# Module Specification

## Introduction to Speciality

Version: 2026-27, v1.0, Approved

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## Part 1: Information

**Module title:** Introduction to Speciality

**Module code:** UFCEUF-30-0

**Level:** Level 3

**For implementation from:** 2026-27

**UWE credit rating:** 30

**ECTS credit rating:** 15

**College:** College of Arts, Technology and Environment

**School:** CATE School of Computing and Creative Technologies

**Partner institutions:** None

**Field:** Computer Science and Creative Technologies

**Module type:** Module

**Pre-requisites:** None

**Excluded combinations:** None

**Co-requisites:** None

**Continuing professional development:** No

**Professional, statutory or regulatory body requirements:** None

## Part 2: Description

**Overview:** This module introduces students to the diverse range of disciplines within Computing and Digital Technologies, such as computer science, cyber security, games technology, business computing and music & audio technology. Through a series of guest talks, workshops, and guided activities, students will explore industry roles, academic research areas, and potential career trajectories.

Students will reflect on their personal interests and skills, analyse job advertisements

to identify industry expectations, and map their development needs. The module culminates in the production of a short project proposal within their chosen area of interest, laying the foundation for further study and specialisation.

**Features:** Not applicable

**Educational aims:** Expose students to a range of specialisms within computing and digital technologies to broaden their understanding of career options and industry practices.

Develop awareness of employability skills and professional expectations by critically deconstructing job adverts and industry insights.

Foster reflective practice by encouraging students to assess their current skills, identify gaps, and plan for personal and professional development.

Support early specialisation by guiding students to produce a basic project proposal, helping them connect their interests with future modules and potential career paths.

**Outline syllabus:** Topics are likely to include but are not limited to:

Introduction to Personal Development Planning (PDP) - Explore personal development planning and develop strategies for their growth.

Attend talks on software engineering, artificial intelligence, data science, and research opportunities.

Gain insights from industry experts on ethical hacking, digital forensics, risk and compliance, and security operations.

Learn about games design, development workflows, programming, and industry pipelines through engaging talks.

Discover the fundamentals of sound design, production, and explore music technology applications in games, film, and virtual reality.

Employability Skills & Job Advert Deconstruction Workshop: Identify key job requirements, transferable skills, and skill gaps through this workshop.

Personal Reflection & Skill Audit: Engage in guided reflection on their personal strengths, areas for development, and create a PDP documentation.

Project Proposal Workshop: Develop a short project proposal related to their chosen specialism and receive peer feedback.

## Part 3: Teaching and learning methods

**Teaching and learning methods:** Teaching and learning methods within this module will include but not be limited to the following:

Guest Lectures and Industry Talks: These sessions bring real-world context, inspire students, and showcase various career paths.

Interactive Seminars: Small group discussions allow students to process talks, share takeaways, and ask questions.

Workshops: Hands-on sessions focus on job advert analysis, skills audits, and project proposal writing.

Self-Directed Research: Students explore roles, tools, and trends that interest them, which can be incorporated into their portfolio.

**Module Learning outcomes:** On successful completion of this module students will achieve the following learning outcomes.

**MO1** Understanding of key roles and opportunities within the specialism, informed by academic and industry talks.

**MO2** Identify skill gaps through analysis of contemporary roles and reflect on personal development needs.

**MO3** Produce a project proposal relevant to the chosen specialist area.

**Hours to be allocated:** 300

**Contact hours:**

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

**Reading list:** The reading list for this module can be accessed at readinglists.uwe.ac.uk via the following link https://uwe.rl.talis.com/modules/ufceuf-30-0.html

## Part 4: Assessment

**Assessment strategy:** The assessment will consist of a portfolio which will build over the course of the module. This will enable formative assessment and feedback to take place.

Reflective Pieces: For a number of relevant events, a short reflective commentary summarising key points and linking them to your personal understanding of the field.

Career Analysis and Skills Gap Analysis: Deconstruct a number of contemporary roles from different areas. Identify the key skills, knowledge, and qualifications required. Compare these against your current skill set and produce a skills gap analysis. The writing of a project proposal informed by the research done around careers.

The resit will match the main sit.

**Assessment tasks:**

**Portfolio** (First Sit)
Description: Portfolio of work: Reflection on events, careers, skills gap, project proposal.
Weighting: 100 %

Final assessment: Yes
Group work: No
Learning outcomes tested: MO1, MO2, MO3

**Portfolio** (Resit)
Description: Portfolio of work: Reflection on events, careers, skills gap, project proposal.
Weighting: 100 %
Final assessment: Yes
Group work: No
Learning outcomes tested: MO1, MO2, MO3

## Part 5: Contributes towards

This module contributes towards the following programmes of study:

Business Computing {Foundation} [Frenchay] BSc (Hons) 2026-27

Computer Science {Foundation} [Frenchay] BSc (Hons) 2026-27

Cyber Security and Digital Forensics {Foundation} [Frenchay] BSc (Hons) 2026-27

Games Technology {Foundation} [Frenchay] BSc (Hons) 2026-27

Software Engineering {Foundation} [Frenchay] BSc (Hons) 2026-27