

Course Specification

Course Summary Information		
1	Course Title	BSc (Hons) Business Information Technology with FY
2	Course Code	US0915F
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	Course Description
	<p>The BSc (Hons) Business Information Technology (BIT) course will provide you with knowledge and skills that bridge the gap between IT and Business to drive digital transformation, innovation and growth. It aims to provide you with the skills and experience needed to communicate and collaborate effectively with business users in both technical and non-technical industries. While the course contains a broad underpinning of traditional computing skills, it also focuses heavily on the highly sought-after digital transformation skills critical to keeping companies advancing in an information age.</p> <p>Throughout your computing degree, you will be supported by expert teaching staff, many of whom have worked in the field of computing, are active in transformational research and are continually innovating with industry partners to achieve success.</p> <p>What's covered in the course?</p> <p>This course is for you if you want to combine a highly rigorous academic qualification with real-life practical work experiences to make IT work for businesses. The course enables you to think like a coder to influence organisations' design, development, and use of information systems and technology. You will also gain an in-depth understanding of how organisations can harness the data to improve decision-making.</p> <p>You will be based at our City Centre Campus. You will work collaboratively with tutors, researchers and businesses, applying practice-based skills to real-life case studies and live project briefs, which will develop your problem-solving and analytical skills.</p> <p>The course will help you develop a strategic mindset to address global challenges, leveraging technology to meet business needs. You will have access to virtual learning environments and networking, electronic enterprise systems and business intelligence laboratories.</p> <p>Studying computing with us puts you at the heart of an exciting, innovative community. Part of your first-year assessment will involve participating in our annual Innovation Fest, where students get together to solve society's problems with sustainable solutions using creative technology.</p>

	<p>It is not just about academic and technical knowledge – we'll also help you develop your personal and professional skills so that you can work effectively as a team member to impact many of the challenges facing modern society positively.</p> <p>Foundation Year Computing 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 comprehensive study course that underpins the follow-on degree. 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>
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7	Course Awards		
7a	Name of Final Award	Level	Credits Awarded
	Bachelor of Science with Honours Business Information Technology	6	480
	Bachelor of Science with Honours Business Information Technology with Professional Placement Year	6	600
7b	Exit Awards and Credits Awarded		
	Foundation Certificate in Computing	3	120
	Certificate of Higher Education Business Information Technology	4	240
	Diploma of Higher Education Business Information Technology	5	360
	Bachelor of Science Business Information Technology	6	420

8	Derogation from the University Regulations		
	N/A		

9	Delivery Patterns			
	Mode(s) of Study	Location(s) of Study	Duration of Study	Code(s)
	Full Time	City Centre	3 years	US0915
	With Foundation Year	City Centre	4 years	US0915F
	With Professional Placement Year	City Centre	4 years	US1078

10 Entry Requirements	
Home:	<p>Essential Requirements 112 UCAS tariff points</p> <ul style="list-style-type: none"> • Must include one from Technology, Science, Mathematics or Computing at A-level or level 3 equivalent • GCSE English language and mathematics at grade C/4 or above • Equivalent level 2 qualifications can be accepted - please see UCAS for a list of acceptable Maths and English equivalents considered instead of GCSE • It must have been achieved at the point of enrolment <p>Detailed admission requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk/ or may be found by searching for the course entry profile located on the UCAS website.</p>
EU:	<p>6.0 overall with 5.5 minimum in all bands</p> <p>If you do not meet the required IELTS score, you may be eligible for one of our pre-sessional English courses. Please note that you must have a Secure English Language Test (SELT) to study on the pre-sessional English course. More information.</p>
International:	<p>Pass with 60 credits, 45 of which should be at Level 3. including 12 Technical credits merit or distinction.</p> <p>Must be from Technology, Science, Mathematics or Computing related subjects.</p>
Access:	<p>Pass with 60 credits, 45 of which should be at Level 3. including 12 Technical credits merit or distinction.</p> <p>Must be from Technology, Science, Mathematics or Computing related subjects.</p>

11 Course Aims	
	<p>BSc (Hons) Business Information Technology aims to produce graduates with skills to make IT work for businesses. The course will provide students with knowledge and skills to bridge the gap between IT and business to drive innovation and growth. The course will:</p> <ul style="list-style-type: none"> • Provide students with in-depth knowledge and understanding of how information technology supports digital transformation and innovation in organisations. • Develop analytical, problem-solving and communication skills necessary to meet evolving challenges of digital technology for individuals, organisations, and society. • Prepare students for continuous improvement and lifelong learning by developing their intellectual, practical, and transferable skills.

12 Course Learning Outcomes	
<i>Knowledge and understanding</i>	
1	K1 – Synthesise Information Systems (IS) and Information Technology (IT) facts, concepts and theories.
2	K2 - Apply appropriate information systems strategies, principles and technologies to IS/IT solutions.
3	K3 - Combine mathematical, computational and analytical techniques to solve IS/IT complex problems.
4	K4 – Specify, design or construct computer-based systems.
5	K5 – Mitigate risks, legal, social, ethical, and sustainability issues associated with IS/IT solutions deployment.
6	K6 – Adhere to professional standards to evaluate current and future requirements of IS/IT systems.
7	K7 - Function effectively as an IS/IT professional, and as a member or leader of a team.
<i>Skills and other attributes</i>	
8	S1 - Apply tools and techniques for creation of IS/IT solutions using appropriate methodologies.
9	S2 – Evaluate methods, techniques and tools for process modelling, management and information security.
10	S3 - Apply appropriate methods to manipulate, analyse and evaluate data to support decision-making in organisations.
11	S4 – Develop relevant transferable skills, including research, academic, technical, self-development and interpersonal skills.
12	S5 Adopt an inclusive approach to technology practice and recognise the responsibilities, benefits and importance of supporting equality, diversity and inclusion.

13	Course Learning, Teaching and Assessment Strategy
	<p>The course adopts a student-centric approach. The learning and teaching style aims to build students' confidence and empower them to become self-learners while being considerate and receptive to their learning styles. Each module utilises a wide range of learning and teaching practices and approaches, which include:</p> <ul style="list-style-type: none"> • Mini lectures • Workshops • Practical sessions • Debates/discussions • Flipped learning • Self-directed study • Directed reading <p>The primary teaching approach would be through workshops and practical labs. The seminars and practical labs will be supplemented with mini lecturers to re-enforce the learning with theoretical concepts. Typically the workshop will start with a briefing about the problem or aspect that the students are required to solve or discuss and report back. Students will also engage in a range of practical tasks in labs. Students will be encouraged to lead the plenary talks to build confidence and engage in discussions about contributions and ideas.</p> <p>The self-directed study will be supported by:</p> <ul style="list-style-type: none"> • VLE learning resources and website links • Online (VLE) discussion forums <p>Assessment: Formative and summative assessments are used within all the modules. Formative feedback will also help students understand the assessment and grading process, the relation of their work to the learning outcomes and the development of their work to a successful conclusion.</p> <p>Assessment methods have been designed to work symbiotically with the course design. For example, an agile assessment approach is adopted to simulate a work environment requiring multiple deliverables within a specific timeframe. Hence, the course integrates multiple modules as part of the agile assessment approach, highlighting how the expertise and skills from the different modules can be applied to address organisational challenges. For example, the following level 5 assessments assess students in developing a system for an organisation, which has multiple deliverables to highlight the backend of the systems (Database Systems Development), the business logic (Applied Programming) and the front-end (Human-Computer Interaction).</p>

14	Course Requirements																																																																					
14a	<p>Level 3: <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>CMP3013</td> <td>Audio / Video Fundamentals</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>Level 4: <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>CMP4288</td> <td>Business Information Systems</td> <td>20</td> </tr> <tr> <td>CMP4295</td> <td>Computational Thinking and Professional Development</td> <td>20</td> </tr> <tr> <td>CMP4285</td> <td>Innovation Project</td> <td>20</td> </tr> <tr> <td>CMP4282</td> <td>Business Information Modelling</td> <td>20</td> </tr> <tr> <td>CMP4269</td> <td>Network Fundamentals</td> <td>20</td> </tr> <tr> <td>CMP4296</td> <td>Introduction to Programming</td> <td>20</td> </tr> </tbody> </table> <p>Level 5: <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>CMP5370</td> <td>Business Process Re-engineering</td> <td>20</td> </tr> <tr> <td>CMP5340</td> <td>Enterprise Systems</td> <td>20</td> </tr> <tr> <td>CMP5364</td> <td>Database Systems Development</td> <td>20</td> </tr> <tr> <td>CMP5368</td> <td>Applied Programming</td> <td>20</td> </tr> <tr> <td>CMP5323</td> <td>Human-Computer Interaction</td> <td>20</td> </tr> <tr> <td>CMP5322</td> <td>Enterprise Practice Project</td> <td>20</td> </tr> </tbody> </table> <p>Professional Placement Year (optional)</p> <p><i>In order to qualify for the award of Bachelor of Science with Honours Business Information Technology with Professional Placement, a student must successfully complete all of the Level 6 modules listed below as well as the following Level 5 module:</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>PPY5004</td> <td>Professional Placement</td> <td>120</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	CMP3013	Audio / Video Fundamentals	20	BNV3002	Independent Practice	20	CMP3009	Foundations of Programming	20	Module Code	Module Name	Credit Value	CMP4288	Business Information Systems	20	CMP4295	Computational Thinking and Professional Development	20	CMP4285	Innovation Project	20	CMP4282	Business Information Modelling	20	CMP4269	Network Fundamentals	20	CMP4296	Introduction to Programming	20	Module Code	Module Name	Credit Value	CMP5370	Business Process Re-engineering	20	CMP5340	Enterprise Systems	20	CMP5364	Database Systems Development	20	CMP5368	Applied Programming	20	CMP5323	Human-Computer Interaction	20	CMP5322	Enterprise Practice Project	20	Module Code	Module Name	Credit Value	PPY5004	Professional Placement	120
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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
CMP6172	Consultancy and IT Management	20
CMP6234	Business Intelligence	20
CMP6194	Strategic Information Systems Alignment	20
CMP6235	Application Solutions Development	20
CMP6200	Individual Honours Project	40

14b Structure Diagram
Level 3

SEMESTER ONE	SEMESTER TWO
Core Fundamental Mathematics (20 Credits) Academic and Personal Study Skills (20 Credits) Web Application Design (20 Credits)	Core Audio / Video Fundamentals (20 Credits) Independent Practice (20 Credits) Foundations of Programming (20 Credits)

Level 4

SEMESTER ONE	SEMESTER TWO
Core Business Information Systems (20 Credits) Computational Thinking and Professional Development (20 Credits) Introduction to Programming (20 Credits)	Core Network Fundamentals (20 Credits) Innovation Project (20 Credits) Business Information Modelling (20 Credits)

Level 5

SEMESTER ONE	SEMESTER TWO
Core Database Systems Development (20 Credits) Business Process Re-engineering (20 Credits) Enterprise Systems (20 Credits)	Core Human-Computer Interaction (20 Credits) Enterprise Practice Project (20 Credits) Applied Programming (20 Credits)

Professional Placement - (optional)
Professional Placement Module (120 Credits)
Level 6

SEMESTER ONE	SEMESTER TWO
Core Strategic Information Systems Alignment (20 Credits) Business Intelligence (20 Credits)	Core Consultancy and IT Management (20 Credits) Application Solutions development (20 Credits)
Individual Honours Project (40 credits)	

15 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 specific modules 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, and contact time specified in the timetable
- *Directed learning* includes placements, work-based learning, external visits, online activity, Graduate+, peer learning
- *The private study* includes preparation for assessments.

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 - 32% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	360
Directed Learning	372
Private Study	480
Total Hours	1212

Balance of Assessment

Assessment Mode	Percentage
Coursework	78%
Exam	0
In-Person	12%

Level 4

Workload – 24% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	294
Directed Learning	444
Private Study	462
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	45%
Exam	0
In-Person	55%

Level 5
Workload - 25% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	408
Private Study	504
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	68%
Exam	0
In-Person	32%

Level 6
Workload - 17% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	202
Directed Learning	420
Private Study	578
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	85%
Exam	0
In-Person	15%