

# SECTION 1: KEY PROGRAMME DETAILS

PART A: PROGRAMME	INFORMATION	
Highest Award	MSc Information Technology	
Interim Award	PGCert Information Technology	
Interim Award	PGDip Information Technology	

Awarding Institution	UWE Bristol
Teaching Institution	UWE Bristol
Delivery Location	Frenchay Campus
Study Abroad / Exchange / Credit Recognition	Placement X
J J J J J	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 2020
ISIS Code/s	Programme Code G56A12-SEP-FT-FR-G56A12 Other codes: JACS Computer science not elsewhere classified HECoS 100000: Undefined UCAS

SLC

## SECTION 2: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES

### PART A: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES

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

The programme aims to equip students with the knowledge, skills and attitudes necessary to work effectively and take on management responsibilities in a modern business or public sector environment where information technology and information services are key components of the organisation.

#### 2. Educational Aims (c. 4-6 aims)

The educational aims of the scheme are:

To provide an intellectual experience of advanced study, underpinned by staff expertise, research, and experience with systems development;

To enable the student to further and deepen his/her knowledge, understanding and analytical abilities in a stimulating and challenging academic environment;

To prepare the student for further professional development in his/her chosen field;

To develop the student's ability to conduct research in their chosen field;

To offer a flexible provision of postgraduate opportunities which allows for the engagement of part-time students whilst still in employment.

At the end of the programme, students should:

Have a flexible and critical attitude to innovation and change and be prepared for changing and varied employments;

Understand the significance of the dynamic role of information and systems technologies in the development of modern business and its importance in society in general;

Be able to analyse, synthesise and provide for the acquisition of appropriate skills in order that these may be applied in future employment;

Understand, and be able to use and exploit, relevant modern information systems;

Have management and communication skills relevant to the activities involved in information systems use and management;

Have an awareness of the social and organisational contexts in which information and technological changes operate;

Have a firm foundation on which to build future professional development;

Be able to carry out independent supervised research within the information world through the application of relevant methodical and analytical approaches.

PART A: P	ROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES
3. Programn	ne and Stage Learning Outcomes (c. 6-8 outcomes)
Programme	(Learning) Outcomes (POs)
Knowledg	e and Understanding
A1	The nature of information and data, the range of application domains and trends in the application of IT systems
A2	Key principles in the fields of management, information and communication of relevance to information technology
A3	Approaches to systems development and to information management, processing and communication
A4	Appreciation of strategies for information systems introduction, change and risk management and quality assurance
A5	Appreciation of the professional, legal, social, cultural and ethical issues related to computing and IT
A6	Appreciation of security risks and the impact of security breaches on corporate integrity and personal privacy
A7 A8	Awareness of sustainability and environmental issues in IT practice Appropriate research methods to investigate a specific area of professional interest or concern and to evaluate larger-scale research done by others
Intellectua	al Skills
B1	Critically evaluate developments and new applications of information and communication technology systems
B2 B3	Evaluate the roles and uses of IT in different business and public sector settings Analyse and model system problems and develop pragmatic, creative and innovative solutions
B4 B5	Evaluate a variety of methods and approaches to systems development Recognize a clear research question or hypothesis and thus critically analyse
B6	theoretical perspectives relevant to the research process Evaluate research methodologies, tools and techniques, and the process of
B7	research, reflectively Relate theory and practice in the context of the application domains explored in the chosen option modules
B8	Balance conflicting objectives in the research, selection and development of information systems and supporting technical platforms
Subject/P	rofessional Practice Skills
C1	Design, improve and retire/replace systems incorporating social, informational and technical elements
C2	Develop familiarity with legislation, codes of practice and industrial standards relating to information management and computing
C3 C4	Identify and mitigate security risks and risks to successful project implementation Involve stakeholders in the design, prototyping and evaluation of new digital
C5	systems Manage and optimise software development including efficient coding, testing
C6	and integration Manage projects and people, including distributed teams

PART A: P	ROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES
C7	Identify information/data requirements that are crucial to organisational performance and develop workflows for data extraction, management, analysis
00	and integration into organisational intelligence and reporting
C8	Design and conduct research in the subject area leading to evidence-based recommendations for change
Transfera	ble Skills and other attributes
D1	Communication skills: to communicate orally or in writing, including, for instance, the results of technical investigations, to peers and/or to "problem owners"
D2	Self-management skills: to manage one's own time; to meet deadlines; to work with others having gained insights into the problems of team-based systems development
D3	Leadership skills: building a vision, encouraging others to participate
D4	IT Skills in context (to use software in the context of problem-solving investigations, and to interpret findings)
D5	Progression to independent learning: To gain experience of, and to develop skills in, learning independently of structured class work. For example, to develop the ability to use on-line facilities to further self-study
D6	Awareness of professional literature: to read and to use literature sources appropriate to the discipline to support learning activities
D7	Working with others: to be able to work as a member of a team; to be aware of the benefits and problems which teamwork can bring

1. Structure			
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	y Modules Module Title	Credit	Туре

UFCFQJ-15-M	Digital Design and Development 2020-21	15	Compulsory
UFCFED-30-M	Group Software Development Project 2020-21	30	Compulsory
UFCFHJ-15-M	Information Security 2020-21	15	Compulsory
UFCFPJ-15-M	Project Management 2020-21	15	Compulsory
UFCFNJ-15-M	Strategy and Governance in IT 2020-21	15	Compulsory

### Year 1 Optional Modules

The student must take 30 credits from the modules in Optional Modules.

Code	Module Title	Credit	Туре
JFCF8H-15-M	Big Data 2020-21	15	Optional
JFCFKR-15-M	Business Intelligence and Data Visualisation 2020-21	15	Optional
JFCFKJ-15-M	Cloud Computing 2020-21	15	Optional
JFCE8J-15-M	Designing the User Experience 2020-21	15	Optional
JFCFGD-15-M	Information and Knowledge Management 2020-21	15	Optional
JFCFLJ-15-M	Linked, Open Data and the Internet of Things 2020-21	15	Optional
JFCFMJ-15-M	Machine Learning and Predictive Analytics 2020-21	15	Optional
JFCFJJ-15-M	Social Media and Web Science 2020-21	15	Optional

## PART C: Higher Education Achievement Record (HEAR) Synopsis

Graduates will be able to demonstrate knowledge and understanding of the foundations and history of Information Technology (IT) and trends in IT, as well as hardware and software components of IT, networks and databases and business information systems applications. They will be able to understand systems analysis and design methods and techniques; the information systems (IS) development process and IS development practice.

## PART C: Higher Education Achievement Record (HEAR) Synopsis

They will have gained understanding of the relationship between computer-based IS and business objectives, as well as business organisations and operations, and strategic issues for business. These graduates will also be able to demonstrate knowledge and understanding of the Internet/WWW/e-commerce environment.

These graduates will be critical thinkers, able to analyse, evaluate and to synthesise different types of information. They will be able to appreciate problem contexts, balance conflicting objectives and solve problems.

In addition they will be able to conduct an organisational analysis highlighting issues and concerns surrounding the use of information systems. They will be able to conduct user requirements analysis, specify requirements for information systems applications and model and design procedures, data structures, information systems. Graduates will also be able to construct basic IS, including web-based IS; follow system development methods (including prototyping) and build applications using tools, methods and packages.

They will have shown that they are able to work (alone and in teams) in a disciplined manner on IT development projects. They are also able to integrate design methods, working methods and toolsets to achieve coherent and focused practice in application of information systems in organisational contexts. They will also be able to discuss the achievement of operational and strategic business objectives through the application of information systems.

Graduates will be good communicators, both orally and in writing. They will have developed the skills to manage their own time; to meet deadlines and to work with others, having gained insights into the problems of team-based systems development. They will be able to learn independently of structured class work and to read and to use literature sources to support their learning.

They will also be able to use software in the context of problem-solving investigations and to interpret findings, as well as have the ability to express problems in appropriate notations.

## 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 extensively guided by guidelines on postgraduate teaching within the University of the West of England and the influence of web-based technologies and its value in business

Level 7 guidance on learning objectives from SEEC, covering Knowledge and Understanding, Intellectual 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. This has been mostly achieved by making the Group Software Development Project a compulsory part of the course, and another 30 credit module exploring current IT problems (Professionalism and Governance in IT), as well as project management exploration in another module (Project Management). The Masters Dissertation develops the student's research and investigative skills. These modules, which comprise 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.

## PART D: EXTERNAL REFERENCE POINTS AND BENCHMARKS

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 recognize constraints on contact and assessment allocations for staff delivering a postgraduate provision. There is a range of assessment methods, with a clear attempt to include presentation and verbal justification of studies as well as written reports. Examinations still feature in many modules but there is variation in the preparation for those controlled condition assessments (Project Management – previewed exploratory questions known at start of module) in line with guidance on provision at postgraduate level and for international students. In the SEEC Level 7 guidelines, Knowledge and Understanding at this level should cover "current theoretical and methodological approaches", which is at the core of the Professionalism and Governance in IT module. The Group Software Development Project particularly covers the Level 7 intellectual skill: "designs and undertakes substantial investigations to address significant areas of theory and/or practice". This 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