



Programme Specification

Information Technology [Frenchay]

Version: 2026-27, v3.0, Validated

Contents

Programme Specification.....	1
Section 1: Key Programme Details.....	2
Part A: Programme Information	2
Section 2: Programme Overview, Aims and Learning Outcomes	2
Part A: Programme Overview, Aims and Learning Outcomes	3
Part B: Programme Structure.....	7
Part C: Higher Education Achievement Record (HEAR) Synopsis	9
Part D: External Reference Points and Benchmarks	10
Part E: Regulations	11

Section 1: Key Programme Details

Part A: Programme Information

Programme title: Information Technology [Frenchay]

Highest award: MSc Information Technology

Interim award: PGCert Information Technology

Interim award: PGDip Information Technology

Awarding institution: UWE Bristol

Teaching institutions: 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:

British Computer Society (BCS)

Modes of delivery: Full-time, Part-time

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

For implementation from: 01 September 2026

Programme code: G56A12

Section 2: Programme Overview, Aims and Learning Outcomes

Part A: Programme Overview, Aims and Learning Outcomes

Overview: This programme is designed for graduates from a wide range of academic backgrounds who want to move into the dynamic field of digital innovation. The programme offers an intensive, practice-oriented route into advanced computing and the strategic application of technology across industry, government and society.

Students develop expertise in areas such as data analytics, artificial intelligence, information security, digital design and IT governance. Research-led teaching, collaborative projects and independent enquiry foster the ability to analyse complex challenges, create secure and user-centred solutions and harness emerging technologies to drive organisational transformation.

Graduates emerge as adaptable professionals and critical thinkers who are technically capable, ethically responsible and strategically aware, prepared to lead digital change, collaborate across disciplines and shape technology's impact in a constantly evolving global landscape.

Features of the programme: Research-Led Curriculum: Teaching is informed by active research and evolving industry practice in areas such as artificial intelligence, data analytics, information security and digital transformation.

Collaborative Project Work: Students undertake a substantial group project where they design and deliver an innovative digital solution, assessed through both team and individual components.

Independent Research Project: The programme concludes with an in-depth, independent research investigation that develops advanced analytical and problem-solving skills.

Industry and Academic Engagement: Guest lectures and specialist workshops bring insights from leading technology companies, public-sector organisations and academic researchers.

Career-Focused Support: Employability activities are embedded throughout the course, including careers seminars, CV and interview workshops, and networking events with employers and alumni.

Educational Aims: The educational aims of the programme are:

To provide an intellectually challenging experience of advanced study, underpinned by staff research, professional practice, and contemporary digital development.

To enable students to deepen their knowledge, understanding, and analytical abilities in a stimulating academic environment.

To prepare students for further professional growth and leadership in their chosen field.

To develop students' capacity to conduct independent research in information technology.

To offer flexible postgraduate opportunities that accommodate full-time and part-time learners in employment.

Programme Learning Outcomes:

On successful completion of this programme graduates will achieve the following learning outcomes.

Programme Learning Outcomes

- PO1. Apply knowledge from specialised areas of information technology such as computing, data analytics, artificial intelligence, information security and governance to complex problems.
- PO2. Design secure, data-driven and user-centred digital systems using appropriate methods, tools and contemporary technologies.
- PO3. Formulate innovative digital strategies or solutions based on rigorous analysis of evidence, risk, sustainability and ethical considerations.

- PO4. Investigate and advance knowledge through independent research that generates original insights and demonstrates readiness for advanced academic or professional study within the field of information technology.
- PO5. Evaluate concepts, theories, methods and outcomes in information technology and digital transformation within organisational and societal contexts.
- PO6. Manage and collaborate on projects that integrate technical and managerial approaches, demonstrating effective teamwork, reflective practice, and professional readiness for leadership and employment within the digital innovation sector.
- PO7. Analyse principles of inclusivity, global awareness, and social responsibility in the design and deployment of digital technologies.
- PO8. Communicate complex technical, analytical and strategic ideas effectively to specialist and non-specialist audiences through a range of media.

Assessment strategy: Assessment across the programme is designed to develop and evidence advanced research, analytical, and professional skills while reflecting contemporary industry practice. Students are assessed through a varied mix of authentic tasks that demonstrate both academic depth and practical application.

Indicative assessment types include:

Research-based reports and professional papers prepared for academic, technical, or managerial audiences.

Portfolios that capture the design, development, and evaluation of digital solutions and creative prototypes.

Individual and group presentations that communicate project outcomes, critical analyses, or design concepts to peers and stakeholders.

Viva examinations where students defend project decisions and reflect on methodology and outcomes.

Capstone projects that require students to plan, execute, and present an independent investigation into a contemporary information-technology challenge.

This varied approach ensures that students can demonstrate critical thinking, problem-solving, and professional communication skills in formats that mirror real-world expectations. Assessments are carefully mapped to learning outcomes and programme aims, allowing students to show progression from foundational understanding to advanced application and strategic insight.

Student support: Students receive comprehensive academic and professional guidance throughout the programme. Overall academic support is coordinated by the Programme Leader, while queries about the content, delivery, or assessment of individual modules are addressed by the relevant Module Leaders.

Each student is assigned an Academic Personal Tutor who provides ongoing support for personal and academic development, helping to address wellbeing and study needs across the duration of the course.

Student engagement is central to programme quality. Representatives are elected for each cohort to participate in termly student–staff forums and programme committee meetings, ensuring that feedback directly informs continuous improvement and university governance.

Careers support is integrated into the programme in partnership with the UWE Careers and Enterprise team. Students receive tailored advice, professional practice activities, and guidance on building skills, experience, and networks to enhance employability. Specialist resources are available for international students, and graduates can access the careers service for up to three years after completion.

The university library and learning hub provide extensive digital and physical resources, including discipline-specific collections, online databases, study skills workshops, and dedicated spaces for individual and group work. Specialist computing laboratories, cloud platforms, and advanced software tools are available to support learning in areas such as data analytics, cybersecurity, artificial intelligence, and digital design.

Additional assistance is available through professional services, who offer confidential advice on academic or personal issues such as workload, finance, or wellbeing. Support for students requiring learning adjustments is coordinated by professional services, which works with academic and administrative staff to implement tailored support plans.

A wide range of central university services, including counselling, wellbeing, and financial guidance, complements this provision, ensuring that students are fully supported during their studies and beyond graduation.

Part B: Programme Structure

Year 1

Full-time students must take 180 credits from the modules in Year 1.

Part-time students must take between 90 and 120 credits from the modules in Year 1.

Year 1 Compulsory Modules (Full-time)

Full-time students must take 120 credits from the modules in Compulsory Modules (Full-time).

Module Code	Module Title	Credit
UFCET5-60-M	IT Research Project 2026-27	60
UFCFQJ-15-M	Digital Design and Development 2026-27	15
UFCFHJ-15-M	Information Security 2026-27	15
UFCEHJ-30-M	IT Project Management 2026-27	30

Year 1 Optional Modules (Full-time)

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

Module Code	Module Title	Credit
-------------	--------------	--------

UFCEV9-15-M	AI in Practice 2026-27	15
UFCET4-15-M	AI, Society and the Digital Workplace 2026-27	15
UFCEVJ-15-M	Systems Thinking for Digital Transformation 2026-27	15
UFCF4Q-15-M	Big Data and Business Analytics 2026-27	15
UFCFNJ-15-M	Strategic Leadership and Governance in IT 2026-27	15

Year 1 Compulsory Modules (Part-time)

Part-time students must take 60 credits from the modules in Compulsory Modules (Part-time).

Module Code	Module Title	Credit
UFCEHJ-30-M	IT Project Management 2026-27	30
UFCFHJ-15-M	Information Security 2026-27	15
UFCFQJ-15-M	Digital Design and Development 2026-27	15

Year 1 Optional Modules (Part-time)

Part-time students must take between 30 and 45 credits from the modules in Optional Modules (Part-time).

Part-time students need to take 60 credits of optional modules by the end of year 2 (e.g. if only 30 credits are taken in year 1, then students will need to take 30 credits in year 2).

Module Code	Module Title	Credit
UFCEVJ-15-M	Systems Thinking for Digital Transformation 2026-27	15
UFCF4Q-15-M	Big Data and Business Analytics 2026-27	15
UFCFNJ-15-M	Strategic Leadership and Governance in IT 2026-27	15

Year 2

Part-time students must take between 60 and 90 credits from the modules in Year 1.

Year 2 Optional Modules (Part-Time)

Part-time students must take between 15 and 30 credits from the modules in Optional Modules (Part-Time).

Part-time students need to take 60 credits of optional modules by the end of year 2 (e.g. if only 30 credits are taken in year 1, then students will need to take 30 credits in year 2).

Module Code	Module Title	Credit
UFCEV9-15-M	AI in Practice 2027-28	15
UFCET4-15-M	AI, Society and the Digital Workplace 2027-28	15

Year 2 Compulsory Modules (Part-time)

Part-time students must take 60 credits from the modules in Compulsory Modules (Part-time).

Module Code	Module Title	Credit
UFCET5-60-M	IT Research Project 2027-28	60

Part C: Higher Education Achievement Record (HEAR) Synopsis

Graduates of the MSc Information Technology gain an advanced understanding of the strategic role of IT in organisations, with expertise in big data analytics, artificial intelligence, digital design and development, information security, project management, and systems thinking for digital transformation. They can analyse complex socio-technical environments, address ethical and governance issues, and apply research methods to create evidence-based solutions. Skilled in requirements analysis, prototyping, and the use of contemporary development tools, they communicate complex ideas clearly, lead multidisciplinary teams, and manage projects effectively, enabling organisations to achieve strategic objectives and adapt to evolving technological and societal challenges.

Part D: External Reference Points and Benchmarks

In designing the programme, the faculty has drawn on the following external reference points:

QAA Benchmark statements on the fundamental requirements for programme design, as well as many of the subject knowledge and skills guidance for generalist Masters programmes

The programme design and module specifications have been guided by UWE Bristol's postgraduate teaching principles and by the continuing evolution of digital technologies and their impact on organisations and society.

Level 7 guidance on learning objectives from SEEC, covering Knowledge and Understanding, Intellectual Skills and Transferable Skills and Other Activities, in particular.

From the QAA benchmarks, the programme focused on the need to integrate theory and practice as well as planning the development of a set of attitudes and an appreciation of a range of applications and their impact on users. The Masters Project synthesises various student's research and skills. Half the Masters course's credits amply cover the QAA's guidance on Generic (transferable) Skills, such as the ability to "critically review the literature, which includes identifying all of the key developments in a particular area of study, critically analysing them and identifying limitations and avenues for further development or explanation", as well going a long way to providing an opportunity to recognise and develop innovative opportunities.

UWE Teaching and Learning Strategy has informed the design and mix of assessment regimes which are included in this Masters course, as well as the need to recognise constraints on contact and assessment allocations for staff delivering a postgraduate provision. There is a range of assessment methods, including presentation and verbal justification of studies as well as written reports. In the SEEC Level 7 guidelines, Knowledge and Understanding at this level should cover current theoretical and methodological approaches, which within various modules. A group project also very much satisfies a Level 7

transferable skill: “works effectively in multiple teams as leader or member... make appropriate use of the capacities of team members”.

Part E: Regulations

Approved to University Regulations and Procedures.