

Course Specification

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Produced By:	Oliver Jones
Status:	Validated

Core Information

Awarding Body / Institution:	University of Wolverhampton		
School / Institute:	School of Mathematics and Computer Science		
Course Code(s):	CS012M01UV CS012M31UV	Full-time Part-time	18 Months 3 Years
UCAS Code:	G611		
Course Title:	BSc (Hons) Computing Software Development (Top-up)		
Hierarchy of Awards:	Bachelor of Science with Honours Computing Software Development Bachelor of Science Computing Software Development University Statement of Credit University Statement of Credit		
Language of Study:	English		
Date of DAG approval:	31/May/2017		
Last Review:	2015/6		
Course Specification valid from:	2009/0		
Course Specification valid to:	2021/2		

Academic Staff

Course Leader:	Dr John Kanyaru
Head of Department:	Dr Kevan Buckley

Course Information

Location of Delivery:	University of Wolverhampton
Category of Partnership:	Not delivered in partnership
Teaching Institution:	University of Wolverhampton
Open / Closed Course:	This course is open to all suitably qualified candidates.

Entry Requirements:

Entry requirements are subject to regular review. The entry requirements applicable to a particular academic year will be published on the University website (and externally as appropriate e.g. UCAS)

2017 Entry

- A Foundation Degree or HND in Computing or related subject
- Successful completion of the <http://courses.wlv.ac.uk/course.asp?code=IC007T01UVD>> International Foundation Year in Science and Engineering
- Successful completion of the <http://courses.wlv.ac.uk/course.asp?code=CC006F31TCD>> Foundation Degree (Science) Computing at Telford College of Arts and Technology
- If you've got other qualifications or relevant experience, please contact [The Gateway](#) for further advice before applying.
- International entry requirements and application guidance can be found [here](#)

Other Requirements

Students must have studied a minimum of two years post GCSE level. However, it is expected that some applicants will be mature students with work experience, who wish to further their career development. These applicants will be processed through standard procedures, which may involve an interview as part of the process. Please see <http://wlv.ac.uk/mature> for further information.

Those who do not meet the entry requirements may be offered an alternative course

Distinctive Features of the Course:

You will be taught by staff who have featured in the prestigious journals Nature and Scientific American for work on recreating historically accurate virtual worlds.

With staff working on cutting edge applications, you are ensured that the software you are taught will always be up-to-date.

You will be offered the opportunity to undertake a placement year, where you gain invaluable experience in the workplace. Many students have found this to be a real asset when it comes to finding a job after graduation.

Educational Aims of the Course:

The programme aims to produce graduates who will be able to demonstrate a detailed understanding, knowledge and experience of the theory, practice and applications of software engineering, and be equipped to contribute to the development of computer based systems. Graduates of this course will also have the essential skills to support continuing professional development.

Intakes:

September

Major Source of Funding:

HE FUNDING COUNCIL FOR ENGLAND (HEFCE)

Tuition Fees:

Tuition fees are reviewed on an annual basis. The fees applicable to a particular academic year will be published on the University website.

Year	Status	Mode	Amount
2017/8	H	Full Time / Sandwich	£9250.00
2017/8	EU	Full Time / Sandwich	£9250.00
2017/8	Overseas	Full Time / Sandwich	£11475.00
2017/8	H	Part Time	£2835.00
2017/8	EU	Part Time	£2835.00
2017/8	Overseas	Part Time	£5738.00
2018/9	H	Full Time / Sandwich	£9250.00
2018/9	EU	Full Time / Sandwich	£9250.00
2018/9	Overseas	Full Time / Sandwich	£11700.00
2018/9	H	Part Time	£2925.00
2018/9	Overseas	Part Time	£5850.00
2018/9	EU	Part Time	£2925.00
2019/0	H	Full Time / Sandwich	£9250.00
2019/0	EU	Full Time / Sandwich	£9250.00
2019/0	Overseas	Full Time / Sandwich	£12000.00
2019/0	H	Part Time	£2975.00
2019/0	Overseas	Part Time	£6000
2019/0	EU	Part Time	£2975.00

PSRB:

None

Course Structure:

September (Full-Time)

Part time students study alongside full time students. However, they do not study more than 80 credits in each academic calendar year.

Year 2

Module	Title	Credits	Period	Type
5CS021	Numerical Methods and Concurrency	20	SEM1	Core
5CS019	Object-Oriented Design and Programming	20	SEM1	Core
6CS014	Complex Systems	20	SEM1	Core
6CS027	Secure Mobile Application Development	20	SEM2	Core
5CS024	Collaborative Development	20	SEM2	Core
6CS017	Project and Professionalism with Software Artefact	40	CRYRA	Core

September (Full-Time)

Part time students study alongside full time students. However, they do not study more than 80 credits in each academic calendar year.

Year 3

Module	Title	Credits	Period	Type
6CS002	Advanced Software Engineering Topics	20	SEM1	Core
6CS005	High Performance Computing	20	SEM1	Core

Learning, Teaching and Assessment

Academic Regulations Exemption:

None

Reference Points:

- Framework for Higher Education Qualifications
- QAA Subject Benchmark for Computing
- HEA Employability Profiles for Computing
- Skills Framework for the Information Age
- e-Skills
- British Computer Society
- Equality Act 2010
- University Documents
- FSE Documents.

Learning Outcomes:

Topup Course Learning Outcome 1 (ORDCLO1)

Apply a full understanding, knowledge and experience of the principles of systematic software development (e.g. best practice methodologies in software design and development, testing and evaluation, object oriented design methods) and its applications to the design and production of dependable computer systems.

Topup Course Learning Outcome 2 (ORDCLO2)

Demonstrate and apply knowledge of computer hardware and software with particular reference to the application of software development practice to the delivery of high quality software systems.

Topup Course Learning Outcome 3 (ORDCLO3)

Apply appropriate theory, tools and techniques (e.g. practice of programming, object-oriented data systems, design and construction of web systems, networks) to the analysis, design and synthesis of solutions to requirements in the domain of computing.

Topup Course Learning Outcome 4 (ORDCLO4)

Demonstrate mastery of the essential facts, concepts, principles, theories and practices enabling graduate employment in applications of computing (e.g. system support and management, systems engineer, web system development).

Topup Course Learning Outcome 5 (ORDCLO5)

Demonstrate a range of transferable skills in: problem solving; communication; project management; working individually and in teams; self-management; and the ability to gather, evaluate and reflect on information from relevant sources and synthesise new knowledge and solutions to requirements in the domain of applications of computing.

Topup Course Learning Outcome 6 (ORDCLO6)

Demonstrate a range of social, legal, ethical and professional skills required for continuing professional development in the computing discipline within a world-wide context.

Topup Course Learning Outcome 1 (DEGCLO1)

Apply a full understanding, knowledge and experience of the principles of systematic software development (e.g. best practice methodologies in software design and development, testing and evaluation, object oriented design methods) and its applications to the design and production of dependable computer systems.

Topup Course Learning Outcome 2 (DEGCLO2)

Demonstrate and apply knowledge of computer hardware and software with particular reference to the application of software development practice to the delivery of high quality software systems.

Topup Course Learning Outcome 3 (DEGCLO3)

Apply appropriate theory, tools and techniques (e.g. practice of programming, object-oriented data systems, design and construction of web systems, networks) to the analysis, design and synthesis of solutions to requirements in the domain of computing.

Topup Course Learning Outcome 4 (DEGCLO4)

Demonstrate mastery of the essential facts, concepts, principles, theories and practices enabling graduate employment in applications of computing (e.g. system support and management, systems engineer, web system development).

Topup Course Learning Outcome 5 (DEGCLO5)

Demonstrate a range of transferable skills in: problem solving; communication; project management; working individually and in teams; self-management; and the ability to gather, evaluate and reflect on information from relevant sources and synthesise new knowledge and solutions to requirements in the domain of applications of computing.

Topup Course Learning Outcome 6 (DEGCLO6)

Demonstrate a range of social, legal, ethical and professional skills required for continuing professional development in the computing discipline within a world-wide context.

Overview of Assessment:

Module	Title	Course Learning Outcomes
5CS019	Object-Oriented Design and Programming	DEGCLO1, DEGCLO2, DEGCLO3, DEGCLO4, DEGCLO5, ORDCLO1, ORDCLO2, ORDCLO3, ORDCLO4, ORDCLO5
5CS021	Numerical Methods and Concurrency	DEGCLO3, ORDCLO3
5CS024	Collaborative Development	DEGCLO1, DEGCLO2, ORDCLO1, ORDCLO2
6CS002	Advanced Software Engineering Topics	DEGCLO1, DEGCLO2, DEGCLO3, ORDCLO1, ORDCLO2, ORDCLO3
6CS005	High Performance Computing	DEGCLO1, DEGCLO2, ORDCLO1, ORDCLO2
6CS014	Complex Systems	DEGCLO2, DEGCLO4, ORDCLO2, ORDCLO4
6CS017	Project and Professionalism with Software Artefact	DEGCLO2, DEGCLO3, DEGCLO4, DEGCLO5, DEGCLO6, ORDCLO2, ORDCLO3, ORDCLO4, ORDCLO5, ORDCLO6
6CS027	Secure Mobile Application Development	DEGCLO1, DEGCLO3, ORDCLO1, ORDCLO3

Teaching, Learning and Assessment:

The learning activities on your course will develop distinctive graduate attributes that will make you stand out and enhance your employability. These skills will be embedded into the curriculum throughout your course. Examples include:

Software Development: The course aims to develop a software engineering ethos by expanding your knowledge of computer systems both hardware and software thus allowing you to exercise greater control of the hardware via software. The final year of the course will build on knowledge you have gained on systems engineering concepts, introduced in the first year of study.

You will consider the integration and application of existing systems and technologies to computer system engineering paradigms, investigating leading edge concepts and technologies and how these can be harnessed to improve control and data flow across existing standalone systems. Much of your time will be spent in laboratory sessions offering you the ability to build upon theoretical principles with practical, cross platform, applications.

Digitally Literacy: All Computing Software Development graduates will surely be users of advanced technologies. However, on your course you will develop your skills to encompass literacy more fully such as learning how to find information and how to take best advantage of digital resources and the Internet to make you effective in the Information Age.

Global Citizenship: On each level of your course you will learn about social, legal and ethical aspects of Computing, which will broaden your understanding of the way the world works and how communication and collaboration are evolving.

Knowledgeable and Enterprising: Throughout your course you will build up your professional and employability skills and learn to apply the knowledge you have acquired in an enterprising way. You will constantly nurture your own intellectual curiosity. The tools, methodologies and techniques that you will learn have been carefully selected to prepare you with the skills that employers demand and the opportunities for work based learning and placements will allow you to gain the vital experience that they often expect.

Student Support:

University provided support:

As well as providing general counselling support the University Counselling Service provides short courses on topics such as "Self Confidence", "Stress Management and Relaxation" and "Life Skills". They also provide study skills and academic support, providing short courses such as provide help in areas such as "Writing and Assignment Skills", "Exam Techniques", "Enhancing Professional Skills", "Personal Development Planning" and "Making Choices for the Future".

University Learning Centres provide general academic skills support to all students. You can make an appointment with a study skills advisor for advice on areas such as academic writing, assignment planning, exam preparation, and time management. In addition, there is a regular timetable of drop-in and bookable workshops covering information and digital literacy skills, including academic referencing. School of Computing and IT students are supported by a designated subject librarian who is available to support research and project work.

Course support:

At the start of each year of your course you will be assigned a Personal Tutor who will guide you through the induction process and provide support and academic counselling throughout the year on an appointment basis. They should be able to offer you advice and guidance to help you liaise with other staff and support facilities in the School and University. You should meet your Personal Tutor at least 3 times a year, which must include meetings that you are invited to at critical points in your course.

The Personal Tutor provides academic counselling and will be accessible throughout the week on a drop-in or appointment basis to discuss timetables, requests for extensions, requests for extenuating circumstances, general concerns about study and student life and general programme planning. The Personal Tutor will act as a first point of contact in relation to leave of absence (including returning after leave), withdrawal, transferring to another course (internal and external) and changes to mode of attendance. Your Course Leader will be available thereafter for meetings by appointment to discuss leave of absence, withdrawal, transferring to another course (internal and external), changes to mode of attendance, returning after leave of absence and direct entrants.

Subject support:

Tutorials, workshops, seminars and meetings - provide the primary opportunities for students to interact with staff on topics relating to modules. All modules provide at least one of these forms of face-to-face support.

Formative feedback - tutors provide personalised written feedback on most summative assessments. The mechanism for feedback from purely formative tasks varies between assessments, but will always be provided in some form. Online formative tasks often provide feedback straight away. On occasions tutors may provide generalised verbal feedback to the whole class on points relating to an assessment

Assessment and subject-based surgeries provide additional student support for subjects that students often need extra help with. They are often concentrated around the times when assessments take place. Revision sessions are provided for many modules that have exam-like tests and enable you to interact with tutors to review parts of the course. Mock exams and tests may provide opportunities to experience an examination environment before the final summative test and give you feedback on your understanding.

Employability in the Curriculum:

By studying the Computing Software Development (Top-Up) course, you will have the chance to go out into industry working on software development programming projects.

