Programme Specification

Programme Summary Information				
1	**Course Titles**		BSc (Hons) Computing and Information Technology MSci Computing and Information Technology	
2	**BCU Course Codes**	**UCAS Codes**	BSc (Hons) US0821 MSci UM0043	G420 I100
3	**Awarding Institution**		Birmingham City University	
4	**Teaching Institution(s)** (if different from point 3)			
5	**Professional Statutory or Regulatory Body (PSRB) accreditation** (if applicable)			

6	**Programme Description**
	Looking for a versatile IT course in the UK? Study with us in the exciting city of Birmingham. Our multidisciplinary BSc (Hons) / MSci Computing and Information Technology degree will equip you with the technical and managerial skills you'll need to embark on a successful IT career. 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. **What's covered in the course?** 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. You'll be based at our 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. You will develop the strategic mindset 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. 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. Your knowledge of the application of computing to provide IT solutions will evolve on a daily basis, and we will ensure you are able to innovate in order to deliver business value and sustainable solutions. Studying computing with us puts you at the heart of an exciting, innovative community. Part of your first-year assessment will involve taking part in our annual Innovation Fest, where students get together to solve society's problems with creative technology. Previous projects have included medical assistance drones, accessible gaming controllers, and smart housing

	solutions. The event brings together students, academics and industry guests, so it's a great way to have fun, build experience and network, and win prizes! 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 computing degree 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.

7	**Programme Awards**		
7a	**Possible Final Awards for the Computing and Information Technology programme**	**Level**	**Credits Awarded**
	For BSc (Hons):		
	Bachelor of Science with Honours Computing and Information Technology	6	360
	Bachelor of Science with Honours Computing and Information Technology with Sandwich Year	6	360
	For MSci:		
	Integrated Master of Science Computing and Information Technology	7	480
	Integrated Master of Science Computing and Information Technology with Sandwich Year	7	480
7b	**Possible Exit Awards and Credits Awarded for the Computing and Information Technology programme**		
	Certificate of Higher Education Computing and Information Technology	4	120
	Diploma of Higher Education Computing and Information Technology	5	240
	Bachelor of Science Computing and Information Technology	6	300

8	**Derogation from the University Regulations**
	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. 2. Compensation of marginal failure in up to 20 credits is permitted at each level. 3. Condonement of failed modules is not permitted. 4. Students on an Integrated Masters course must achieve an overall average of 50% or above at the end of Level 5 to remain on the Integrated Masters course.

9	**Delivery Patterns**		
Mode(s) of Study	**Location**	**Duration of Study**	**Code**
BSc (Hons) Full Time	City Centre	3 years	US0821
BSc (Hons) Sandwich	City Centre	4 years	US0821S
MSci Full Time	City Centre	4 years	UM0043
MSci Sandwich	City Centre	5 years	UM0043S

10	Entry Requirements
The admission requirements for this programme are stated on the programme page of the BCU website at https://www.bcu.ac.uk/ or may be found by searching for the programme entry profile located on the UCAS website.	

11	Programme Learning Outcomes
Knowledge & Understanding	
1	Draw on a range of existing and emergent technologies and approaches in the development and justification of innovative computing and information technology solutions.
2	Explore theory and practice of communication networks, infrastructure services and information systems and their applications in business.
3	Relate the management, organisational, planning and business theories and techniques and their application in the Computing industry.
4	Demonstrate knowledge and understanding of relevant international regulatory and standards bodies and legislation relevant to computing.
Cognitive & Intellectual Skills	
5	Assimilate, interpret and analyse information to construct effective arguments and express valid conclusions.
6	Create solutions that integrate technical knowledge and design principles for software and hardware applications
7	Apply appropriate management and organisational techniques to planning and implementing information technology solutions.
8	Make judgments about the merits of different viewpoints and perspectives on commercial, economic, legal, ethical and social issues relevant to the computing industry.
Practical & Professional Skills	
9	Apply tools and techniques for the design, implementation, testing, trouble shooting and maintenance of computer software and hardware solutions.
10	Design or adapt a system, component or process to meet desired needs.
11	Demonstrate competence in management of research and innovation projects and the application of mathematical and engineering techniques, taking account of industrial and commercial constraints.
12	Select relevant test and diagnostic techniques to analyse performance and ensure fitness for purpose.
13	Collect relevant information, assimilate knowledge, marshal a coherent and rational argument, and relate theory and practice.
14	Draw independent conclusions based on a rigorous, analytical and critical assessment of argument, opinion and data.
Key Transferable Skills	
15	Manage learning and self-development with enquiry and reflection, including time management, prioritising workload and meeting deadlines.
16	Make effective use of information and communications technologies, including word, image and data processing packages, the internet, email and electronic information retrieval systems.
17	Communicate effectively in writing and presentations to specialist and non-specialist audiences.
18	Handle and use numerical data, applying appropriate techniques.

12	**Programme Requirements**

12a **Level 4:**

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

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

Level 5:

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

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

Level 6:

In order to complete this programme 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

Level 7:

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

Module Code	Module Name	Credit Value
CMP7201	Integrated Master's Individual Project	40
CMP7152	Cloud Services	20
CMP7153	Distributed Enterprise Architecture	20
CMP7158	Research Methods and Project Management	20
CMP7159	Technology Deployment and Innovation	20

12b Structure Diagram

<table>
<tr><td rowspan="2">Semester</td><td colspan="4">Theme</td></tr>
<tr><td>Information Systems</td><td>Infrastructure Architecture</td><td>Communication Networks</td><td>Innovation and Research</td></tr>
<tr><td colspan="5">Level 4</td></tr>
<tr><td>1</td><td>Mathematics for Computing
20 Credits</td><td>Computer Programming
20 Credits</td><td>Computer Systems
20 Credits</td><td></td></tr>
<tr><td>2</td><td></td><td>Applied Operating Systems
20 Credits</td><td>Network Fundamentals
20 Credits</td><td>Innovation Project
20 Credits</td></tr>
<tr><td colspan="5">Level 5</td></tr>
<tr><td>1</td><td>Foundations of Database Systems
20 Credits</td><td>Server Systems
20 Credits</td><td>Network Technologies
20 Credits</td><td></td></tr>
<tr><td>2</td><td>Human Computer Interaction
20 Credits</td><td colspan="2">Smart Systems
20 Credits</td><td>Enterprise Practice Project
20 Credits</td></tr>
<tr><td colspan="5">Industrial Placement Year</td></tr>
<tr><td colspan="5">Level 6</td></tr>
<tr><td>1</td><td>Business Systems Solutions
20 Credits</td><td colspan="2">IT Infrastructure
20 Credits</td><td rowspan="2">Individual Honours Project
40 Credits</td></tr>
<tr><td>2</td><td>Consultancy and IT Management
20 Credits</td><td colspan="2">Datacentre Systems Management
20 Credits</td></tr>
<tr><td colspan="5">Level 7</td></tr>
</table>

1	Research Methods and Project Management 20 Credits	Cloud Services 20 Credits	Integrated Masters Project 40 Credits
2	Technology Deployment and Innovation 20 Credits	Distributed Enterprise Architecture 20 Credits	

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 4

Workload

25% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	304
Directed Learning	443
Private Study	453
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	77%
Exam	17%
In-Person	6%

Level 5

Workload

24% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	454
Private Study	458
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	58%
Exam	22%
In-Person	20%

Level 6

Workload

17% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	202
Directed Learning	266
Private Study	732
Total Hours	1200

Balance of Assessment

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

Level 7

Workload

18% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	210
Directed Learning	250
Private Study	740
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	96%
Exam	0
In-Person	4%