

## Course Specification

Course Summary Information			
1	<b>Course Title</b>		BSc (Hons) Computing and Information Technology with Foundation Year
2	<b>BCU Course Code</b>	<b>UCAS Code</b>	US0821F   I10A
3	<b>Awarding Institution</b>		Birmingham City University
4	<b>Teaching Institution(s)</b> (if different from point 3)		
5	<b>Professional Statutory or Regulatory Body (PSRB) accreditation</b> (if applicable)		

6	Course Description
	<p>Looking for a versatile IT course in the UK? Study with us in the exciting city of Birmingham. BSc Computing and Information Technology with a Foundation Year will equip you with the technical and managerial skills you'll need to embark on a successful IT career.</p> <p>You'll use first-class, industry-standard equipment and labs, and have the chance to put your academic learning into practice on a placement year – all of which will prepare you for an information technology career with a range of companies. We're also an academy for Microsoft and Cisco systems with strong industry links.</p> <p>The Foundation Year course option enables you to study for our BSc (Hons) degree over an extended full-time duration of four years by including a Foundation Certificate (year one of four). The Foundation Certificate provides a broad study course that underpins the follow-on degree. In order to progress to the next year of your degree, it is necessary to achieve a pass in all of the modules of the Foundation Certificate.</p> <p><b>What's covered in the course?</b></p> <p>This course is for you if you want to combine a highly rigorous academic qualification with real-life practical work experiences, enabling you to put your learning into innovative practice.</p> <p>You'll be based at our flagship City Centre Campus, where you'll use dedicated, industry-standard facilities to research and work on enterprise software and virtual environments to develop business solutions and real-time systems.</p> <p>You will develop the strategic mind-set to address global challenges; the kind that that businesses and communities face on a day-to-day basis to maintain their digital infrastructure. You'll have access to virtual learning environments, as well as networking, electronic, enterprise systems and business intelligence laboratories.</p> <p>We are preparing you for the workplace. You'll learn computing and information technology skills that are needed to design, develop, operate and maintain effective systems. You'll use your computing knowledge to provide and apply IT solutions that will continually evolve. We ensure you are able to innovate in order to deliver business value and sustainable solutions.</p>

It's not just about academic and technical knowledge – we'll also help to develop your personal skills so that you can work effectively as a team member and problem solve at the highest level. This will not only enhance your employability levels, it will make you stand out from the crowd. Throughout your course you'll be supported by expert teaching staff, many of whom have worked in the field, are active in research and are continually innovating with industry.

<b>7 Course Awards</b>			
<b>7a</b>	<b>Name of Final Award</b>	<b>Level</b>	<b>Credits Awarded</b>
	Bachelor of Science with Honours Computing and Information Technology	6	480
	Bachelor of Science with Honours Computing and Information Technology with Sandwich Year	6	480
<b>7b Exit Awards and Credits Awarded</b>			
	Foundation Certificate Computing	3	120
	Certificate of Higher Education Computing and Information Technology	4	240
	Diploma of Higher Education Computing and Information Technology	5	360
	Bachelor of Science Computing and Information Technology	6	420

<b>8 Derogation from the University Regulations</b>	
	<ol style="list-style-type: none"> <li>1. For modules with more than one item of assessment, students must achieve a minimum of 30% (undergraduate) or 40% (postgraduate) in each item of assessment in order to pass the module.</li> <li>2. Compensation of marginal failure in up to 20 credits is permitted at each level.</li> <li>3. Condonement of failed modules is not permitted.</li> </ol>

<b>9 Delivery Patterns</b>			
<b>Mode(s) of Study</b>	<b>Location</b>	<b>Duration of Study</b>	<b>Code</b>
Full Time	City Centre	4 years	US0821F
Sandwich	City Centre	5 years	US0821FS

<b>10</b>	<b>Entry Requirements</b>
<p>The admission requirements for this course are stated on the course page of the BCU website at <a href="https://www.bcu.ac.uk/">https://www.bcu.ac.uk/</a> or may be found by searching for the course entry profile located on the UCAS website.</p>	

<b>11</b>	<b>Course Learning Outcomes</b>
<b>Knowledge &amp; Understanding</b>	
<b>1</b>	Develop an awareness of key concepts, techniques and applications in a computing environment.
<b>2</b>	Recognize the computing concerns and requirements of business.
<b>3</b>	Draw on a range of existing and emergent technologies and approaches in the development and justification of innovative computing and information technology solutions.
<b>4</b>	Explore theory and practice of communication networks, infrastructure services and information systems and their applications in business.
<b>5</b>	Relate the management, organisational, planning and business theories and techniques and their application in the Computing industry.
<b>6</b>	Demonstrate knowledge and understanding of relevant international regulatory and standards bodies and legislation relevant to computing.
<b>Cognitive &amp; Intellectual Skills</b>	
<b>7</b>	Demonstrate problem solving techniques through the application of theory and technical skills.
<b>8</b>	Locate and analyse information to support a coherent discussion.
<b>9</b>	Assimilate, interpret and analyse information to construct effective arguments and express valid conclusions.
<b>10</b>	Create solutions that integrate technical knowledge and design principles for software and hardware applications
<b>11</b>	Apply appropriate management and organisational techniques to planning and implementing information technology solutions.
<b>12</b>	Make judgments about the merits of different viewpoints and perspectives on commercial, economic, legal, ethical and social issues relevant to the computing industry.
<b>Practical &amp; Professional Skills</b>	
	Apply mathematics to the effective solution of practical problems.
<b>13</b>	Apply tools and techniques for the design, implementation, testing, trouble shooting and maintenance of computer software and hardware solutions.
<b>14</b>	Design or adapt a system, component or process to meet desired needs.
<b>15</b>	Demonstrate competence in management of research and innovation projects and the application of mathematical and engineering techniques, taking account of industrial and commercial constraints.
<b>16</b>	Select relevant test and diagnostic techniques to analyse performance and ensure fitness for purpose.
<b>17</b>	Collect relevant information, assimilate knowledge, marshal a coherent and rational argument, and relate theory and practice.
<b>18</b>	Draw independent conclusions based on a rigorous, analytical and critical assessment of argument, opinion and data.

<b>Key Transferable Skills</b>	
<b>19</b>	Manage time, prioritise activities and work effectively as an individual and as part of a group.
<b>20</b>	Demonstrate reflective practice both of their own work and that of their colleagues.
<b>21</b>	Manage learning and self-development with enquiry and reflection, including time management, prioritising workload and meeting deadlines.
<b>22</b>	Make effective use of information and communications technologies, including word, image and data processing packages, the internet, email and electronic information retrieval systems.
<b>23</b>	Communicate effectively in writing and presentations to specialist and non-specialist audiences.
<b>24</b>	Handle and use numerical data, applying appropriate techniques.

<b>12</b>	<b>Course Requirements</b>
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<b>12a</b>	<p><b>Level 3:</b></p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr><td>CMP3010</td><td>Fundamental Mathematics</td><td>20</td></tr> <tr><td>BNV3001</td><td>Academic and Personal Study Skills</td><td>20</td></tr> <tr><td>CMP3012</td><td>Web Application Design</td><td>20</td></tr> <tr><td>CMP3011</td><td>Technology in Context</td><td>20</td></tr> <tr><td>BNV3002</td><td>Independent Practice</td><td>20</td></tr> <tr><td>CMP3009</td><td>Foundations of Programming</td><td>20</td></tr> </tbody> </table> <p><b>Level 4:</b></p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr><td>CMP4285</td><td>Innovation Project</td><td>20</td></tr> <tr><td>CMP4265</td><td>Applied Operating Systems</td><td>20</td></tr> <tr><td>CMP4267</td><td>Computer Systems</td><td>20</td></tr> <tr><td>CMP4266</td><td>Computer Programming</td><td>20</td></tr> <tr><td>CMP4268</td><td>Mathematics for Computing</td><td>20</td></tr> <tr><td>CMP4269</td><td>Network Fundamentals</td><td>20</td></tr> </tbody> </table> <p><b>Level 5:</b></p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr><td>CMP5322</td><td>Enterprise Practice Project</td><td>20</td></tr> <tr><td>CMP5324</td><td>Smart Systems</td><td>20</td></tr> <tr><td>CMP5350</td><td>Server Systems</td><td>20</td></tr> <tr><td>CMP5323</td><td>Human Computer Interaction</td><td>20</td></tr> <tr><td>CMP5320</td><td>Networking Technologies</td><td>20</td></tr> <tr><td>CMP5338</td><td>Foundations of Database Systems</td><td>20</td></tr> </tbody> </table>	Module Code	Module Name	Credit Value	CMP3010	Fundamental Mathematics	20	BNV3001	Academic and Personal Study Skills	20	CMP3012	Web Application Design	20	CMP3011	Technology in Context	20	BNV3002	Independent Practice	20	CMP3009	Foundations of Programming	20	Module Code	Module Name	Credit Value	CMP4285	Innovation Project	20	CMP4265	Applied Operating Systems	20	CMP4267	Computer Systems	20	CMP4266	Computer Programming	20	CMP4268	Mathematics for Computing	20	CMP4269	Network Fundamentals	20	Module Code	Module Name	Credit Value	CMP5322	Enterprise Practice Project	20	CMP5324	Smart Systems	20	CMP5350	Server Systems	20	CMP5323	Human Computer Interaction	20	CMP5320	Networking Technologies	20	CMP5338	Foundations of Database Systems	20
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**Level 6:**

*In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):*

Module Code	Module Name	Credit Value
CMP6200	Individual Honours Project	40
CMP6174	Datacentre Systems Management	20
CMP6173	Business Systems Solutions	20
CMP6172	Consultancy and IT Management	20
CMP6175	IT Infrastructure	20

**12b Structure Diagram**

		<b>Level 3</b>			
Semester 1		Fundamental Mathematics [20 Credits]	Academic and Personal Study Skills [20 Credits]	Web Application Design [20 Credits]	
Semester 2		Technology in Context [20 Credits]	Independent Practice [20 Credits]	Foundations of Programming [20 Credits]	
Semester	Theme				
	Information Systems	Infrastructure Architecture	Communication Networks	Innovation and Research	
<b>Level 4</b>					
A	Mathematics for Computing 20 Credits	Computer Programming 20 Credits	Computer Systems 20 Credits		
B		Applied Operating Systems 20 Credits	Network Fundamentals 20 Credits	Innovation Project 20 Credits	
<b>Level 5</b>					
A	Foundations of Database Systems 20 Credits	Server Systems 20 Credits	Network Technologies 20 Credits		
B	Human Computer Interaction 20 Credits	Smart Systems 20 Credits		Enterprise Practice Project * 20 Credits	
Industrial Placement Year (see notes below 'Sandwich Option')					
<b>Level 6</b>					
A	Business Systems Solutions	IT Infrastructure			

	20 Credits	20 Credits	Individual Honours Project
B	Consultancy and IT Management  20 Credits	Datacentre Systems Management  20 Credits	40 Credits

\* *Negotiated Learning at level 5 (see notes below Negotiated Learning option).*

### Sandwich Option

A Sandwich year option is available and encouraged for all students. This will be available following year 2 of the course. You will be given support by the faculty placements team to locate a suitable and relevant position in the computing or allied industries.

The university has experience across our courses that those students who take the Sandwich option usually perform better in the final year, and achieve better employability options, consequently you are actively encouraged to take the sandwich option.



## 13 Overall Student Workload and Balance of Assessment

Overall student *workload* consists of class contact hours, independent learning and assessment activity, with each credit taken equating to a total study time of around 10 hours. While actual contact hours may depend on the optional modules selected, the following information gives an indication of how much time students will need to allocate to different activities at each level of the course.

- *Scheduled Learning* includes lectures, practical classes and workshops, contact time specified in timetable
- *Directed Learning* includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning
- *Private Study* includes preparation for exams

The *balance of assessment* by mode of assessment (e.g. coursework, exam and in-person) depends to some extent on the optional modules chosen by students. The approximate percentage of the course assessed by coursework, exam and in-person is shown below.

### Level 3

#### Workload

##### % time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	384
Directed Learning	416
Private Study	400
<b>Total Hours</b>	<b>1200</b>

#### Balance of Assessment

Assessment Mode	Percentage
Coursework	78%
Exam	0
In-Person	22%

### Level 4

#### Workload

##### % time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	304
Directed Learning	443
Private Study	453
<b>Total Hours</b>	<b>1200</b>

#### Balance of Assessment

Assessment Mode	Percentage
Coursework	62%
Exam	13%

In-Person	25%
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## Level 5

### Workload

**% time spent in timetabled teaching and learning activity**

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	454
Private Study	458
<b>Total Hours</b>	<b>1200</b>

### Balance of Assessment

Assessment Mode	Percentage
Coursework	62%
Exam	18%
In-Person	20%

## Level 6

### Workload

**% time spent in timetabled teaching and learning activity**

Activity	Number of Hours
Scheduled Learning	202
Directed Learning	266
Private Study	732
<b>Total Hours</b>	<b>1200</b>

### Balance of Assessment

Assessment Mode	Percentage
Coursework	98%
Exam	0
In-Person	2%