F2S7-SOE Master of Science in Software Engineering

PROGRAMME DETAILS
Programme Code: F2S7-SOE
Department: Computer Science
Main Award: MSC - Master of Science
Full Award Title: Master of Science in Software Engineering
Level: Postgraduate Taught

LOCATION OF STUDY
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ASSOCIATED AWARDS

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<td>F2S5-SOE</td>
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<td>MSC</td>
<td>Master of Science in Software Engineering</td>
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ACCREDITATION

British Computer Society

LEARNING OUTCOMES – SUBJECT MASTERY

Understanding, Knowledge and Cognitive Skills

- Critical understanding of the principal theories, principles and concepts relating to the development of reliable, safe, secure and trustworthy software.
- Extensive, detailed and critical understanding of at least one specialist area within the domain of software engineering.
- Understanding and use of a significant range of the principal skills, techniques and practices in engineering dependable software systems, and a range of specialised skills, research and investigation techniques, and practices informed by leading-edge research within the domain.
- A broad knowledge of the main areas of software engineering, including terminology, conventions, underpinning theory, techniques and practices.
- Application-based knowledge and skills relating to the broad range of activities within the domain, and specialist knowledge and skills in applications relating to a number of specialist areas within the domain.
- Extensive and detailed knowledge of high integrity programming concepts and techniques, with advanced and specialist applicative skills in at least one programming language.
- Extensive and detailed knowledge and understanding of software engineering methodologies, and their application including the ability to critically analyse and review such methodologies 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 engineering, including mobile networking, automated software engineering and information systems methodologies.
- 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 mobile 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.

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 programme reflect the aims of the programme as a whole (see the CS PGT Programme Proposal for more details). This programme is designed to impart the understanding and skills to engineer software at an advanced level to professional standards with an emphasis on developing dependable systems. To meet society's growing demand for software applications suited to supporting critical services. It teaches computing graduates how to use state-of-the-art techniques and methodologies to develop reliable, safe, secure and trustworthy software.

Therefore the aims are to enable the students to:

• Develop detailed knowledge and critical understanding of the main areas of software engineering for dependable systems development (including theories, principles and concepts).
• Develop and use a significant range of principal and specialist skills, techniques and practices in the domain.
• 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 within mobile software systems, 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

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<tr>
<th>Mandatory Courses</th>
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<tbody>
<tr>
<td>Course Code</td>
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### Optional Courses

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<td>Biologically Inspired Computation</td>
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### COMPOSITION NOTES (PG)

8 taught courses (4 mandatory and 4 optional) plus a dissertation

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<th>Mandatory Credits</th>
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### AWARDS, CREDITS AND CRITERIA (PG)

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### DURATION OF STUDY

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F2S7-SOE Master of Science in Software Engineering

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**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)