



SECTION 1: KEY PROGRAMME DETAILS

PART A: PROGRAMME INFORMATION	
Highest Award	BSc (Hons) Applied Computing
Interim Award	BSc Applied Computing
Interim Award	DipHE Applied Computing
Interim Award	CertHE Applied Computing
Awarding Institution	UWE Bristol
Teaching Institution	University Centre Weston
Delivery Location	University Centre Weston
Study Abroad / Exchange / Credit Recognition	Placement X 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	<p>UCAS Tariff Points:</p> <p>The University's standard entry requirements apply with the following additions/exceptions:</p> <p>University Centre Weston will make judgements based upon the context of each individual student and seek evidence which demonstrates that they can benefit from study on this programme and are likely to achieve the required standard.</p> <p>Applicants will in most cases have achieved five subjects at GCSE level, grade 4-9/A-C, ideally to include English Language and Mathematics or accepted equivalents (Functional Skills Level 2 is considered equivalent for this programme). Strong candidates who do not possess equivalent qualifications may however be admitted and study GCSEs/Functional Skills alongside their programme.</p> <p>Applicants will have achieved UCAS tariff points as appropriate for the year of entry, which for the academic year 2019/20 is 80 points. Up to date requirements are available through the UWE courses database or UCW website.</p> <p>Applications are also welcomed from a diverse range of backgrounds from those who do not meet the entry requirements outlined above. Applicants will be considered on an individual basis where there is evidence of significant personal, professional and educational experience which indicates ability to meet the demands of an undergraduate degree programme. Consideration of applicants in this way will typically include an interview with members of the programme team and the completion of a set task such as a written assignment.</p> <p>Where appropriate experience or learning has been gained prior to enrolment on the programme, UCW will consider applications for advanced entry, e.g. into year two.</p> <p>Applicants whose first language is not English must also gain a minimum IELTS score of 6.0 prior to entry onto the programme.</p>
For Implementation From	7 Sep 2020
ISIS Code/s	<p>Programme Code I10G-SEP-FT-UW-I10G</p> <p>Other codes: JACS Others in Computer sciences HECoS 100366: Computer Science UCAS SLC</p>

SECTION 2: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES**PART A: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES****1. (Programme) Overview (c. 400 words)**

This programme has been designed to develop your ability to recognise and respond to the ever-changing environment and challenges faced in the computing industries. You will develop both the specialist skills needed to succeed within the industries, as well as effective communication skills.

The programme places a strong emphasis on personal, professional and vocational aspirations. As a result you will emerge with a comprehensive set of practical and theoretical skills. The programme will develop your personal and technical skills and competencies that are vital for employment within the computing industries.

The programme aims to prepare you for a career in the computing and information technology industries; to provide you with an awareness of professional standards of conduct and practice; and to provide you with the ability to apply your skills, knowledge and understanding to a variety of computing problems and contexts and to develop computer applications.

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

This programme will:

Foster in you innovation, enterprise and enthusiasm for excellence in computing.

Develop your technical skills so you can make an effective and professional contribution to the work of interdisciplinary groups engaged in computing projects.

Develop your personal study, communication, presentation and interpersonal skills required for both independent, autonomous practice and teamworking.

Develop critical, analytical problem-based learning skills and the transferable skills to prepare you for employment and continuing professional development leading to a lifelong learning approach.

Enable you to demonstrate sound knowledge of the concepts, principles and practice from a range of discipline areas within the computing field.

Develop your creative abilities through practice and evaluation of that practice, while also developing your critical understanding of new subject areas.

3. Programme and Stage Learning Outcomes (c. 6-8 outcomes)

PART A: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES**Programme (Learning) Outcomes (POs)****Programme Learning Outcomes**

PO1	Specify, design and construct reliable, secure and usable computer based systems.
PO2	Plan, risk assess, manage and test system developments/projects to deliver within constraints of requirements, timescale and budget.
PO3	Critically evaluate and analyse criteria, specifications, and complex problems, and plan strategies to devise appropriate solutions.
PO4	Analyse the extent to which a computer-based system meets the criteria defined for its current use and future development.
PO5	Effectively deploy the tools used for the construction and documentation of computer applications, with particular emphasis on understanding the whole process involved in the effective deployment of computers to solve practical problems.
PO6	Explain essential facts, concepts, principles and theories relating to computing and computer applications.
PO7	Apply appropriate practices within a professional, legal and ethical framework and identify mechanisms for continuing professional development and lifelong learning
PO8	Demonstrate and apply effective workplace skills such as: innovation and creativity; self-management; self-awareness and reflection; goal setting and action planning; independence and adaptability; communication skills; acting on initiative; innovation and creativity, for the benefit of both personal and organisational development.

PART B: Programme Structure**1. Structure****Year 1****Year 1 Compulsory Modules**

Code	Module Title	Credit	Type
UFCF7R-30-1	Database Design 2020-21	30	Compulsory
UFCFYQ-30-1	Network Infrastructure 2020-21	30	Compulsory
UFCFPE-30-1	Software Design and Development 2020-21	30	Compulsory
UFCFRE-30-1	Web Technologies and Platforms 2020-21	30	Compulsory

Year 2**Year 2 Compulsory Modules**

Code	Module Title	Credit	Type
UFCFBT-15-2	Advanced Networking 2021-22	15	Compulsory
UFCFAR-15-2	Cyber Security Fundamentals 2021-22	15	Compulsory
UFCFME-30-2	Object Oriented Software Design and Development 2021-22	30	Compulsory
UFCF9R-15-2	Project Management 2021-22	15	Compulsory
UFCF8R-30-2	Webapp Development 2021-22	30	Compulsory
UFCFCT-15-2	Work-based Experience 2021-22	15	Compulsory

Year 3**Year 3 Compulsory Modules**

Code	Module Title	Credit	Type
UFCFSC-30-3	Advanced Web Development and Platforms 2022-23	30	Compulsory
UFCFDT-15-3	Collaborative Project Management 2022-23	15	Compulsory
UFCFCR-30-3	Collaborative Software Development Project 2022-23	30	Compulsory
UFCFET-15-3	Emerging Technologies 2022-23	15	Compulsory
UFCFBR-30-3	Internet of Things (IoT) 2022-23	30	Compulsory

PART C: Higher Education Achievement Record (HEAR) Synopsis

Computer development and digital applications evolve rapidly within the technology industries, but the fundamental knowledge and skills that enable their development, remains the same. For this reason, skill development, theoretical knowledge and the application of underpin the programme.

Alongside both skill and digital knowledge, application and understanding; students are actively encouraged to pursue personal career ambitions; not just for industry employment, but to develop life long learning, financial sustainability and industry engagement.

PART D: EXTERNAL REFERENCE POINTS AND BENCHMARKS

There are no PSRB requirements for this programme. This programme has been designed to embed the principles, knowledge, application and skills outlined in the UK Quality Code for Higher Education's Subject Benchmark Statement for Computing (October 2019). Programme delivery will also be informed by the UN's Sustainable Development Goals.

PART E: REGULATIONS

Approved to University Regulations and Procedures