PROGRAMME DETAILS
Programme Code: F2C1-GCP
Department: Computer Science
Main Award: BSCH - Bachelor of Science Honours
Full Award Title: Bachelor of Science in Computer Science (Computer Games Programming)
Level: Undergraduate

LOCATION OF STUDY
Edinburgh Y Scottish Borders N Orkney N
Dubai Y Malaysia N Approved Learning Partner N
Independent Distance Learners N Collaborative Learning Partner N Other N

ASSOCIATED AWARDS
Programme Code | Award | Title
--- | --- | ---
F291-ZZZ | BSCO | Bachelor of Science in Computer Science
F2C1-GCP | BSCH | Bachelor of Science in Computer Science (Computer Games Programming)

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 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.

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.

**Autonomy, Accountability and Working With Others**
N/A

**Communication, Numeracy & Information and Communications Technology**
N/A

**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 module 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.

**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**

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Optional Courses
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## Electives (UG)

| Stage 1 | N/A |
| Stage 2 | N/A |
| Stage 3 | N/A |
| Stage 4 | N/A |
| Stage 5 | N/A |

## Composition and Stage Notes (UG)

### Stage 1
- 8 taught courses, all mandatory
- Mandatory Credits 1: 120
- Optional Credits 1: 0
- Elective Credits 1: 0
- 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: 0
- Elective Credits 2: 0
- Total 2: 120

### Stage 3
- 8 taught courses, all mandatory
- Mandatory Credits 3: 0
- Optional Credits 3: 0
- Elective Credits 3: 0
- Total 3: 0
F2C1-GCP Bachelor of Science in Computer Science (Computer Games Programming)

### Stage 3

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).

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### Stage 4

8 taught courses, 5 mandatory and 3 optional

Students choose 2 optional courses in semester 1 and 1 optional course in semester 2. Students must take at least one of Industrial Programming (F20SC) or Advanced Interaction Design (F20AD) and are required to undertake an individual dissertation project (F20PA, F20PB and F20PC) which shall run throughout the year and must be in an approved topic suitable for this specialism. The 4th year Project Coordinator is responsible for approving dissertation topics for this specialism.

In any one year not all optional courses or combinations of optional courses may be offered. Guidance in course choice will be given by academic Personal Tutors.

Students are required to undertake an individual dissertation project (F20PA, F20PB and F20PC) which shall run throughout the year and must be in an approved topic suitable for this specialism.

Honours degree classification is determined by performance in:

- Stage 3 averaged over all 8 courses (20%) at the first attempt
- The 5 assessed courses in Stage 4 (50%)
- The individual dissertation project in Stage 4 (30%)

To graduate with the degree BSc (Hons) Computer Science (Computer Games Programming) candidates must take the 2 mandatory taught courses in Stage 4, 3D Graphics & Animation (F20GA) and Computer Games Programming (F20GP) as well as either F20SC Industrial Programming or F20AD Advanced Interaction Design in stage 4 and do an approved dissertation topic suitable for this specialism.

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### Stage 5

Mandatory Credits 5

Optional Credits 5
Elective Credits 5
Total 5

**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 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), Introduction to Interaction Design (F27ID), Logic & Proof (F17LP), Web Design & Databases (F27WD), Introduction to Computer Systems (F27CS), Software Development 2 (F27SB) and Discrete Mathematics (F17SC)

**Stage 2**
- User-Centred Experimental Design (F28ED), Web Programming (F28WP), Data Structures & Algorithms (F28DA), Database Management Systems (F28DM), Software Design (F28SD), Programming Languages (F28PL), Hardware Software Interface (F28HS) and Introduction to Data Structures & Algorithms (F28SG)

**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**

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<td>Honours Degree (inc.MA)</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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<td>Ordinary or General Degree</td>
<td>360 SCQF credits including a minimum of 60 credit at Level 9</td>
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<td>Diploma of Higher Education</td>
<td>240 SCQF credits including a minimum of 90 credit at Level 8</td>
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<tr>
<td>Certificate of Higher Education</td>
<td>120 SCQF credits including a minimum of 90 credit at Level 7</td>
</tr>
</tbody>
</table>

**Part B. Mark/Grade Requirements**

<table>
<thead>
<tr>
<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>
</tr>
<tr>
<td>Honours Degree (inc.MA)</td>
<td>&gt;=40%</td>
<td>D</td>
</tr>
</tbody>
</table>
F2C1-GCP Bachelor of Science in Computer Science (Computer Games Programming)

<table>
<thead>
<tr>
<th>Qualification</th>
<th>Minimum Percentage</th>
<th>Minimum Grade Required</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<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>
</tr>
<tr>
<td>Diploma of Higher Education</td>
<td>&gt;=40%</td>
<td>D</td>
<td>Minimum of grade D in all pre-requisite courses.</td>
</tr>
<tr>
<td>Certificate of Higher Education</td>
<td>&gt;=40%</td>
<td>D</td>
<td>Minimum of grade D in all pre-requisite courses.</td>
</tr>
</tbody>
</table>

**DURATION OF STUDY**

<table>
<thead>
<tr>
<th>Program</th>
<th>Duration (in months)</th>
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</thead>
<tbody>
<tr>
<td>Integrated Masters</td>
<td>60</td>
</tr>
<tr>
<td>Honours Degree</td>
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</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>

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.