

**SECTION 1: KEY PROGRAMME DETAILS**

This section provides students with key details about their programme.

| PROGRAMME INFORMATION | |
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| Final Award Title | BSc (Hons) Applied Computing |
| Default Award Title  (Exit Award) | N/A |
| Interim Award Titles  (Exit Awards) | Certificate of Higher Education Applied Computing  Diploma of Higher Education Applied Computing |
| Awarding Institution | University of the West of England Bristol |
| Teaching Institutions | University Centre Weston |
| Partner Institutions | University Centre Weston |
| Delivery Locations | University Centre Weston, Knightstone Campus/Winter Gardens |
| Study Abroad / Exchange / Credit Recognition | No |
| Faculty Responsible For Programme | Faculty of Environment and Technology |
| Department Responsible For Programme | Department of Computer Science and Creative Technologies |
| Professional Statutory or Regulatory Body (PSRB) Links | No |
| Apprenticeship | No |
| Mode of Delivery | Full-time and part-time |
| Entry Requirements | The University’s standard entry requirements apply with the following additions/exceptions:   * University Centre Weston will make judgements based upon the context of each individual student and seek evidence which demonstrates that they can benefit from study on this programme and are likely to achieve the required standard. * Applicants will in most cases have achieved five subjects at GCSE level, grade 4-9/A-C, ideally to include English Language and Mathematics or accepted equivalents (Functional Skills Level 2 is considered equivalent for this programme). Strong candidates who do not possess equivalent qualifications may however be admitted and study GCSEs/Functional Skills alongside their programme. * Applicants will have achieved UCAS tariff points as appropriate for the year of entry, which for the academic year 2019/20 is 80 points. Up to date requirements are available through the UWE [courses database](https://eur03.safelinks.protection.outlook.com/?url=http%3A%2F%2Fwww1.uwe.ac.uk%2Fwhatcanistudy%2Fcourses&data=02%7C01%7Candy.alton%40weston.ac.uk%7C0f9b5094ab1e4dc17cf508d6dd1dc34c%7C06e10716c2274a2baa43eb1e287ac7f7%7C0%7C0%7C636939517235740500&sdata=te%2FF2VUUgv1br3ahrAIIU9WKpbeqQHFYCdxlsp5%2Fp4g%3D&reserved=0) or UCW website. * Applications are also welcomed from a diverse range of backgrounds from those who do not meet the entry requirements outlined above. Applicants will be considered on an individual basis where there is evidence of significant personal, professional and educational experience which indicates ability to meet the demands of an undergraduate degree programme. Consideration of applicants in this way will typically include an interview with members of the programme team and the completion of a set task such as a written assignment. * Where appropriate experience or learning has been gained prior to enrolment on the programme, UCW will consider applications for advanced entry, e.g. into year two. * Applicants whose first language is not English must also gain a minimum IELTS score of 6.0 prior to entry onto the programme. |
| For Implementation From | September 2020 |
| Programme Codes | FOR QUALITY ENHANCEMENT TEAM TO COMPLETE  *QET to add ISIS, UCAS, JACS/HECOS, SLC codes* |

| PART B: FOR STUDENT AND ACADEMIC SERVICES COMPLETION ONLY | |
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| First UVP Approval Date | *Date of first UVP approval* |
| Date of Last Revalidation (through Programme Enhancement Review) | *Dates of subsequent PERs and revalidations* |
| Next Programme Enhancement Review Date | *Academic year in which next Programme Enhancement Review due (6 years from initial approval or last PER)* |

**SECTION 2: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES**

This section provides students with an overview of the programme, its aims and its learning outcomes. It sets out what prospective and registered students can expect to know, understand and be able to do on successful completion of the programme.

Please write this section in the first person, addressing your prospective students.

| **PART A: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES** |
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| **1. (Programme) Overview (c. 400 words)** |
| This programme has been designed to develop your ability to recognise and respond to the ever-changing environment and challenges faced in the Computing industries. You will develop both the specialist skills needed to succeed within the industries, as well as effective communication skills.  The programme places a strong emphasis on personal, professional and vocational aspirations. As a result you will emerge with a comprehensive set of practical and theoretical skills. The programme will develop your personal and technical skills competencies that are vital for employment within the computing industries.  The programme aims to prepare you for a career in the computing and information technology industries; to provide you with an awareness of professional standards of conduct and practice; and to provide you with the ability to apply your skills, knowledge and understanding to a variety of computing problems and contexts and to develop computer applications. |
| **2. Educational Aims (c. 4-6 aims)** |
| This programme will:   1. Produce versatile and resourceful practitioners fostering innovation, enterprise and enthusiasm for excellence in computing. 2. Produce practitioners/graduates who can make an effective and professional contribution to the work of interdisciplinary groups engaged in computing projects. 3. Develop your personal study, communication, presentation and interpersonal skills required for both independent, autonomous practice and teamworking. 4. Develop critical, analytical problem-based learning skills and the transferable skills to prepare graduates for employment and continuing professional development leading to a lifelong learning approach. 5. Enable you to demonstrate sound knowledge of the concepts, principles and practice from a range of discipline areas within the computing field. 6. Develop your creative abilities through practice and evaluation of that practice, while also developing your critical understanding of new subject areas. |

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| **3. Programme Learning Outcomes (c. 6-8 outcomes)** |
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| **Programme (Learning) Outcomes (POs)**   |  |  | | --- | --- | | **No.** | **PO Text** | | PO1 | Specify, design and construct reliable, secure and usable computerbased systems. | | PO2 | Plan, risk assess, manage and test system developments/projects to deliver within constraints of requirements, timescale and budget. | | PO3 | Critically evaluate and analyse criteria, specifications, and complex problems, and plan strategies to devise appropriate solutions, considering possible trades-offs presented within the given problem. | | PO4 | Analyse the extent to which a computer-based system meets the criteria defined for its current use and future development. | | PO5 | Effectively deploy the tools used for the construction and documentation of computer applications, with particular emphasis on understanding the whole process involved in the effective deployment of computers to solve practical problems. | | PO6 | Demonstrate knowledge and understanding of essential facts, concepts, principles and theories relating to computing and computer applications. | | PO7 | Apply appropriate practices within a professional, legal and ethical framework and identify mechanisms for continuing professional development and lifelong learning | | PO8 | Demonstrate and apply effective workplace skills such as: innovation and creativity; self-management; self-awareness and reflection; goal setting and action planning; independence and adaptability; communication skills; acting on initiative; innovation and creativity, for the benefit of both personal and organisational development. | |

| **4. Programme (Learning) Outcomes (POs) Mapping** |
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| **5. Stage Learning Outcomes (*Optional*)**  **This section is *optional*, and is to be completed only where relevant.** |
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| **PART B: PROGRAMME STRUCTURE** |
| 1. **Structure (Full-time)** |
| This structure diagram demonstrates the student journey from entry through to Graduation for a typical **full time student** including:   * level and credit requirements * interim award titles * compulsory and optional modules |

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| **Year 1**  **Interim award:** Certificate of Higher Education in Applied Computingrequires 120 credits with at least 100 credits at level 1/FHEQ 4 or above. Please refer to UWE Academic Regulations for details.  **Compulsory modules** | | | |
| **Module Code** | **Module Title** | **Level** | **Credit** |
| UFCF7R-30-1 | Database Design | 1 | 30 |
| UFCFRE-30-1 | Web Technologies and Platforms | 1 | 30 |
| UFCFPE-30-1 | Software Design and Development | 1 | 30 |
| UFCFYQ-30-1 | Network Infrastructure | 1 | 30 |
| **Year 2**    **Interim award**: Diploma of Higher Education in Applied Computingrequires 240 credits with at least 100 credits at level 2/FHEQ 5 or above, and 120 at level 1/FHEQ or above. Please refer to UWE Academic Regulations for details.  **Compulsory modules** | | | |
| **Module Code** | **Module title** | **Level** | **Credit** |
| UFCFME-30-2 | Object Oriented Software Design and Development | 2 | 30 |
| UFCF8R-30-2 | Webapp Development | 2 | 30 |
| UFCF9R-15-2 | Project Management | 2 | 15 |
| UFCFAR-15-2 | Cyber Security Fundamentals | 2 | 15 |
| UFCFBT-15-2 | Advanced Networking and Security | 2 | 15 |
| UFCFCT-15-2 | Work Based Experience | 2 | 15 |
| **Year 3**  **Award**: BSc (Hons) Applied Computingrequires 360credits with at least 100 credits at level 3/FHEQ 6 or above, plus 100 are at level 2/FHEQ 5 or above, and a further 140 are at level 1/FHEQ 4 or above. Please refer to UWE Academic Regulations for details.  **Compulsory modules** | | | |
| **Module Code** | **Module title** | **Level** | **Credit** |
| UFCFCR-30-3 | Collaborative Software Development Project | 3 | 30 |
| UFCFBR-30-3 | Internet of Things (IoT) | 3 | 30 |
| UFCFSC-30-3 | Advanced Web Development & Platforms | 3 | 30 |
| UFCFET-15-3 | Emerging Technologies | 3 | 15 |
| UFCFDT-15-3 | Collaborative Project Management | 3 | 15 |

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| 1. **Structure (part-time)** |
| This structure diagram demonstrates the student journey from entry through to Graduation for a typical **part-time student** including:   * level and credit requirements * interim award titles * compulsory and optional modules |

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| **Year: 1**  **Compulsory modules** | | | |
| **Module Code** | **Module Title** | **Level** | **Credit** |
| UFCFRE-30-1 | Web Technologies and Platforms | 1 | 30 |
| UFCFPE-30-1 | Software Design and Development | 1 | 30 |
| UFCFYQ-30-1 | Network Infrastructure | 1 | 30 |
| **Year: 2**  **Interim award:** Certificate of Higher Education for Games and Animation Productionrequires 120 credits with at least 100 credits at level 1/FHEQ 4 or above. Please refer to UWE Academic Regulations for details.  **Compulsory modules** | | | |
| **Module Code** | **Module Title** | **Level** | **Credit** |
| UFCF7R-30-1 | Database Design | 1 | 30 |
| UFCF8R-30-2 | Webapp Development | 2 | 30 |
| UFCFAR-15-2 | Cyber Security Fundamentals | 2 | 15 |
| UFCFBT-15-2 | Advanced Networking and Security | 2 | 15 |
| **Year: 3**  **Interim award:** Diploma of Higher Education Games and Animation Productionrequires 240 credits with at least 100 credits at level 2/FHEQ 5 or above, and 120 at level 1/FHEQ or above. Please refer to UWE Academic Regulations for details.  **Compulsory modules** | | | |
| **Module Code** | **Module title** | **Level** | **Credit** |
| UFCFME-30-2 | Object Oriented Software Design and Development | 2 | 30 |
| UFCF9R-15-2 | Project Management | 2 | 15 |
| UFCFCT-15-2 | Work Based Experience | 2 | 15 |
| **Year: 4**  **Compulsory modules** | | | |
| **Module Code** | **Module title** | **Level** | **Credit** |
| UFCFET-15-3 | Emerging Technologies | 3 | 15 |
| UFCFDT-15-3 | Collaborative Project Management | 3 | 15 |
| UFCFCR-30-3 | Collaborative Software Development Project | 3 | 30 |
| **Year: 5**  **Compulsory modules**  **Award**: BSc (Hons) Applied Computingrequires 360credits with at least 100 credits at level 3/FHEQ 6 or above, plus 100 are at level 2/FHEQ 5 or above, and a further 140 are at level 1/FHEQ 4 or above. Please refer to UWE Academic Regulations for details. | | | |
| **Module Code** | **Module title** | **Level** | **Credit** |
| UFCFBR-30-3 | Internet of Things (IoT) | 3 | 30 |
| UFCFSC-30-3 | Advanced Web Development & Platforms | 3 | 30 |
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| **PART C: HIGHER EDUCATION ACHIEVEMENT RECORD (HEAR) SYNOPSIS** |
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| Computer development and digital applications evolve rapidly within the technology industries, but the fundamental knowledge and skills that enable their development, remains the same. For this reason, skill development, theoretical knowledge and the application of underpin the BSc (Hons) Applied Computing.  Alongside both skill and digitial knowledge, application and understanding; students are actively encouraged to pursue personal career ambitions; not just for industry employment, but to develop life long learning, financial sustainability and industry engagement. |

| **PART D: EXTERNAL REFERENCE POINTS AND BENCHMARKS** |
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| There are no PSRB requirements for this programme. This programme has been designed to embed the principles, knowledge, application and skills outlined in the UK Quality Code for Higher Education’s Subject Benchmark Statement for Computing (October 2019). Programme delivery will also be informed by the UN’s Sustainable Development Goals. |

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| **PART E: REGULATIONS** |
| *Delete one of the following statements as appropriate:*  A: Approved to [University Regulations and Procedures](http://www1.uwe.ac.uk/students/academicadvice/assessments/regulationsandprocedures.aspx)  *For programmes containing a FHEQ Level 3 include the following statement;*  It is the Award Board’s responsibility to determine whether the student’s attainment at FHEQ Level 3 is sufficient to progress to Level 4.  B: Approved variant to University Academic Regulations and Procedures *(variant regulations MUST be approved by Academic Board and are only used in instances when required to do so by a PSRB or partner requirement. Details of the variant must be clearly listed here).* |