SECTION 1: KEY PROGRAMME DETAILS

PART A: PROGRAMME INFORMATION	
Highest Award	BSc (Hons) Information Technology
Interim Award	BSc Information Technology

Awarding Institution	UWE Bristol
Teaching Institution	UWE Bristol
Delivery Location	Frenchay Campus
Study Abroad / Exchange / Credit Recognition	Placement X Sandwich Year X Credit Recognition X Year Abroad X
Faculty Responsible For Programme	Faculty of Environment & Technology
Department Responsible For Programme	FET Dept of Computer Sci & Creative Tech
Apprenticeships	
Mode of Delivery	Full-time

ENTRY REQUIREMENTS	UCAS Tariff Points: For the current entry requirements see the UWE public website.
For Implementation From	1 Sep 2018
ISIS Code/s	Programme Code G560-SEP-FT-FR-G560 Other codes: JACS Information systems HECoS 100372: Information Technology UCAS SLC

SECTION 2: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES

PART A: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES

1. (Programme) Overview (c. 400 words)

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.

2. Educational Aims (c. 4-6 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.

3. Programme and Stage Learning Outcomes (c. 6-8 outcomes)

Programme (Learning) Outcomes (POs)

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

PART A: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES

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

1. Structure

Year 1

Definitive Programme Documentation

Year 1 Compulsory Modules Choice
Students must choose 45 credits from Group A or B.

Year 1 Compulsory Modules Choice Group A

Code	Module Title	Credit	Type
UFCFR4-45-3	Computing Project 2021-22	45	Optional

Year 1 Compulsory Modules Choice Group B
Student must take exactly 45 credits from Group B.

Code	Module Title	Credit	Type
UFCFB5-15-3	Ethical and Professional Issues in Computing and Digital Media 2021-22	15	Optional
UFCFM5-30-3	Information Systems Dissertation 2021-22	30	Optional
UFCFFC-30-3	Information Technology Project 2021-22	30	Optional

Year 1 Optional Modules
Students must take 75 credits from the following.

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.

Code	Module Title	Credit	Type
UFCFR5-15-3	Advanced Topics in Web Development 2 2021-22	15	Optional
UFCFX3-15-3	Advanced Topics in Web Development I 2021-22	15	Optional
UFCFJP-15-3	Big Data Analytics 2021-22	15	Optional
UMSD87-15-3	Business Innovation and Growth 2021-22	15	Optional
UFCFMM-30-3	Business Intelligence and Data Mining 2021-22	30	Optional
UFCFT4-15-3	Cryptography 2021-22	15	Optional
UFCF95-15-3	Entrepreneurial Skills 2021-22	15	Optional
UFCFC5-15-3	Forensic Computing Practice 2021-22	15	Optional

Definitive Programme Documentation

UFCFA5-15-3	Information, Networks and Society 2021-22	15	Optional
UFCFQ5-30-3	Interaction Design 2021-22	30	Optional
UFCF7H-15-3	Mobile Applications 2021-22	15	Optional
UFCFJC-15-3	Mobile Networks 2021-22	15	Optional
UMOD6F-15-3	Organisational Leadership 2021-22	15	Optional
UFCFEL-15-3	Security Data Analytics and Visualisation 2021-22	15	Optional
UFCFRB-15-3	Security Management in Practice 2021-22	15	Optional
UMSD7T-15-3	Strategic Management 2021-22	15	Optional
UFCFD5-15-3	Technical Writing and Editing 2021-22	15	Optional
UFCFHC-15-3	Usability and Interaction Design 2021-22	15	Optional

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.

Definitive Programme Documentation

PART D: EXTERNAL REFERENCE POINTS AND BENCHMARKS

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

Definitive Programme Documentation