Programme Specification

Software Development {Top-up} [UCW]

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Section 1: Key Programme Details

Part A: Programme Information

Programme title: Software Development {Top-up} [UCW]

Highest award: BSc (Hons) Software Development

Interim award: BSc Software Development

Awarding institution: UWE Bristol

Affiliated institutions: University Centre Weston

Teaching institutions: University Centre Weston

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

Entry requirements:

For implementation from: 01 September 2027

Programme code: I10P00

Section 2: Programme Overview, Aims and Learning Outcomes

Part A: Programme Overview, Aims and Learning Outcomes

Overview: The BSc (Hons) Software Development has been developed in partnership with employers, reflecting local and national demand for software development professionals. A Software Developer provides technology enabled solutions to internal and/or external customers, in a range of areas including software, business and systems analysis, cyber security, data analysis and network infrastructure. They implement technology solutions that enable businesses to develop new products and services and to increase an organisation's productivity using digital technologies. They are confident, competent and capable independent professionals, able to operate in a range of related roles.

Students on this programme will be expected to design, build and test high-quality software solutions. The software engineer role is often broader and with higher levels of responsibility than a software developer as you need to apply engineering principles to all stages of the software development process, from requirements, analysis and design, development and data requirements whilst ensuring security robustness is embedded by design.

Features of the programme:

Educational Aims: This programme specifically aims to:

Foster innovation, enterprise and enthusiasm for excellence in software development.

Develop technical skills leading to an effective and professional contribution to the work of interdisciplinary groups engaged in software development projects.

Conduct a range of different software test types within the broad categories of functional, non-functional, white box/structural and change-related testing interpreting and executing test scripts using organisationally agreed methods and standard.

Develop software solutions to meet a client requirement using a range of languages and software tools.

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.

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

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

Programme Learning Outcomes:

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

Programme Learning Outcomes

PO1. Devise and test complex and complete end-to-end software solutions to meet design and organisational coding standards to promote maintainability.

PO2. Evaluate problem-solving techniques to analyse and address cyber security threats to technology solutions .

PO3. Effectively design and deploy innovative solutions to develop IT infrastructure within complex organisations, utilising the tools for the construction and documentation of computer applications.

PO4. Analyse and select appropriate organisational theory, following a stakeholder-focused project lifecycle methodology.

PO5. Demonstrate professional use of research methods to select and specify appropriate technology solutions, including the analysis of ethical and legal implications.

Assessment strategy: Throughout the programme, opportunities for formative assessment will support summative assessment. A variety of assessment methods will be used including: presentations; reports; coursework, professional briefs and

projects, with an emphasis on practical, industry derived skills to give students to demonstrate their proficiency and practical skills across specialist modules.

Students are assessed using scenarios that require problem solving, working both individually and as part of a team. Assessment will develop from module activity, including supported formative assessment. The assessments provide appropriate challenges to engage you with academic, research, work-based opportunities to support your developing professionalism.

The assessment of practical system developments and programming skills is embedded throughout the programme. Project management, development and collaboration become are key themes, and are seen as core activities within the computing industries.

Opportunities for formative feedback are utilised via practical tasks, labs and mock assessments to give students the best opportunity to prepare for summative assessments.

Student support: Personal Development, including level appropriate academic writing and research skills are delivered through the Academic Development Team, which is embedded in the tutorial programme.

Students are supported by the careers advice service to plan their future professional development.

In addition, students may have opportunities to participate in wider opportunities available across the institution. Note: Extra-curricular trips may require student contribution to all or some of the costs and are offered subject to availability and demand.

Part B: Programme Structure

Year 1
Students must take 120 credits in Year 1

Year 1 Compulsory Modules
Students must take 90 credits from the modules in Compulsory Modules

Module Code	Module Title	Credit
UFCFEN-15-3	Cloud Computing Platforms 2027-28	15
UFCFCR-30-3	Collaborative Software Development Project 2027-28	30
UFCFET-15-3	Research & Emerging Technologies 2027-28	15
UFCFBR-30-3	Internet of Things (IoT) 2027-28	30

Year 1 Optional Modules
Students must take 30 credits from the modules in Optional Modules.

Module Code	Module Title	Credit
UFCFSC-30-3	Advanced Web Development and Platforms 2027-28	30
UFCE57-30-3	Artificial Intelligence 2027-28	30

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 (March 2022).

Part E: Regulations