem area to a level where they can effectively evaluate it, analyse possible solutions, design an appropriate solution and bring that solution to a successful conclusion in a defined time-frame, showing by doing so their capabilities and readiness for lifelong learning and professional training.

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

   • Computing (2019)

Course Structure
The BSc (Hons) in Web and Mobile 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[5]
Level 4			
	Introduction to Web Design	20	R
	Platforms	20	R
	Networking Overview	20	R
	Introduction to Programming	20	R
	Foundations of Management	20	R
	Operating Systems	20	R
Level 5			
	Advanced Web Application Development	20	R

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[5] 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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	Advanced Web Design	20	R
	Programming for Mobile	20	R
	Software Design Development and Engineering	20	R
	An Introduction to Relational Databases	20	R
	Computing Research Skills, Practice and Ethics	20	M
Level 6			
	Project and Dissertation	40	M
	Web Development Project	20	R
	Distributed Systems	20	R
	Information Engineering	20	R
	Cyber Security: Attack and Defence	20	R

Awards

On successful completion of the course, students will be awarded a BSc (Hons) in Web and Mobile Development. Students who leave the course early may be eligible for a DipHE in Web and Mobile Development on successful completion of 240 credits including all mandatory modules at levels 4 and 5, or a CertHE in Web and Mobile Development on successful completion of 120 credits including all mandatory modules at level 4.

Course Delivery

The course is delivered at Ipswich. Students studying full-time on BSc (Hons) in Web and Mobile Development are likely to have approximately 16 contact hours per week for level 4, 16 contact hours for level 5 and 6 contact hours for level 6. The contact hours will be a mix of lectures, workshops and practical sessions. Students will normally be expected to undertake 16 to 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 mostly coursework (including essays, reports, presentations, group work, practical projects and research projects) and three time constrained assignments at level 4.

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 BSc (Hons) Web and Mobile Development will be charged tuition fees as detailed below:

Student Group	Tuition Fees
Full-time UK	£9,250 per year
Part-time UK	£1,454 per 20 credit module
Full-time EU/International	£13,725 per year
Part-time EU/International	£2,287 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](#).