



Programme Specification

Information Technology {Top-Up} [SHAPE]

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Section 1: Key Programme Details

Part A: Programme Information

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

Highest award: BSc (Hons) Information Technology

Interim award: BSc Information Technology

Awarding institution: UWE Bristol

Teaching institutions: School for Higher and Professional Education, UWE Bristol

Study abroad: No

Year abroad: No

Sandwich year: No

Credit recognition: No

School responsible for the programme: CATE School of Computing and Creative Technologies, College of Arts, Technology and Environment

Professional, statutory or regulatory bodies: Not applicable

Modes 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: G56001

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.

Features of the programme:

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

Assessment strategy: Approved to University Regulations and Procedures

Student support:

Part B: Programme Structure

Year 1

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

Students may also study this programme part time. The duration of the part time delivery is 16 months over 4 continuous terms of study.

Typically, part time students will complete compulsory taught modules in term 1 and 2, and will go on to complete their project and optional modules in term 3 and 4.

Students join via Direct Entry to Level 6.

Year 1 Compulsory Modules (Full Time and Part Time)

Full time and part time students must take 90 credits from the modules in Compulsory Modules (Full Time and Part Time).

Module Code	Module Title	Credit
UFCE3Q-30-3	Advanced Web Development 2024-25	30
UFCEFB5-15-3	Ethical and Professional Issues in Computing and Digital Media 2024-25	15
UFCEFFC-30-3	Information Technology Project 2024-25	30
UFCEFRB-15-3	Security Management in Practice 2024-25	15

Year 1 Optional Modules (Full Time)

Full time students must take 30 credits from the modules in Optional Modules (Full Time).

Module Code	Module Title	Credit
UFCE3R-30-3	Big Data Analytics 2024-25	30
UFCE3P-30-3	Essentials and Applications of Artificial Intelligence 2024-25	30
UFCEQ5-30-3	Interaction Design 2024-25	30
UFCE3S-30-3	Mobile Application Development 2024-25	30

Year 1 Optional Modules (Part Time)

Part time students must take 30 credits from the modules in Optional Modules (Part Time).

Module Code	Module Title	Credit
UFCE3R-30-3	Big Data Analytics 2024-25	30
UFCE3P-30-3	Essentials and Applications of Artificial Intelligence 2024-25	30
UFCEQ5-30-3	Interaction Design 2024-25	30
UFCE3S-30-3	Mobile Application Development 2024-25	30

Year 2

The duration of the part time delivery is 16 months over 4 continuous terms of study.

Typically, part time students will complete compulsory taught modules in term 1 and 2, and will go on to complete their project and optional modules in term 3 and 4.

Year 2 Optional Modules (Part Time)

Part time students continue with their project and optional modules in year 2.

Module Code	Module Title	Credit
UFCE3R-30-3	Big Data Analytics 2025-26	30
UFCE3P-30-3	Essentials and Applications of Artificial Intelligence 2025-26	30
UFCE3Q-30-3	Interaction Design 2025-26	30
UFCE3S-30-3	Mobile Application Development 2025-26	30

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.