



PROGRAMME SPECIFICATION

Part 1: Information	
Awarding Institution	University of the West of England, Bristol
Teaching Institution	University of the West of England, Bristol SHAPE, Hong Kong
Delivery Location	University of the West of England, Bristol SHAPE, Hong Kong
Study abroad / Exchange / Credit recognition	N/A
Faculty responsible for programme	Faculty of Environment and Technology
Department responsible for programme	Computer Science and Creative Technologies
Professional Statutory or Regulatory Body Links	N/A
Highest Award Title	BSc(Hons) Information Technology
Default Award Title	N/A
Interim Award Titles	BSc Information Technology
UWE Progression Route	N/A
Mode of Delivery	FT / PT
ISIS code/s	G560
For implementation from	September 2018

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Part 2: Description
<p>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.</p> <p>In particular this Award aims to:</p> <ul style="list-style-type: none">○ 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 requirements for the purposes of the Higher Education Achievement Record (HEAR)
<p>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.</p> <p>A variety of delivery methods will be used to; advance knowledge through higher-level, subject-specific studies in areas of particular and current relevance.</p> <p>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.</p>
Regulations
<p>A: Approved to University Regulations and Procedures</p>

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Part 3: Learning Outcomes of the Programme

Learning Outcomes:	UFCFFC-30-3	UFCFR4-45-3	UFCFM5-30-3	UFCFB5-15-3	UFCFRB-15-3	UMSD7T-15-3	UFCFX3-15-3	UFCFJC-15-3	UFCFR5-15-3	UFCFT4-15-3	UMOD6F-15-3	UFCFHC-15-3	UFCF7H-15-3	UFCFJP-15-3	UMSD87-15-3	UFCFD5-15-3	UFCFA5-15-3	UFCFQ5-30-3	UFCF95-15-3	UFCFC5-15-3
A) Knowledge and understanding of:																				
The underlying technology, design methods, tools and techniques required to practice in the field of IT	X	X			X		X	X	X	X		X	X	X			X	X	X	X
The cultural, commercial, ethical and professional issues connected with the IT industry and professional practice within it				X	X	X			X		X	X		X		X	X	X	X	X
The nature of information, data structures and algorithms in IT systems and their use in a range of application areas	X	X					X			X			X	X						X
Project management techniques and the means of production of an IT product to meet a set of agreed requirements	X	X	X		X	X			X						X			X	X	
The benefits and limitations of current and emerging technologies and their implications for future advances in the field of IT			X	X	X			X	X			X	X	X	X		X	X	X	
(B) Intellectual Skills																				
Apply appropriate design and problem-solving techniques to computing requirements or issues	X	X			X	X	X	X	X	X			X	X		X		X	X	X
Research and conduct an in-depth investigation relating to the requirements and/or relevant background information for the development of an IT product	X	X	X		X		X	X			X	X		X		X	X	X	X	X

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Part 3: Learning Outcomes of the Programme																				
Undertake a substantial study involving the design and/or development of an IT product using appropriate tools and methodologies	X	X	X					X		X				X	X			X	X	
Reach relevant and useful conclusions in the evaluation of the implementation of IT products	X	X	X	X	X			X	X	X			X		X		X	X	X	
(C) Subject/Professional/Practical Skills																				
Use design, production and programming tools and notations relevant to the field of IT.	X	X						X	X	X	X			X	X			X		
Integrate design methods, working methods and toolsets to achieve coherent and focused practise in the application of IT technologies		X		X				X		X				X	X			X	X	
Structure and write reports on various aspects of IT			X	X	X	X		X		X	X	X		X	X	X		X	X	X
Structure and write an in depth report detailing the concept, design and development of an IT product	X	X						X		X				X		X		X	X	
(D) Transferable skills and other attributes																				
Demonstrate personal and time management skills appropriate to professional conduct in the field of IT.	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Report and communicate ideas and results effectively using media and style appropriate to the intended audience.	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Work effectively as part of a group				X						X	X							X	X	
Manage a project effectively, from inception to completion	X	X	X															X	X	
Learn independently, reflect on their learning needs and achievements	X	X	X	X	X	X			X		X	X		X	X	X	X	X	X	
Reflect on the process of development of an IT product	X	X	X					X	X	X		X	X	X	X		X	X	X	X

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Part 4A: Programme Structure (UWE)

Full time

The structure table below demonstrates the student journey from Entry through to Graduation for a **full time student** at UWE, including:

- level and credit requirements
- interim award requirements
- module diet, including compulsory and optional modules

ENTRY	YEAR 3	120 credits
	<p><u>Compulsory Modules (45 credits from)</u></p> <p>UFCFR4-45-3 Computing Project</p> <p>OR</p> <p>UFCFFC-30-3 Information Technology Project Plus</p> <p>UFCFB5-15-3 Ethical and Professional Issues in Computing and Digital Media</p> <p>OR</p> <p>UFCFM5-30-3 IS Dissertation Plus</p> <p>UFCFB5-15-3 Ethical and Professional Issues in Computing and Digital Media</p>	<p><u>Optional Modules (75 credits from:)</u></p> <p>UFCFB5-15-3 Ethical and Professional Issues in Computing and Digital Media</p> <p>UFCFRB-15-3 Security Management in Practice</p> <p>UFCFX3-15-3 Advanced Topics in Web Development</p> <p>UFCFR5-15-3 Advanced Topics in Web Development 2</p> <p>UFCFHC-15-3 Usability and Interaction Design</p> <p>UFCFJC-15-3 Mobile Networks</p> <p>UFCF7H-15-3 Mobile Applications</p> <p>UFCFT4-15-3 Cryptography</p> <p>UFCFC5-15-3 Forensic Computing Practice</p> <p>UMSD87-15-3 Business Innovation and Growth</p> <p>UMOD6F-15-3 Organisational Leadership</p> <p>UMSD7T-15-3 Strategic Management (Business, International and Management)</p> <p>UFCFJP-15-3 Big Data Analytics</p> <p>UFCFD5-15-3</p>

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		Technical Writing and Editing UFCFQ5-30-3 Interaction Design UFCFA5-15-3 Information, Networks and Societies UFCF95-15-3 Entrepreneurial Skills
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Part time

Students on the standard delivery may take modules in any order as the order of teaching of modules at the same level is not significant. Students can take modules to make up to 60 credits per year with consultation with the programme leader. In general, the Project or Dissertation would be undertaken in the final year.

BSc Information Technology

300 credits with at least 60 credits at level 3, plus a further 100 credits at level 2 or above and a further 120 credits at level 1 or Highest award

BSc(Hons) Information Technology

360 credits, of which at least 100 must be at Level 3 or above, at least a further 100 at Level 2 or above and a further 140 at Level 1 or above

Part 4B: Programme Structure (SHAPE)

Full time

The full time programme is delivered over two semesters. The structure table below demonstrates the student journey from Entry through to Graduation for a **full time student** at SHAPE, including:

- level and credit requirements
- interim award requirements
- module diet, including compulsory and optional modules

Although all modules are optional on the programme, the delivery agreement for SHAPE is such that all students are required to take four modules, which are specified below along with the Project module. In addition, students take two modules out of a selection of a further five modules as specified below. Selection of modules is subject to the student having qualifications that demonstrate the pre-requisite knowledge specified in the module specifications.

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ENTRY	YEAR 3	120 credits
	<u>Compulsory Modules</u> UFCFX3-15-3 Advanced Topics in Web Development UFCFRB-15-3 Security Management in Practice UFCFFC-30-3 Information Technology Project UFCFR5-15-3 Advanced Topics in Web Development 2 UFCFB5-15-3 Ethical and Professional Issues in Computing and Digital Media	<u>Optional Modules (30 credits from:)</u> UFCFHC-15-3 Usability and Interaction Design UFCFJC-15-3 Mobile Networks UFCF7H-15-3 Mobile Applications UFCFT4-15-3 Cryptography UFCFJP-15-3 Big Data Analytics

Part time

The part time programme is delivered over four semesters. The structure table below demonstrates the student journey from Entry through to Graduation for a **part time student** at SHAPE, including:

- level and credit requirements
- interim award requirements
- module diet, including compulsory and optional modules

Although all modules are optional on the programme, the delivery agreement for SHAPE is such that all students are required to take four modules, which are specified below along with the Project module. In addition, students take two modules out of a selection of a further five modules as specified below. Selection of modules is subject to the student having qualifications that demonstrate the pre-requisite knowledge specified in the module specifications.

ENTRY	Year 3	120 credits
	<u>Compulsory Modules</u> UFCFX3-15-3 Advanced Topics in Web Development UFCFRB-15-3 Security Management in Practice UFCFR5-15-3 Advanced Topics in Web Development 2 UFCFB5-15-3 Ethical and Professional Issues in Computing and Digital Media UFCFFC-30-3 Information Technology Project	<u>Optional Modules (30 credits from)</u> UFCFHC-15-3 Usability and Interaction Design UFCFJC-15-3 Mobile Networks UFCF7H-15-3 Mobile Applications UFCFT4-15-3 Cryptography UFCFJP-15-3 Big Data Analytics

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BSc Information Technology

300 credits with at least 60 credits at level 3, plus a further 100 credits at level 2 or above and a further 120 credits at level 1 or Highest award

BSc (Hons) Information Technology

360 credits, of which at least 100 must be at Level 3 or above, at least a further 100 at Level 2 or above and a further 140 at Level 1 or above

Part 5: Entry Requirements

The University's Standard Entry Requirements apply with the following additions/exceptions*:

In addition to the University's Standard Entry requirements, students should hold a qualification for which a minimum of 240 credits of Accredited Learning at Level 1 or 2 may be granted, of which at least 120 credits must be at Level 2.

Students entering with advanced standing must satisfy all the pre-requisite requirements for their intended programme of study.

Tariff points as appropriate for the year of entry - up to date requirements are available through the [courses database](#).

Part 6: 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.

What methods have been used in the development of this programme to evaluate and improve the quality and standards of learning?

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

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First Approval Date	Sept 2012			
Revision Approval Date		Version	4	Link to RIA (ID 4508)
	16 January 2018		5	Link to RIA-12527 (ID 4600)
Next Periodic Curriculum Review due date				
Date of last Periodic Curriculum Review				