



Programme Specification

Information Technology {Top-Up} [INTUNI]

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Section 1: Key Programme Details

Part A: Programme Information

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

Highest award: BSc (Hons) Information Technology

Interim award: BSc Information Technology

Awarding institution: UWE Bristol

Affiliated institutions: International University, Vietnam

Teaching institutions: International University, Vietnam

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 2020

Programme code: I20A13

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.

Programme Learning Outcomes

- PO1. Apply fundamental principles and technical skills in areas such as programming, data, web, and IT project management to analyse, design, and implement IT solutions.
- PO2. Evaluate and select appropriate technologies and tools to solve complex IT problems, considering their capabilities, limitations, and suitability for different contexts.
- PO3. Design, develop, and maintain secure, scalable, and robust software applications and systems, adhering to industry best practices and standards.
- PO4. Analyse, interpret, and visualise data using appropriate tools and techniques.
- PO5. Collaborate effectively, demonstrating strong interpersonal, communication, and leadership skills, to manage IT projects successfully from initiation to completion.
- PO6. Evaluate the social, ethical, legal, and professional implications of emerging technologies and IT practices, and promote responsible and sustainable use of technology.
- PO7. Engage in continuous learning and professional development to stay current with the rapidly evolving field of information technology.

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.

Part time students must take 60 credits from the modules in Year 1.

The part time programme is delivered over 4 semesters. Students may take modules in any order.

Year 1 Compulsory Modules (Full Time)

Full time students must take 60 credits from the modules in Compulsory Modules (Full Time).

Module Code	Module Title	Credit
UFCCFC-30-3	Information Technology Project 2025-26	30
UFCEEV-30-3	Professional and Academic Skills 2025-26	30

Year 1 Compulsory Modules (Part Time)

Module Code	Module Title	Credit
UFCEEV-30-3	Professional and Academic Skills 2025-26	30

Year 1 Optional Modules (Full Time and Part Time)

Full time students must take 60 credits from the modules in Optional Modules.

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

Module Code	Module Title	Credit
UFCE3Q-30-3	Advanced Web Development 2025-26	30
UFCE3R-30-3	Big Data Analytics 2025-26	30
UFCE3S-30-3	Mobile Application Development 2025-26	30

Year 2

Part time students must take 60 credits from the modules in Year 2.

The part time programme is delivered over 4 semesters. Students may take modules in any order.

Year 2 Compulsory Modules (Part Time)

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

Module Code	Module Title	Credit
UFCFFC-30-3	Information Technology Project 2026-27	30

Year 2 Year 2 Optional Modules (Part Time)

Module Code	Module Title	Credit
UFCE3Q-30-3	Advanced Web Development 2026-27	30
UFCE3R-30-3	Big Data Analytics 2026-27	30
UFCE3S-30-3	Mobile Application Development 2026-27	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.