# Programme Specification

## Information Technology {Top-Up} [Sep][FT][Gloscoll][1yr]

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## Section 1: Key Programme Details

### Part A: Programme Information

**Programme title:** Information Technology {Top-Up} [Sep][FT][Gloscoll][1yr]

**Highest award:** BSc (Hons) Information Technology

**Interim award:** BSc Information Technology

**Awarding institution:** UWE Bristol

**Affiliated institutions:** Gloucestershire College

**Teaching institutions:** Gloucestershire College, 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

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

**For implementation from:** 01 September 2021

**Programme code:** I20B13-SEP-FT-GC-G560

## 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**
The student must take 120 credits from the modules in Year 1.

**Year 1 Compulsory Modules**
The student must take 120 credits from the modules in Compulsory Modules.

| Module Code | Module Title | Credit |
|---|---|---|
| UFCFR4-45-3 | Computing Project 2021-22 | 45 |
| UFCFB5-15-3 | Ethical and Professional Issues in Computing and Digital Media 2021-22 | 15 |
| UFCFC5-15-3 | Forensic Computing Practice 2021-22 | 15 |
| UFCF7H-15-3 | Mobile Applications 2021-22 | 15 |
| UFCFEL-15-3 | Security Data Analytics and Visualisation 2021-22 | 15 |
| UFCFRB-15-3 | Security Management in Practice 2021-22 | 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