F2IN-INM Bachelor of Science in Information Systems (Management)

PROGRAMME DETAILS
Programme Code: F2IN-INM
Department: Computer Science
Main Award: BSCH - Bachelor of Science Honours
Full Award Title: Bachelor of Science in Information Systems (Management)
Level: Undergraduate

LOCATION OF STUDY
<table>
<thead>
<tr>
<th></th>
<th>Edinburgh</th>
<th>Scottish Borders</th>
<th>N</th>
<th>Orkney</th>
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<td>Dubai</td>
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<td>Malaysia</td>
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<td>Independent Distance Learners</td>
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<td>Collaborative Learning Partner</td>
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</table>

ASSOCIATED AWARDS
Programme Code | Award | Title
F2IN-INM | BSCH | Bachelor of Science in Information Systems (Management)

ACCREDITATION
British Computer Society

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 develop skills in working with technology users and members of organisations to find tailored technological solutions.
• 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 develop the knowledge and skills required to meet the challenges of emerging technologies and methodologies.
• To be aware of, and be able to respond to, statute law, directives, standards and emerging common law relating to the use of computers.
• To develop knowledge of the aspects of management required to understand the commercial and business contexts within which information systems are used.
• To develop the entrepreneurial skills required to identify and exploit opportunities which arise as a result of technological developments and new business paradigms.

Scholarship, Enquiry and Research (Research Informed Learning)

• To be able to identify and exploit new opportunities; to analyse problem spaces and design creative solutions; to appraise material and ideas; to apply a methodical and innovative approach to problem solving; to integrate theory and practice.

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.

Autonomy, Accountability and Working With Others

To apply subject-mastery outcomes to monitor, analyse, model, specify, design, communicate, implement, evaluate, control and plan.

Exercise autonomy and initiative by planning and managing their own work; develop strategies for independently solving problems and taking the initiative.

Take responsibility for their own and other's work by contributing effectively and conscientiously to the work of a group, actively maintaining good working relationships with group members, and leading the direction of the group where appropriate.

Reflect on roles and responsibilities by critically reflecting on their own and others' roles and responsibilities.

Deal with complex professional and ethical issues including working with human subjects and wider issues relating to technology in society

To be aware of, and be able to respond to, the social and legal implications and consequences of the use of computers.

Communication, Numeracy & Information and Communications Technology

Use discipline appropriate software for data analysis, prototyping and learning.

Present, analyse and interpret numerical and graphical data

Communicate effectively, informally or formally, to knowledgeable or lay audiences.

APPROACHES TO TEACHING AND LEARNING

Active group based classes, lectures, tutorials, practical classes, laboratories. Coursework, (assignments, individual projects, group projects, essays, reports, presentations, log/journals, dissertation). The course has been designed around a social constructivist approach to learning and will be based on active, experiential 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 module descriptors.

EDUCATIONAL AIMS OF THE PROGRAMME
The educational aim is to provide students with a unique blend of computer science, management and socio-technical systems. The course will prepare students with the technical, interpersonal, managements and design skills required for IS management within organisations. They will also be provided with 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, commerce and the public sector, and will prepare them for postgraduate study.

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 module descriptors.

PROGRAMME STRUCTURE

Mandatory Courses

<table>
<thead>
<tr>
<th>Edinburgh</th>
<th>SBC</th>
<th>Orkney</th>
<th>Dubai</th>
<th>HWUM</th>
<th>IDL</th>
<th>Coll. Partner</th>
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<th>Stage</th>
<th>Semester</th>
<th>Course Code</th>
<th>Course Title</th>
<th>SCQF Cr</th>
<th>SCQF Lvl</th>
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# Project Management

**Course Code**: F28PT  
**Course Title**: Project Management  
**SCQF Cr**: 15  
**SCQF Lvl**: 9

# Interaction Design

**Course Code**: F28IN  
**Course Title**: Interaction Design  
**SCQF Cr**: 15  
**SCQF Lvl**: 8

# Operations Management

**Course Code**: F28OP  
**Course Title**: Operations Management  
**SCQF Cr**: 15  
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# Creative Design Project

**Course Code**: F28CD  
**Course Title**: Creative Design Project  
**SCQF Cr**: 15  
**SCQF Lvl**: 8

# Database Management Systems

**Course Code**: F28DM  
**Course Title**: Database Management Systems  
**SCQF Cr**: 15  
**SCQF Lvl**: 8

# Software Design

**Course Code**: F28SD  
**Course Title**: Software Design  
**SCQF Cr**: 15  
**SCQF Lvl**: 8

# Human Resource Management

**Course Code**: F29CT  
**Course Title**: Critical Thinking  
**SCQF Cr**: 15  
**SCQF Lvl**: 9

# Knowledge Management

**Course Code**: F29KM  
**Course Title**: Knowledge Management  
**SCQF Cr**: 15  
**SCQF Lvl**: 9

# Software Engineering

**Course Code**: F29SO  
**Course Title**: Software Engineering  
**SCQF Cr**: 15  
**SCQF Lvl**: 9

# Organisational Behaviour

**Course Code**: F29OB  
**Course Title**: Organisational Behaviour  
**SCQF Cr**: 15  
**SCQF Lvl**: 8

# Marketing Communications

**Course Code**: F29MC  
**Course Title**: Marketing Communications  
**SCQF Cr**: 15  
**SCQF Lvl**: 9

# Professional Development

**Course Code**: F29PD  
**Course Title**: Professional Development  
**SCQF Cr**: 15  
**SCQF Lvl**: 9

# Sociotechnical and Soft Systems

**Course Code**: F29SS  
**Course Title**: Sociotechnical and Soft Systems  
**SCQF Cr**: 15  
**SCQF Lvl**: 9

# Information Systems Methodologies

**Course Code**: F20IF  
**Course Title**: Information Systems Methodologies  
**SCQF Cr**: 15  
**SCQF Lvl**: 10

# Research Methods & Requirements Engineering

**Course Code**: F20PA  
**Course Title**: Research Methods & Requirements Engineering  
**SCQF Cr**: 15  
**SCQF Lvl**: 10

# Design & Implementation

**Course Code**: F20PB  
**Course Title**: Design & Implementation  
**SCQF Cr**: 15  
**SCQF Lvl**: 10

# Project Testing and Presentation

**Course Code**: F20PC  
**Course Title**: Project Testing and Presentation  
**SCQF Cr**: 15  
**SCQF Lvl**: 10

**Optional Courses**

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<th>Semester</th>
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<td>F20EC</td>
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### Any SCQF Level 7 course, which must be approved by the Board of Studies

<table>
<thead>
<tr>
<th>Stage</th>
<th>Credits</th>
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<tr>
<td>Stage 2</td>
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<td>Stage 3</td>
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### COMPOSITION AND STAGE NOTES (UG)

#### Stage 1
- 8 taught courses, 7 mandatory and 1 elective
- Mandatory Credits 1: 105
- Optional Credits 1: 1
- Elective Credits 1: 15
- Total 1: 120

#### Stage 2
- 8 taught courses, all mandatory. Direct entrants to Stage 2 and internal transfers from other degrees will be expected have an appropriate background in programming and database technology
- Mandatory Credits 2: 120
- Optional Credits 2: 1
- Elective Credits 2: 1
- Total 2: 120

#### Stage 3
- 8 taught courses, all mandatory
- Direct entrants to Stage 3 will be expected 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).
- Mandatory Credits 3: 120
- Optional Credits 3: 1
- Elective Credits 3: 1
- Total 3: 120

#### Stage 4
- 8 taught courses, 4 mandatory and 4 optional
- In any one year not all optional courses may be offered. Guidance in course choice will be given by academic mentors.
- Students must apply to take the course F20CL Computing in the Classroom prior to the end of Stage 3 to allow time for placements to be organised.
- Candidates are required to undertake an individual dissertation project which shall run throughout the year.
- Mandatory Credits 4: 60
**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:

| Stage 1 to 2 | 120 credits (8 courses) |
| Stage 2 to 3 | 240 credits (16 courses) |
| Stage 3 to 4 | 360 credits (24 Courses) and an overall exam average of 50% or above at the first attempt |
| Stage 4 to 5 | N/A |

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

- **Stage 1**
  - Software Development (F27SA), Interactive Systems (F27IS), Web Design & Databases (F27WD), Introduction to Computer Systems (F27CS), Enterprise and its Business Environment (C17EC)

- **Stage 2**
  - Interaction Design (F28IN), Database Management Systems (F28DM), Software Design (F28SD), Management in a Global Context (C17EB), Project management (C19PT), Operations Management (C18OM), Fundamentals of Marketing (C18FM)

- **Stage 3**
  - 6 courses including Software Engineering (F29SO) & Professional Development (F29PD). Re-assessment in Stage 3 is available for credit only and not to improve overall average

- **Stage 4**
  - N/A

**AWARDS, CREDITS AND LEVEL (UG)**
**Part A. Credit Requirements**

<table>
<thead>
<tr>
<th>Program</th>
<th>Overall Credits</th>
<th>Specific Requirements</th>
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<tr>
<td>Integrated Masters</td>
<td>600</td>
<td>600 SCQF credits including a minimum of 120 credit at Level 11</td>
</tr>
<tr>
<td>Honours Degree (inc.MA)</td>
<td>480</td>
<td>480 SCQF credits including a minimum of 180 credit at Level 9 and 10 of which at least 90 credits at Level 10</td>
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<tr>
<td>Ordinary or General Degree</td>
<td>360</td>
<td>360 SCQF credits including a minimum of 60 credit at Level 9</td>
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<tr>
<td>Diploma of Higher Education</td>
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<tr>
<td>Certificate of Higher Education</td>
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<td>120 SCQF credits including a minimum of 90 credit at Level 7</td>
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**Part B. Mark/Grade Requirements**

<table>
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<th>Program</th>
<th>Overall Mark</th>
<th>Overall Grade</th>
<th>Basis of Overall Mark/Grade</th>
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<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>
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<tr>
<td>Honours Degree (inc.MA)</td>
<td>&gt;=40%</td>
<td>D</td>
<td>1st: Credit Weighted Average &gt;=70% Over all qualifying courses at grades A-D. 2.1: Credit Weighted Average &gt;=60% Over all qualifying courses at grades A-D. 2.2: Credit Weighted Average &gt;=50% Over all qualifying courses at grades A-D. 3rd: Credit Weighted Average &gt;=40% Over all qualifying courses at grades A-D.</td>
</tr>
<tr>
<td>Ordinary or General Degree</td>
<td>&gt;=40%</td>
<td>D</td>
<td>Minimum of grade D in all pre-requisite courses.</td>
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<tr>
<td>Diploma of Higher Education</td>
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<td>Minimum of grade D in all pre-requisite courses.</td>
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<td>Minimum of grade D in all pre-requisite courses.</td>
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**DURATION OF STUDY**

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