F2EG-ITS Master of Science in Information Technology (Software Systems)

PROGRAMME DETAILS
Programme Code: F2EG-ITS
Department: Computer Science
Main Award: MSC - Master of Science
Full Award Title: Master of Science in Information Technology (Software Systems)
Level: Postgraduate Taught

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
--- | --- | ---
F2A3-ZZZ | PGCERT | Postgraduate Certificate in Computer Science
F2EG-ITS | MSC | Master of Science in Information Technology (Software Systems)
F2EH-ITS | PGDIP | Postgraduate Diploma in Information Technology (Software Systems)

ACCREDITATION
N/A

LEARNING OUTCOMES – SUBJECT MASTERY
Understanding, Knowledge and Cognitive Skills

- Critical understanding of the principal theories, principles and concepts relating to the use of information technology in the domain of software systems.
- Extensive, detailed and critical understanding of at least one specialist area of information technology support for business of software systems.
- Understanding and use of a significant range of the principal skills, techniques and practices in software systems, and a range of specialised skills, research and investigation techniques, and practices informed by leading-edge research and development and specialist knowledge and skills in applications relating to a number of specialist areas within the domain.
- A broad knowledge of the main areas of software systems, including terminology, conventions, underpinning theory, techniques and practices.
- Detailed and critical knowledge of at least one area of specialism in software systems, incorporating awareness of current issues and research.
- Application-based knowledge and skills relating to the broad range of activities within the software systems domain, and specialist knowledge and skills in applications relating to a number of specialist areas within the domain.
- Fundamental knowledge and skills in the software engineering lifecycle, incorporating specification, design, development and deployment of software systems, and critical understanding of the range of tools and techniques available to support this process.
- Extensive and detailed knowledge of structured programming concepts and techniques, with advanced and specialist applicative skills in at least one programming language.
- Extensive and detailed knowledge and understanding of communications and network technologies, and their application in software systems, including the ability to critically analyse and review such technologies to support original and creative application development.
- Specialist and critical knowledge, understanding and skills in a number of mainstream and specialist areas within the domain of software systems, including databases, artificial intelligence, mobile communications, 3D modelling and animation, computer games programming and e-commerce.
- Develop and apply skills in critical analysis, evaluation and synthesis in consideration of the range of theories, concepts and techniques in use within the domain of software systems, and in the design of projects and experimental models.
- Develop and utilise advanced problem-solving skills and techniques in the development of original and creative solutions to general and specialist issues within the domain of software systems.
### Scholarship, Enquiry and Research (Research Informed Learning)

- Research skills, and the capability of critical analysis, through review and analysis of current research literature.
- An understanding of research ethics and how to appropriately build on the work of others.

### LEARNING OUTCOMES – PERSONAL ABILITIES

#### Industrial, Commercial and Professional Practice

- Demonstrate critical awareness of current legal, social, ethical and professional issues within the discipline.
- Make informed judgements with incomplete or inconsistent data, or where there are no professional or ethical codes or practices for guidance.

#### Autonomy, Accountability and Working With Others

- Work autonomously and within teams, as appropriate, demonstrating a capability for both taking and critically reflecting on roles and responsibilities.

#### Communication, Numeracy & Information and Communications Technology

- Develop and demonstrate skills and techniques in communication with peers and academic/industrial staff, using a range of appropriate methods to suit different levels of knowledge and expertise within the audience.
- Develop and demonstrate critical knowledge and skills in the planning and usage of software tools and numerical techniques to develop, present and communicate information on projects and processes.

### APPROACHES TO TEACHING AND LEARNING

This programme is offered in a traditional campus-based, cohort model, with a timetable devised to support full-time study. Within the timetable, courses offer traditional lecture-based materials, small group tutorials and a variety of laboratory-based practicals. Students are expected to complete coursework in groups, teams and pairs, as well as individually, and courses offer a range of types of coursework for assessment, from discursive essay-style assignments to code design and generation. In some courses, team teaching approaches are adopted to provide additional support and variety, and electronic support, in the form of email lists, newsgroups and bulletin boards are widely used to disseminate information and support student communication and practice.

### EDUCATIONAL AIMS OF THE PROGRAMME

As part of the Computer Science Postgraduate Taught Programme, the aims of this course reflect the aims of the programme as a whole (see the CS PGT Programme Proposal for more details). Specifically, this course is concerned with the use and application of Information Technology in the specification, design, development and deployment of software systems.

Therefore the aims are to enable the students to:

- Develop detailed knowledge and critical understanding of the main areas of software systems (including theories, principles and concepts)
F2EG-ITS Master of Science in Information Technology (Software Systems)

- Develop and use a significant range of principal and specialist skills, techniques and practices in the domain of business-related software systems.
- Critically review existing practice and develop original and creative solutions to problems within the domain.
- Communicate and work effectively with peers and academic staff in a variety of tasks, demonstrating appropriate levels of autonomy and responsibility.
- Plan and execute a significant project of research, investigation or development in a specialist area of information technology for business use, demonstrating extensive, detailed and critical understanding of that specialism.

ASSESSMENT POLICIES

Postgraduate programmes consist of two phases:

- A taught phase, consisting of a set of 8 taught courses, some mandatory and some optional, defined in the programme structure, which the students will study over two semesters. Assessment of the taught phase is through a variety of methods including coursework and/or examination. Students must submit all elements of assessment before being permitted to progress.
- A dissertation phase, consisting of an appropriate technical research project and project dissertation report.
- Students will normally complete the taught phase, at which point progression to the dissertation phase is dependent on assessed performance as being of Masters level standard. To progress students must get grade D or better in the 8 taught courses, get a taught course average of 50% and pass F21RP with a mark of at least 45%.
- Any student will be able to retake the assessment of up to a maximum of 3 courses at the next opportunity, subject to payment of the appropriate fees to the University, and may be required to do so to obtain the necessary credits for completion of their programme or for progression. Students may only resit courses for which their examination grade is E or F (or a D but only if that is required for them to qualify for an MSc degree). The method of reassessment for each course is specified in the appropriate course descriptor.
- Students meeting the required standards for Postgraduate Diploma and Postgraduate Certificate in the taught phase, but not meeting the Masters standard, will not be permitted to progress to the dissertation phase. Students may be recommended to graduate with a Postgraduate Diploma or a Postgraduate Certificate at this point.
- Students failing to meet the required standards for Postgraduate Diploma and Postgraduate Certificate in coursework and examination in the taught phase will not be permitted to progress to the dissertation phase, nor will they be eligible for any award.

PROGRAMME STRUCTURE

<p>| Mandatory Courses |
|-------------------|-----------------|-----------------|-----------------|-----------------|-----------------|</p>
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>SCQF Cr</th>
<th>SCQF Lvl</th>
</tr>
</thead>
<tbody>
<tr>
<td>X  X 1 1 F21DF</td>
<td>Databases and Information Systems</td>
<td>15</td>
<td>11</td>
</tr>
<tr>
<td>X  X 1 2 F21RP</td>
<td>Research Methods and Project Planning</td>
<td>15</td>
<td>11</td>
</tr>
<tr>
<td>X  X 1 3 F21MP</td>
<td>Masters Project and Dissertation</td>
<td>60</td>
<td>11</td>
</tr>
</tbody>
</table>

Optional Courses
### Course Details

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>SCQF Cr</th>
<th>SCQF Lvl</th>
</tr>
</thead>
<tbody>
<tr>
<td>F21CN</td>
<td>Computer Network Security</td>
<td>15</td>
<td>11</td>
</tr>
<tr>
<td>F21GA</td>
<td>3D Graphics and Animation</td>
<td>15</td>
<td>11</td>
</tr>
<tr>
<td>F21RO</td>
<td>Intelligent Robotics</td>
<td>15</td>
<td>11</td>
</tr>
<tr>
<td>F21SC</td>
<td>Industrial Programming</td>
<td>15</td>
<td>11</td>
</tr>
<tr>
<td>F21SF</td>
<td>Software Engineering Foundations</td>
<td>15</td>
<td>11</td>
</tr>
<tr>
<td>F21GD</td>
<td>Advanced Interaction Design</td>
<td>15</td>
<td>11</td>
</tr>
<tr>
<td>F21AS</td>
<td>Advanced Software Engineering</td>
<td>15</td>
<td>11</td>
</tr>
<tr>
<td>F21DV</td>
<td>Data Visualisation and Analytics</td>
<td>15</td>
<td>11</td>
</tr>
<tr>
<td>F21EC</td>
<td>e-Commerce Technology</td>
<td>15</td>
<td>11</td>
</tr>
<tr>
<td>F21GP</td>
<td>Computer Games Programming</td>
<td>15</td>
<td>11</td>
</tr>
<tr>
<td>F21SM</td>
<td>Software Engineering Master Class</td>
<td>15</td>
<td>11</td>
</tr>
</tbody>
</table>

### COMPOSITION NOTES (PG)

8 taught courses (2 mandatory and 6 optional) plus a dissertation

- **Mandatory Credits**: 30
- **Optional Credits**: 90
- **Elective Credits**: 0
- **Dissertation Credits**: 60
- **Total**: 180

### AWARDS, CREDITS AND CRITERIA (PG)

<table>
<thead>
<tr>
<th>Awards, Credits and Levels</th>
<th>Overall Credits</th>
<th>Specific Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Masters Degree</td>
<td>180</td>
<td>180 SCQF credits including a minimum of 150 credit at Level 11</td>
</tr>
<tr>
<td>Postgraduate Diploma</td>
<td>120</td>
<td>120 SCQF credits including a minimum of 90 credit at Level 11</td>
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<tr>
<td>Postgraduate Certificate</td>
<td>60</td>
<td>60 SCQF credits including a minimum of 40 credit at Level 11</td>
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</tbody>
</table>

#### Award Requirements

<table>
<thead>
<tr>
<th></th>
<th>Total Course Passes</th>
<th>Overall Mark</th>
<th>Overall Grade</th>
<th>Basis of Overall Mark/Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Master (Distinction)</td>
<td>8+Dissertation</td>
<td>70</td>
<td>A</td>
<td>Credit Weighted Average greater than or equal 70% over 8 courses at grades A-C (at the 1st attempt) plus a Dissertation at grade A.</td>
</tr>
<tr>
<td>Master</td>
<td>8+Dissertation</td>
<td>50</td>
<td>C</td>
<td>Credit Weighted Average greater than or equal 50% over 8 courses at grades A-D plus a Dissertation at minimum grade C.</td>
</tr>
<tr>
<td>Diploma (Distinction)</td>
<td>8</td>
<td>70</td>
<td>A</td>
<td>Credit Weighted Average greater than or equal 70% over 8 courses at grades A-C (at the 1st attempt)</td>
</tr>
<tr>
<td>Diploma</td>
<td>8</td>
<td>40</td>
<td>D</td>
<td>Credit Weighted Average greater than or equal 40% over 8 courses at grades A-E</td>
</tr>
<tr>
<td>Certificate</td>
<td>4</td>
<td>40</td>
<td>D</td>
<td>Credit Weighted Average greater than or equal 40% over 4 courses at grades A-E</td>
</tr>
</tbody>
</table>

### DURATION OF STUDY

<table>
<thead>
<tr>
<th>IN MONTHS</th>
<th>Full-time</th>
<th>Part-time</th>
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</thead>
<tbody>
<tr>
<td>Masters</td>
<td>12</td>
<td>24</td>
</tr>
</tbody>
</table>

Page 4 of 5
RE-ASSESSMENT (PG)

1. A student who has been awarded a Grade E or F in a course may be re-assessed in that course. A student who has been awarded a Grade D in a course may be re-assessed in that course in order to proceed to or be eligible to receive the award of Masters.
2. A student shall be permitted only one re-assessment opportunity in a maximum of three taught courses. The opportunity for re-assessment in four or more taught courses shall be at the discretion of the Progression Board.
3. Any further re-assessment opportunities in a course will require the approval of the Postgraduate Studies Committee.
4. A student may be permitted, at the discretion of the Progression Board, to be re-assessed in the dissertation, project or other supervised research component of the course of study.

PROGRESSION TO DISSERTATION/PROJECT

Students may progress to the Dissertation if they have met the progression requirements (taught course credit weighted average of 50% or better, all courses at Grade D or above and 45% or better in F21RP)