F29T-COD Bachelor of Science in Computer Science

PROGRAMME DETAILS
Programme Code: F29T-COD
Department: Computer Science
Main Award: BSCH - Bachelor of Science Honours
Full Award Title: Bachelor of Science in Computer Science
Level: Undergraduate

LOCATION OF STUDY
<table>
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<th>Edinburgh</th>
<th>Scottish Borders</th>
<th>Orkney</th>
<th>Dubai</th>
<th>Malaysia</th>
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ASSOCIATED AWARDS

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<td>Computer Science and DIT</td>
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ACCREDITATION
None

LEARNING OUTCOMES – SUBJECT MASTERY

Understanding, Knowledge and Cognitive Skills

- To develop knowledge and skills in the elicitation and analysis of user requirements, design and evaluation of solutions, and the implementation and quality assurance of the chosen solution.
- To be able to develop well-structured, efficient, usable and well-documented programs.
- To know what general classes of problems are amenable to computer solution and be able to select the appropriate tools required for particular problems.
- To be able to develop an abstract model for a given problem and devise appropriate mechanized techniques to solve the problem.
- To develop the knowledge and skills required to meet the challenges of emerging technologies and methodologies.
- To relate theory to practice and practical application.
- To show a knowledge and understanding of some major current issues in the industry in which the student is working during their work placement.
- To show knowledge and understanding of the business environment of the industry in which the student worked during their work placement.
- To undertake critical analysis, evaluation and/or synthesis of ideas, concepts, information and issues.
- To use a range of approaches to formulate evidence-based solutions/responses to defined and/or routine problems/issues.
- To critically evaluate evidence-based solutions/responses to defined and/or routine problems/issues.

Scholarship, Enquiry and Research (Research Informed Learning)
• To gain an in depth understanding of the theoretical foundations of computation and its relevance to everyday computing.
• To be able to design, implement, document, verify and validate relatively large heterogeneous software systems.
• To be able to assess the quality of software systems, both in terms of their functional and non-functional properties.

LEARNING OUTCOMES – PERSONAL ABILITIES

Industrial, Commercial and Professional Practice

• To maintain and update technical knowledge; to take responsibility for personal and professional development.
• To appraise the impact of computers on society and the influence of society on the development of the technology and use of computers.
• To assess aspects of the law related to computer-based information or the role of standards in safety, quality and security, of security issues and of the BCS Codes of Practice and Conduct.
• To be able to use a range of routine skills, techniques, practices and/or materials, a few of which are advanced or complex.
• To be able to carry out routine lines of enquiry, development or investigation into professional-level problems and issues.
• To be able to understand the commercial aspect of the company in which the student is working.

Autonomy, Accountability and Working With Others

• To undertake self-directed work; to assimilate information from multiple sources; to examine results and generate conclusions; to impart ideas effectively in visual, verbal or written form.
• To work effectively either individually or as part of a team.
• To apply subject-mastery outcomes to monitor, analyse, model, specify, design, communicate, implement, evaluate, control and plan.
• To be aware of, and be able to respond to, the social and legal implications and consequences of the use of computers.
• To be able to analyse problem spaces; develop and work with abstractions; appraise material and ideas; to apply a methodical and innovative approach to problem solving; to integrate theory and practice
• To exercise autonomy and initiative in some activities at a professional-level.
• To manage resources within defined areas of work.
• To take the lead on planning in familiar or defined contexts.
• To take continuing account of own and others' roles, responsibilities and contributions in carrying out and evaluating tasks.
• To work in support of current professional practice, under guidance.

Communication, Numeracy & Information and Communications Technology
To be able to communicate with peers, more senior colleagues and specialists. In addition, communicate using appropriate methods to a range of audiences, i.e. Specialists and non-specialists. To be able to undertake critical evaluation/analysis of a wide range of numerical and graphical data. To convey complex information to a range of audiences and for a range of purposes. To use a variety of forms of ICT effectively in the workplace.

**APPROACHES TO TEACHING AND LEARNING**

Lectures, Tutorials (practicals, laboratories), Coursework, (assignments, individual projects, group projects, essays, reports, presentations, log/journals, dissertation), Self-study are linked to lecture-based, resource-based and problem-based teaching styles, to relate with motivational, assimilative, consolidative and evaluative phases of learning.

Approaches to teaching and learning are continually reviewed and developed with the aim of matching them to the abilities and experiences of students, with regard also for the subject area. Specific details about teaching and learning methods are provided in the appropriate course descriptors.

**EDUCATIONAL AIMS OF THE PROGRAMME**

The educational aim is to provide students with a theoretical foundation and applied skills in Computer Science in addition to other professional skills which will enable graduates to communicate clearly, work independently and co-operate effectively. The balance of skills will enable graduates to work effectively and efficiently in industry and commerce and prepare them for postgraduate study. The industrial placement will encourage students to apply learning gained through their academic studies at the University to the workplace and enable students to gain work experience which will increase their employability and professional career readiness.

**ASSESSMENT POLICIES**

The following assessment methods are used:

Understanding, knowledge and subject specific skills are assessed through the range of methods reflected by written examinations, coursework assignments, software artefacts, group and individual
projects, written reports and oral presentations. Diagnostic, formative, continuous and summative types of assessment aim to correlate with methods of assessment.

Approaches to assessment are continually reviewed. Specific details about methods of assessment are provided in the appropriate course descriptors.

### PROGRAMME STRUCTURE

#### Mandatory Courses

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### F29T-COD Bachelor of Science in Computer Science

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### Optional Courses

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### ELECTIVES (UG)

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## COMPOSITION AND STAGE NOTES (UG)

### Stage 1
- 8 taught courses, all mandatory

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### Stage 2
- 8 taught courses, all mandatory. Direct entrants to Stage 2 and internal transfers from other degrees will be expected to have an appropriate background in programming and database technology

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### Stage 3
- 8 taught courses, all mandatory
  Direct entrants to Stage 3 will be expected to have appropriate programming experience and background knowledge.
  Candidates shall pursue a group project throughout the year, which shall be synoptically assessed in conjunction with material from the associated courses (F29SO and F29PD).

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### Stage 4
- Industrial placement (at least 9 months duration)

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### Stage 5
- 8 taught courses, 3 mandatory and 5 optional
  In any one year not all optional courses may be offered. Guidance in course choice will be given by academic mentors.
  Candidates are required to undertake an individual dissertation project (F20PA, F20PB, and F20PC) which shall run throughout the year.

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ASSESSMENT AND PROGRESSION (UG)

Reassessment Opportunities

1. A student who has been awarded a Grade E or a Grade F in a course may be re-assessed in that course.
2. A student shall be permitted only one re-assessment opportunity to be taken at the Resit diet of examination following the first assessment of the course.
3. A student shall not be re-assessed in any qualifying course taken in the final stage of a course of study.
4. The Progression Board may permit a student to be re-assessed in any qualifying course not taken in the final stage in order to gain credits for the course, provided that the mark or grade obtained in the first assessment of any such course is used in determining the classification of the degree to be awarded.

Progression Requirements

Part A. The minimum number of credits required to progress through each stage are as follows:

<table>
<thead>
<tr>
<th>Stage</th>
<th>Credits Required</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 to 2</td>
<td>120 credits (8 courses)</td>
<td></td>
</tr>
<tr>
<td>2 to 3</td>
<td>240 credits (16 courses)</td>
<td></td>
</tr>
<tr>
<td>3 to 4</td>
<td>360 credits (24 Courses) and an overall average of 60% or above at the first attempt</td>
<td></td>
</tr>
<tr>
<td>4 to 5</td>
<td>Students who meet the criteria to progress to Stage 4 will automatically be allowed to progress to the final year.</td>
<td></td>
</tr>
</tbody>
</table>

Part B. The minimum grade of D is required in the following courses:

<table>
<thead>
<tr>
<th>Stage 1</th>
<th>Software Development (F27SA), Interactive Systems (F27IS), Logic &amp; Proof (F17LP), Web Design &amp; Databases (F27WD), Introduction to Computer Systems (F27CS), Software Development 2 (F27SB) and Software Development 3 (F27SG)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stage 2</td>
<td>Interaction Design (F28IN) Web Programming (F28WP), Data Structures &amp; Algorithms (F28DA), Database Management Systems (F28DM), Software Design (F28SD), Programming Languages (F28PL) Discrete Maths (F17SC), Hardware-Software Interface (F28HS)</td>
</tr>
<tr>
<td>Stage 3</td>
<td>6 courses including Software Engineering (F29SO) &amp; Professional Development (F29PD). Re-assessment in Stage 3 is available for credit only and not to improve overall average</td>
</tr>
<tr>
<td>Stage 4</td>
<td>Industrial Training Placement A (F28IA) and Industrial Training Placement B (F28IB) must be passed for the award of Diploma in Industrial Training</td>
</tr>
</tbody>
</table>

AWARDS, CREDITS AND LEVEL (UG)

Part A. Credit Requirements

<table>
<thead>
<tr>
<th>Overall Credits</th>
<th>Specific Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Degree Type</td>
<td>Credits</td>
</tr>
<tr>
<td>---------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>Integrated Masters</td>
<td>600</td>
</tr>
<tr>
<td>Honours Degree (inc.MA)</td>
<td>480</td>
</tr>
<tr>
<td>Ordinary or General Degree</td>
<td>360</td>
</tr>
<tr>
<td>Diploma of Higher Education</td>
<td>240</td>
</tr>
<tr>
<td>Certificate of Higher Education</td>
<td>120</td>
</tr>
</tbody>
</table>

**Part B. Mark/Grade Requirements**

<table>
<thead>
<tr>
<th>Degree Type</th>
<th>Overall Mark</th>
<th>Overall Grade</th>
<th>Basis of Overall Mark/Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integrated Masters</td>
<td>&gt;=50%</td>
<td>C</td>
<td>Credit Weighted Average &gt;=50% over all qualifying courses at Grades A-D</td>
</tr>
</tbody>
</table>
| Honours Degree (inc.MA)         | >=40%        | D             | 1st: Credit Weighted Average >=70% over all qualifying courses at grades A-D.  
|                                 |              |               | 2.1: Credit Weighted Average >=60% over all qualifying courses at grades A-D.  
|                                 |              |               | 2.2: Credit Weighted Average >=50% over all qualifying courses at grades A-D.  
|                                 |              |               | 3rd: Credit Weighted Average >=40% over all qualifying courses at grades A-D.              |
| Ordinary or General Degree      | >=40%        | D             | Minimum of grade D in all pre-requisite courses.                                             |
| Diploma of Higher Education     | >=40%        | D             | Minimum of grade D in all pre-requisite courses.                                             |
| Certificate of Higher Education | >=40%        | D             | Minimum of grade D in all pre-requisite courses.                                             |

**Duration of Study**

<table>
<thead>
<tr>
<th>Degree Type</th>
<th>Months</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integrated Masters</td>
<td>60</td>
</tr>
<tr>
<td>Honours Degree</td>
<td>48</td>
</tr>
<tr>
<td>Ordinary or General Degree</td>
<td>36</td>
</tr>
<tr>
<td>Diploma of Higher Education</td>
<td>24</td>
</tr>
<tr>
<td>Certificate of Higher Education</td>
<td>12</td>
</tr>
</tbody>
</table>