Programme Specification

Information Technology {Top-Up} [Frenchay]

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Contents

Section 1: Key Programme Details

Part A: Programme Information

Programme title: Information Technology {Top-Up} [Frenchay]

Highest award: BSc (Hons) Information Technology

Interim award: BSc Information Technology

Awarding institution: UWE Bristol

Affiliated institutions: Not applicable

Teaching institutions: UWE Bristol

Study abroad: No

Year abroad: No

Sandwich year: No

Credit recognition: No

Department responsible for the programme: FET Dept of Computer Sci & Creative Tech, Faculty of Environment & Technology

Contributing departments: Not applicable

Professional, statutory or regulatory bodies: Not applicable

Apprenticeship: Not applicable

Mode of delivery: Full-time, Part-time

Entry requirements: For the current entry requirements see the UWE public website.

For implementation from: 01 September 2018

Programme code: G56000

Section 2: Programme Overview, Aims and Learning Outcomes

Part A: Programme Overview, Aims and Learning Outcomes

Overview: This award is designed to enable flexible entry to students who have successfully completed prior studies at level 1 and level 2 of a UK undergraduate degree programme in an area of Computing, Information Technology or Information Systems. The core modules provide theoretical as well as practical experience of Information Technology that builds on this prior knowledge. This programme will enable students to acquire the relevant competences and knowledge necessary to contribute effectively to the deployment of computer-based information systems in changing technological, business, and social environments.

Educational Aims: In particular this Award aims to:

Provide a broad-based coverage of the theory and practice of aspects of Information Technology.

Instil the practical skills necessary both for initial employment within the industry and for communicating with and comprehending other professionals in the application domain.

Develop understanding of the role, capabilities and limitations of IT and to enable students to evaluate and select appropriate solutions.

Encourage students to uphold general professional, ethical and social standards and to keep up-to-date with recent technological and theoretical developments.

Provide exposure to the body of research that underlies the use of computers and development of information technology.

Provide sufficient knowledge of how organisations function to enable the student to pursue a management career in a range of organisations.

Programme Learning Outcomes:
On successful completion of this programme graduates will achieve the following learning outcomes.

Knowledge and Understanding

A1.   The underlying technology, design methods, tools and techniques required to practice in the field of IT

A2.   The cultural, commercial, ethical and professional issues connected with the IT industry and professional practice within it

A3.   The nature of information, data structures and algorithms in IT systems and their use in a range of application areas

A4.   Project management techniques and the means of production of an IT product to meet a set of agreed requirements

A5.   The benefits and limitations of current and emerging technologies and their implications for future advances in the field of IT

Intellectual Skills

B1.   Apply appropriate design and problem-solving techniques to computing requirements or issues

B2.   Research and conduct an in-depth investigation relating to the requirements and/or relevant background information for the development of an IT product

B3.   Undertake a substantial study involving the design and/or development of an IT product using appropriate tools and methodologies

B4.   Reach relevant and useful conclusions in the evaluation of the implementation of IT products

Subject/Professional Practice Skills

C1.   Use design, production and programming tools and notations relevant to the field of IT.

C2.   Integrate design methods, working methods and toolsets to achieve coherent and focused practise in the application of IT technologies

C3.   Structure and write reports on various aspects of IT

C4.　　　Structure and write an in depth report detailing the concept, design and development of an IT product

Transferable Skills and other attributes

D1.　　　Demonstrate personal and time management skills appropriate to professional conduct in the field of IT.

D2.　　　Report and communicate ideas and results effectively using media and style appropriate to the intended audience.

D3.　　　Work effectively as part of a group

D4.　　　Manage a project effectively, from inception to completion

D5.　　　Learn independently, reflect on their learning needs and achievements

D6.　　　Reflect on the process of development of an IT product

Part B: Programme Structure

Year 1
Full time students must take 120 credits from the modules in Year 1.
Part time students must take 60 credits from the modules in Year 1.

Part time students may take modules in any order across Years 1 and 2 as the order of teaching of modules at the same level is not significant. Part time students can take modules to make up to 60 credits per year with consultation with the programme leader. Typically, the Project or Dissertation would be undertaken in the final year.

Year 1 Compulsory Modules Choice (Part Time and Full Time)
Full time students must choose 45 credits from Group A or B.
Part time students may choose up to 45 credits from Group A or B.

Year 1 Compulsory Modules Choice (Part Time and Full Time) - Group A
Full time students must take 45 credits from the modules in Group A.
Part time students may take 45 credits from the modules in Group A.

Module Code	Module Title	Credit
UFCFR4-45-3	Computing Project 2024-25	45

Year 1 Compulsory Modules Choice (Part Time and Full Time) - Group B
Full time students must take 45 credits from the modules in Group B.
Part time students may take 45 credits from the modules in Group B.

Module Code	Module Title	Credit
UFCFB5-15-3	Ethical and Professional Issues in Computing and Digital Media 2024-25	15
UFCFM5-30-3	Information Systems Dissertation 2024-25	30
UFCFFC-30-3	Information Technology Project 2024-25	30

Year 1 Optional Modules (Part Time and Full Time)
Full time students must take 75 credits from the following.
Part time students may take up to 60 credits from the following.

Part time and full time students who take UFCFR4-45-3 Computing Project may also take UFCFB5-15-3 Ethical and Professional Issues in Computing and Digital Media as an optional module.

Module Code	Module Title	Credit
UFCFR5-15-3	Advanced Topics in Web Development 2 2024-25	15
UFCFX3-15-3	Advanced Topics in Web Development I 2024-25	15
UFCE3Q-30-3	Advanced Web Development 2024-25	30
UFCE3R-30-3	Big Data Analytics 2024-25	30
UFCFJP-15-3	Big Data Analytics 2024-25	15
UMSD87-15-3	Business Innovation and Growth 2024-25	15
UFCFMM-30-3	Business Intelligence and Data Mining 2024-25	30
UFCFT4-15-3	Cryptography 2024-25	15

UFCF95-15-3	Entrepreneurial Skills 2024-25	15
UFCE3P-30-3	Essentials and Applications of Artificial Intelligence 2024-25	30
UFCFC5-15-3	Forensic Computing Practice 2024-25	15
UFCFA5-15-3	Information, Networks and Society 2024-25	15
UFCFQ5-30-3	Interaction Design 2024-25	30
UFCE3S-30-3	Mobile Application Development 2024-25	30
UFCF7H-15-3	Mobile Applications 2024-25	15
UFCFJC-15-3	Mobile Networks 2024-25	15
UMOD6F-15-3	Organisational Leadership 2024-25	15
UFCFEL-15-3	Security Data Analytics and Visualisation 2024-25	15
UFCFRB-15-3	Security Management in Practice 2024-25	15
UMSD7T-15-3	Strategic Management 2024-25	15
UFCFD5-15-3	Technical Writing and Editing 2024-25	15
UFCFHC-15-3	Usability and Interaction Design 2024-25	15

Year 2
Part time students must take 60 credits from the modules in Year 2.

Part time students may take modules in any order across Years 1 and 2 as the order of teaching of modules at the same level is not significant. Part time students can take modules to make up to 60 credits per year with consultation with the programme leader. Typically, the Project or Dissertation would be undertaken in the final year.

Year 2 Compulsory Modules Choice (Part Time)
Part time students may choose 45 credits from Group A or B.

Year 2 Compulsory Modules Choice (Part Time) - Group A
Part time students may take 45 credits from the modules in Group A.

Module Code	Module Title	Credit
UFCFR4-45-3	Computing Project 2025-26	45

Year 2 Compulsory Modules Choice (Part Time) - Group B
Part time students may take 45 credits from the modules in Group B.

Module Code	Module Title	Credit
UFCFB5-15-3	Ethical and Professional Issues in Computing and Digital Media 2025-26	15
UFCFM5-30-3	Information Systems Dissertation 2025-26	30
UFCFFC-30-3	Information Technology Project 2025-26	30

Year 2 Optional Modules (Part Time)
Part time students may take up to 60 credits from the following.

Part time students who take UFCFR4-45-3 Computing Project may also take UFCFB5-15-3 Ethical and Professional Issues in Computing and Digital Media as an option module.

Module Code	Module Title	Credit
UFCFR5-15-3	Advanced Topics in Web Development 2 2025-26	15
UFCFX3-15-3	Advanced Topics in Web Development I 2025-26	15
UFCE3Q-30-3	Advanced Web Development 2025-26	30
UFCFJP-15-3	Big Data Analytics 2025-26	15
UFCE3R-30-3	Big Data Analytics 2025-26	30
UMSD87-15-3	Business Innovation and Growth 2025-26	15

UFCFMM-30-3	Business Intelligence and Data Mining 2025-26	30
UFCFT4-15-3	Cryptography 2025-26	15
UFCF95-15-3	Entrepreneurial Skills 2025-26	15
UFCE3P-30-3	Essentials and Applications of Artificial Intelligence 2025-26	30
UFCFC5-15-3	Forensic Computing Practice 2025-26	15
UFCFA5-15-3	Information, Networks and Society 2025-26	15
UFCFQ5-30-3	Interaction Design 2025-26	30
UFCE3S-30-3	Mobile Application Development 2025-26	30
UFCF7H-15-3	Mobile Applications 2025-26	15
UFCFJC-15-3	Mobile Networks 2025-26	15
UMOD6F-15-3	Organisational Leadership 2025-26	15
UFCFEL-15-3	Security Data Analytics and Visualisation 2025-26	15
UFCFRB-15-3	Security Management in Practice 2025-26	15
UMSD7T-15-3	Strategic Management 2025-26	15
UFCFD5-15-3	Technical Writing and Editing 2025-26	15
UFCFHC-15-3	Usability and Interaction Design 2025-26	15

Part C: Higher Education Achievement Record (HEAR) Synopsis

The primary aim of this programme is to 'add value' to students who have gained a Foundation Degree, HND or equivalent by providing them with the mix of skills and capabilities for the analysis, specification, design and delivery of IT systems. A

substantial part of the programme is the core module (dissertation or project). It provides a solid foundation for lifelong learning, emphasizing the development of knowledge, skills and professional values essential to the practice of systems development.

A variety of delivery methods will be used to; advance knowledge through higher-level, subject-specific studies in areas of particular and current relevance.

The programme develops technically competent individuals who think and communicate effectively and who can conduct inquiry, solve problems, undertake critical analysis and deliver effective software systems solutions in a constantly changing business context.

Part D: External Reference Points and Benchmarks

This programme is in compliance with the University's priorities set out in the 2020 strategy. Students experience engaging and outstanding learning, teaching and support services throughout their student journey, fully utilising advances in technology to support their academic, professional and social growth and development.

In particular this programme is designed to follow and to support the partnership strategy. The programme provides further education opportunities for students who completed their studies at the local colleges. The programme leader has close collaborations with the regional colleges to promote the University's reputation. The programme is also designed with a flexible model to enable partnership colleges (in particular international partners) to customise our generic programme to tailor to their local demands and provisions.

The programme leader has had in depth conversations with staff and students from a local college. We have also consulted the International partnership coordinator.

Part E: Regulations

Approved to University Regulations and Procedures.