Prifysgol Cymru
Y Drindod Dewi Sant
University of Wales
Trinity Saint David

PROGRAMME OF STUDY HANDBOOK

ACADEMIC DISCIPLINE OF APPLIED COMPUTING

BSc/HND Applied Computing
BSc/HND Computing (Computer Networks and Cyber Security)
BSc/HND Computing (Data and Information Systems)
BSc/HND Computing (Games Development)
BSc/HND Computing (Software Engineering)
BSc/HND Computing (Web Development)

LEVEL 5

WALES INSTITUTE OF SCIENCE & ART

2023-2024

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INTRODUCTION

This handbook provides you with information about your Programme of Study for the academic year 2023/24. Module descriptors are presented in the accompanying Module Directory document.

The University has made every effort to make the information as full and as accurate as possible, but you should note that minor changes in the organisation of modules between the planning stage and the actual teaching are inevitable. We shall try to keep any such changes to a minimum, and you will receive advance warning in the event of any alteration.

FEEDBACK

Feedback on your programme of study and modules is welcome and important and will help us to improve and enhance your learning experience. You can give feedback in a number of ways: through the academic representatives for your programme of study, through module evaluation questionnaires, through informal meetings with your academic support tutor, teaching staff, or Programme Manager, through focus groups to gain feedback from students on particular issues, or through the Students' Union. If there are issues, then it is important that you share these with us so that we can address them. We would also be grateful if you would let us know about any changes that you think might be helpful if introduced into future handbooks. Your opinion is valued.

PROGRAMMES OF STUDY AND PROGRAMME MANAGERS

This handbook covers the following Programmes of Study. The name and contact details of the Programme Managers are also listed below.

Programme of Study	Programme Manager
BSc/HND Applied Computing	GARETH JONES **Tel. No.** +441792481000 x4212 **Email** gareth.jones@uwtsd.ac.uk GORDON DICKERS **Tel. No.** +441792481038 x4038 **Email** gordon.dickers@uwtsd.ac.uk
BSc/HND Computing (Computer Networks & Cyber Security)	
BSc/HND Computing (Data and Information Systems)	
BSc/HND Computing (Games Development)	
BSc/HND Computing (Software Engineering)	
BSc/HND Computing (Web Development)	

Programme of Study	Programme Manager (PART TIME STUDENTS and DIGITAL DEGREE APPRENTICES)
BSc/HND/C Applied Computing (Part time)	GAYNOR THOMAS **Email** gaynor.thomas@uwtsd.ac.uk
BSc/HND/C Computing (Computer Networks & Cyber Security) (Part time)	
BSc/HND/C Computing (Data and Information Systems) (Part time)	
BSc/HND/C Computing (Games Development) (Part time)	
BSc/HND/C Computing (Software Engineering) (Part time)	
BSc/HND/C Computing (Web Development) (Part time)	

SUPPORT DURING YOUR STUDIES

A member of staff will be identified at the beginning of the academic year to act as a point of first contact for support issues. Further support can also be accessed through the Student Services department.

EXTERNAL EXAMINERS

All taught Programmes of Study which lead to an award of the University have at least one External Examiner. The principal purposes of the University's external examiner system are to ensure that:

- the standard of each award is maintained at the appropriate level;
- the standards of student performance are comparable with standards on similar programmes or subjects in other UK institutions with which they are familiar;
- the processes for assessment and the determination of awards are sound and fairly conducted.

Students may request a copy of the previous year's External Examiner's Report for their programme of study by contacting the Programme Manager.

The current External Examiners for the Programmes of Study are:

Programme of Study	**External Examiner for 2023/4 (forename / surname)**	**External Examiner for 2022/3 (if different to current)**
BSc/HND Applied Computing	Lorraine Gearing	
BSc/HND Computing (Computer Networks and Cyber Security)		
BSc/HND Computing (Data and Information Systems)		
BSc/HND Computing (Games Development)		
BSc/HND Computing (Software Engineering)		
BSc/HND Computing (Web Development)		

Please note that students are not permitted to make direct contact with the External Examiners without permission and to do so may be considered a disciplinary offence.

ACADEMIC YEAR 2023/24

The academic year 2023/24 will be divided up as follows:

Semester 1:	25/09/23 - 26/01/24
Semester 2:	29/01/24 - 13/07/24

INFORMATION ABOUT YOU AND YOUR PROGRAMME OF STUDY

Information about you and your programme of study is held by the University on a central Student Record System managed by the University Registry. It is essential that the University Registry has an accurate record of your personal details at all times. It is equally important to ensure that you are enrolled on the correct Programme of Study and on the correct modules and that you read and agree to the Enrolment Agreement.

My Student Record / MyTSD

You can view your personal details on MyTSD and make requests to amend data when your circumstances change. It is important to keep your personal details up to date. You can use MyTSD to:

- enrol for the new academic year
- generate a 'Confirmation of enrolment' letter
- generate a council tax exemption letter and/or bank letter
- view enrolment and module registration details
- amend your address
- check your financial information (e.g. fees due)
- submit a programme change request
- apply for 'Extenuating Circumstances'
- check your module results and examining board decision
- request to withdraw from your studies

Failure to keep your personal details up to date can result in a range of problems including:

- delays in obtaining your student loan;
- failure to contact you in an emergency;
- not being able to borrow materials from the Library and Learning Resources; and
- not being able to use the Information Technology services;
- potential non-compliance with visa regulations.

Please take time to check your enrolment details on MyTSD.

DISCLOSURE AND BARRING SERVICE (DBS) – ENHANCED

If your programme involves you coming into contact with children or vulnerable adults, you will be required to undertake a DBS check (Enhanced). Further details will be provided by the Admissions Team. All DBS related queries should be directed to dbs@uwtsd.ac.uk.

You will also be asked to complete a formal self-declaration during the enrolment period at the beginning of the academic year, which confirms your criminal conviction status.

MODULAR TERMINOLOGY

Level (of Study):

A level is assigned to each module to define the standard of its academic demand in line with the National Qualifications Framework which incorporates both Further Education and Higher Education.

The level is not necessarily synonymous with a year, though very often Level 4 will be the first year of a Programme of Study, Level 5 will be the second year, and Level 6 will be the third year. The basic characteristics of the relevant levels of study are outlined by the Welsh Assembly government and available on their website:
https://gov.wales/sites/default/files/publications/2018-02/level-descriptors.pdf

ASSESSMENT

At the start of each module, tutors will provide on Moodle full details of the means by which you will be assessed in that module. This will include a full assessment brief and guidelines on the criteria that will be used for marking your work as well as clear information about when the assessments are due and the turn-around feedback time for the assessments. It will also detail how you will be able to discuss the feedback on your work and your performance and what to do if you have any questions.

All assessed written coursework needs to be submitted in electronic copy via Turnitin; alternative instructions will be provided by the Programme Manager for any forms of coursework that cannot be submitted via Turnitin.

The University offers programmes in both English and Welsh. The normal expectation is that you will be assessed in the same language in which the programme or modules are delivered. If you have been taught in English and wish to be assessed in Welsh, or vice versa, you should consult your Programme Manager about the options available to you.

You will receive confirmation of your assessment marks at the end of each year. Any marks released prior to formal approval by the Examining Board are provisional.

Extenuating Circumstances

If you believe that there are extenuating circumstances which may have adversely affected your ability to complete coursework or examinations, you should follow the University's procedures for Extenuating Circumstances for Taught Provision, which can be found on the University's website and forms part of the *Mitigating Circumstances Policy*:
http://www.uwtsd.ac.uk/academic-office/procedures-for-academic-appeals-complaints-and-other-student-cases/

Additional needs in terms of assessment

If you have any additional needs in terms of assessment, it is your responsibility to liaise with Student Services regarding those needs at the start of the academic year, so that a Statement of Compensatory Measures can be drafted in line with the University's procedures for assessment of students with additional needs.
http://www.uwtsd.ac.uk/services-for-disabled-students/

Academic Appeals
Information about how to appeal is provided in the 'Academic Appeal Procedure' which forms part of the *Academic Appeal Policy* associated with Chapter 12 of the Academic Quality Handbook, and in supporting documentation published on the Academic Office section on the University's website:
http://www.uwtsd.ac.uk/academic-office/procedures-for-academic-appeals-complaints-and-other-student-cases/

Additional advice is available from the Students' Union. It is very important that you note carefully the grounds on which appeals may be made and submit your appeal on the appropriate form because incomplete or ineligible appeals cannot be processed.

Assessment Regulations
The rules and regulations that govern the assessment of your Programme of Study are available in Chapters 6 and 7 of the University's Academic Quality Handbook, a copy of which is available on the Academic Office section of the website:
http://www.uwtsd.ac.uk/academic-office/academic-quality-handbook/

Responsibilities of students in relation to the assessment process
You are responsible for ensuring that:

i) You are correctly enrolled on your programme of study (including re-enrolment for each academic year after initial enrolment).
ii) You read and understand the information provided about how you will be assessed, how your final award will be determined, and the action to take in the event that you experience difficulties relating to assessment.
iii) You attempt every assessment component of a module.
iv) You attend examinations and other assessment events, including re-examination and re-assessment events, as required; and that you are available to attend oral examinations if required to do so within the published dates of terms or semesters, or other date notified to you in advance.
v) You submit work for assessment as required and in accordance with the required format and deadline.
vi) You inform your Programme Manager or Student Services of any disability or long-term impairment which might require special provisions for assessment.
vii) You familiarise yourself with the University's definition of academic misconduct and undertake assessments in a manner that does not attempt to gain unfair advantage.
viii) You follow the prescribed procedures in the event that you experience extenuating circumstances or wish to appeal against the decision of an Examining Board.
ix) You keep a copy of work presented for assessment wherever feasible.
x) You make your work available for sampling for external examining purposes.

VIRTUAL LEARNING ENVIRONMENT (VLE)

Moodle is the University's Virtual Learning Environment (VLE). The VLE is used to support learning and teaching. It can be accessed by **enrolled** students from anywhere in the world using the internet and a web browser.

Some of Moodle's features allow students to:

- Access course materials
- Facilitate communication between students and tutors - this may also take place via Microsoft Teams
- Support group tasks
- Take online assessments with automatic marking and feedback facilities

Moodle can be used for administration tasks such as:

- Displaying announcements e.g. lecture venue changed
- Submission of assignments electronically
- Administration of online surveys, such as module questionnaires

How to Access:

You can access Moodle in 3 different ways:

1. From Hwb - Access your Hwb dashboard either by logging into a campus PC and opening Microsoft Edge browser, or accessing https://hwb.uwtsd.ac.uk from any browser on an internet-connected device. Click on the Moodle tile.
2. From the University Website - navigate to https://uwtsd.ac.uk/ and select Quick Links (top left side of screen) and then Moodle.
3. URL Input - Open any browser on an internet-connected device and navigate to https://moodle.uwtsd.ac.uk

If you are already signed into the Hwb or Office 365 you should be automatically signed into Moodle when you connect, if not log in using your Network username and password which are the same as used to access a campus PC.

If you are missing any modules from your Moodle homepage, please contact gaynor.thomas@uwtsd.ac.uk. Please note it can take 24hrs for enrolment data to feed into Moodle, so if you have only just enrolled, please check back later. If you have problems finding resources (timetables, lecture notes, assignment briefs etc.) please contact the **lecturer** that delivers the course/module.

For any technical issues or error messages contact the **IT Service Desk** via:
Web: https://webhelp.uwtsd.ac.uk
Tel: 0300 500 5055
Or email: ITServiceDesk@uwtsd.ac.uk

In any correspondence please include your name and username (your student number) together with details of your issue, and include screenshots of any error messages

Further information on using online and digital resources can be found at https://digitallearning.uwtsd.ac.uk/

ASSESSMENT FEEDBACK VIA TURNITIN

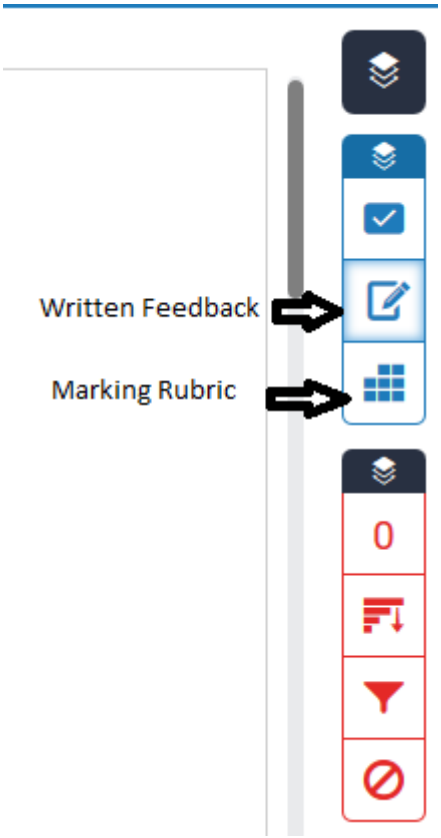
For feedback provided through Turnitin, there are two areas to get your feedback: written feedback, and the marking rubric.

Written feedback will comment on the overall work.

The marking rubric will focus on how the piece of work meets the criteria listed in the relevant rubric.

The marking rubric does not give a mathematically calculated result based on the sum of individual components, but is used holistically to help determine the mark.

Written Feedback and the Marking Rubric can be found by clicking the buttons as shown when you view your submitted assignment in Turnitin.



PROGRAMMES OF STUDY

(1) BSc/HND Applied Computing

The programme has the following general educational and specific aims:

- To develop in students an understanding of the key aspects of a range of concepts, principles and techniques associated with the programme, some of which may be at the forefront of the discipline.

- To enable students to identify the appropriate technologies, techniques and tools that should be deployed, and apply them to resolve problems or to meet a set of requirements.

- To encourage students to identify problems or tasks, and design solutions showing a requisite understanding of the need for quality, with appropriate documentation that demonstrates an ability to draw on supporting evidence.

- To enable students to analyse technologies and the techniques applied to the solution of loosely defined problems or in the development of applications to meet real-world requirements.

- To develop in students the transferable skills required in the employment context, including working independently or as a team member with minimal guidance.

Programme Learning Outcomes

<u>Main Award: BSc Applied Computing</u>

<u>Computing-Related Cognitive Skills (CS)</u>

CS1 To develop in students a requisite understanding of key aspects of a range of concepts, principles and techniques associated with computing, some of which may be at the forefront of the discipline.

CS2 To give students the ability to critically evaluate and test solutions to a range of realistic problems in the implementation of applications, using appropriate methodologies and frameworks

CS3 To enable students to demonstrate problem solving skills and a systematic understanding of the importance of testing, verification, validation and any factors that may impact the quality of a solution, design, implementation, report, product or service.

CS4 To enable students to evaluate ethical considerations and gain an appreciation of the importance of sustainability.

CS5 To develop the students' ability to analyse the requirements for a given computing related scenario. Then based on these requirements, design and implement a solution with appropriate documentation.

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study).

Computing-Related Practical Skills (PS)

PS1 To develop the students' ability to specify, design, implement a usable computer-based systems
PS2 To enable students to analyse, select and apply established methods, standards and best practices associated with the programme including planning, risk analysis and time management.
PS3 To effectively deploy tools and programming languages in the development of applications and construction of computer based systems to solve practical problems
PS4 To critically evaluate and analyse complex and loosely defined problems

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Generic Skills for Employability (GS)

GS1 To enable to students to communicate effectively and construct a well-argued written discourse on a computing related topic with appropriate attribution
GS2 To demonstrate the ability to work independently, while producing innovative and creative solutions to problems.
GS3 To enable students to work under guidance and as a member of a team.
GS4 To present students with the opportunity to interact and communicate with a range of audiences in a succinct manner
GS5 To provide an opportunity for students to demonstrate academic rigour appropriate to Honours level by critically evaluating, analysing, designing or implementing complex systems
GS6 To demonstrate an awareness and understanding of the needs of businesses, the environmental issues and the social context relating to the opportunities and challenges created by the adoption of computing systems

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Intermediate/Exit Award 1 HND/DipHE Applied Computing

Computing-Related Cognitive Skills (CS)

CS1 To develop in students a requisite understanding of key aspects of a range of concepts, principles and techniques associated with computing.
CS2 To give students the ability to evaluate and test solutions to a range of realistic problems in the implementation of applications, using appropriate methodologies and frameworks
CS3 To enable students to demonstrate problem solving skills and a systematic understanding of the importance of testing, verification, validation and any factors that may impact the quality of a solution, design, implementation, report, product or service
CS4 To enable students to evaluate ethical considerations and gain an appreciation of the importance of sustainability.
CS5 To develop the students' ability to analyse the requirements for a given computing related scenario. Then based on these requirements, design and implement a solution with appropriate documentation.

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Computing-Related Practical Skills (PS)

PS2 To enable students to analyse, select and apply established methods, standards and best practices associated with the programme including planning, risk analysis and time management.

PS3 To effectively deploy tools and programming languages in the development of applications and construction of computer based systems to solve practical problems

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Generic Skills for Employability (GS)

GS1 To enable to students to communicate effectively and construct a well-argued written discourse on a computing related topic with appropriate attribution

GS3 To enable students to work under guidance and as a member of a team.

GS4 To present students with the opportunity to interact and communicate with a range of audiences in a succinct manner

GS6 To demonstrate an awareness and understanding of the needs of businesses, the environmental issues and the social context relating to the opportunities and challenges created by the adoption of computing systems

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Level 5

All Level 5 students must normally pursue 120 credits at Level 5. The credit rating of each module is specified in the module details.

PROGRAMME STRUCTURE

Full-time Students BSc/HND – (Year 2) **Semester 1 / 2**

Module Code	Title	Module type (component pass, core, compulsory or optional)	Credits
ACCA5033	Changemakers: Creativity and Value Creation	Compulsory	20
ACCA5034	Data Security and Compliance	Compulsory	20
ACCA5023	Network Operating Systems and Services	Compulsory	20
ACCA5024	Advanced Networking	Optional	20
ACCB5011	Advanced Software Development	Optional	20
ACCD5000	Computer Forensics	Optional	20
ACCA5026	Databases and Application Development	Optional	20
ACCB5017	Games Architecture and Mechanics	Optional	20
ACCB5027	Geographical Information Systems	Optional	20
ACCA5028	Indie Game Development	Optional	20
ACCB5029	Network Programmability	Optional	20
ACCA5032	Object Oriented Programming and Algorithms	Optional	20
ACCB5030	Software Engineering Principles and Testing	Optional	20

ACCB5021	Statistical Programming	Optional	20
ACCA5031	Web and Mobile Technologies	Optional	20

Part-time Students BSc/HND

Part-time students please contact your programme manager to discuss modules to be studied this academic year.

Module Code	Title	Module type (component pass, core, compulsory or optional)	Credits
Year 2	**Level 4/5**	**Semester 1/2**	**Sept. to May**
ACCA5033	Changemakers: Creativity and Value Creation	Compulsory	20
ACCA4024	Networks and Cyber Security Essentials	Compulsory	20
ACCB4002	Data Analysis and Visualisation	Optional	20
ACCB5011	Advanced Software Development	Optional	20
ACDB4003	Mathematics	Optional	20
ACCB5030	Software Engineering Principles and Testing	Optional	20
ACCB5021	Statistical Programming	Optional	20
Year 3	**Level 5**	**Semester 1/2**	**Sept. to May**
ACCA5034	Data Security and Compliance	Compulsory	20
ACCA5023	Network Operating Systems and Services	Compulsory	20
ACCA5024	Advanced Networking	Optional	20
ACCD5000	Computer Forensics	Optional	20
ACCA5026	Databases and Application Development	Optional	20
ACCB5017	Games Architecture and Mechanics	Optional	20
ACCB5027	Geographical Information Systems	Optional	20
ACCA5028	Indie Game Development	Optional	20
ACCB5029	Network Programmability	Optional	20
ACCA5031	Web and Mobile Technologies	Optional	20

Please note that delivery schedules/timetabling can be found by accessing your personalised timetable via the My Timetable tile on the Student Hwb.

(2) TBSc/HND Computing (Computer Networks and Cyber Security)

The programme has the following general educational and specific aims:

- To develop in students an understanding of key aspects of a range of concepts, principles and techniques associated with network infrastructure and services, some of which may be at the forefront of the discipline.

- To enable students to identify the appropriate technologies, techniques and tools that should be deployed, and apply them to implement network architectures and services that meet a set of requirements.

- To encourage students to identify problems or tasks, design network solutions, showing a requisite understanding of the need for quality, with appropriate documentation that demonstrates an ability to draw on supporting evidence.

- To enable students to analyse networking technologies and concepts applied to the solution of loosely defined problems or in the development of networking solutions to meet real-world requirements.

- To develop in students the transferable skills required in the employment context, including working independently or as a team member with minimal guidance.

Programme Learning Outcomes

Main Award: BSc Computing (Computer Networks and Cyber Security)

Computing-Related Cognitive Skills (CS)

CS1 To develop in students a requisite understanding of key aspects of a range of concepts, principles and techniques associated with the implementation of network infrastructure and services, some of which may be at the forefront of the discipline.

CS2 To give students the ability to critically evaluate and test solutions to a range of realistic problems in the construction of computer networks and management of networked services, using appropriate methodologies and frameworks

CS3 To enable students to demonstrate problem solving skills and a systematic understanding of the importance of testing, verification, validation and any factors that may impact the quality of a solution, design, implementation, report, product or service

CS4 To enable students to evaluate ethical considerations and gain an appreciation of the importance of sustainability.

CS5 To develop the students' ability to analyse the requirements for a given computer networking related scenario. Then based on these requirements, design, create a network and deploy networked services providing appropriate documentation.

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Computing-Related Practical Skills (PS)

PS1 To develop the students' ability to specify, design, configure and administer a network and associated hardware

PS2 To enable students to analyse, select and apply established methods, standards and best practices associated with network administration including planning, risk analysis and time management.

PS3 To effectively deploy tools and administration scripts in the management of networks and servers to solve practical problems

PS4 To critically evaluate and analyse complex and loosely defined problems

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Generic Skills for Employability (GS)

GS1 To enable to students to communicate effectively and construct a well-argued written discourse on a computer network related topic with appropriate attribution

GS2 To demonstrate the ability to work independently, while producing innovative and creative solutions to problems.

GS3 To enable students to work under guidance and as a member of a team.

GS4 To present students with the opportunity to interact and communicate with a range of audiences in a succinct manner

GS5 To provide an opportunity for students to demonstrate academic rigour appropriate to Honours level by critically evaluating, analysing, designing or implementing networks

GS6 To demonstrate an awareness and understanding of the needs of businesses, the environmental issues and the social context relating to the opportunities and challenges created by the computing sector

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Intermediate/Exit Award 1 HND/DipHE Computing (Computer Networks and Cyber Security)

Computing-Related Cognitive Skills (CS)

CS1 To develop in students a requisite understanding of key aspects of a range of concepts, principles and techniques associated with computer networking.

CS2 To give students the ability to evaluate and test solutions to a range of realistic problems in the construction of computer networks and management of networked services, using appropriate methodologies and frameworks

CS3 To enable students to demonstrate problem solving skills and a systematic understanding of the importance of testing, verification, validation and any factors that may impact the quality of a solution, design, implementation, report, product or service

CS4 To enable students to evaluate ethical considerations and gain an appreciation of the importance of sustainability.

CS5 To develop the students' ability to analyse the requirements for a given computer network scenario. Then based on these requirements, design, create a network and deploy networked services providing appropriate documentation.

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Computing-Related Practical Skills (PS)

PS2 To enable students to analyse, select and apply established methods, standards and best practices associated with the programme including planning, risk analysis and time management.
PS3 To effectively deploy tools and administration scripts in the management of networks and servers to solve practical problems

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Generic Skills for Employability (GS)

GS1 To enable to students to communicate effectively and construct a well-argued written discourse on a cloud computing related topic with appropriate attribution
GS3 To enable students to work under guidance and as a member of a team.
GS4 To present students with the opportunity to interact and communicate with a range of audiences in a succinct manner
GS6 To demonstrate an awareness and understanding of the needs of businesses, the environmental issues and the social context relating to the opportunities and challenges created by the computer sector

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Level 5
All Level 5 students must normally pursue 120 credits at Level 5. The credit rating of each module is specified in the module details.

PROGRAMME STRUCTURE

Full-time Students BSc/HND – (Year 2) **Semester 1 / 2**

Module Code	Title	Module type (component pass, core, compulsory or optional)	Credits
ACCA5024	Advanced Networking	Compulsory	20
ACCA5033	Changemakers: Creativity and Value Creation	Compulsory	20
ACCD5000	Computer Forensics	Compulsory	20
ACCA5034	Data Security and Compliance	Compulsory	20
ACCA5023	Network Operating Systems and Services	Compulsory	20
ACCB5029	Network Programmability	Compulsory	20

Part-time Students BSc/HND

Part-time students please contact your programme manager to discuss modules to be studied this academic year.

Module Code	Title	Module type (component pass, core, compulsory or optional)	Credits
Year 2	**Level 4/5**	**Semester 1/2**	**Sept. to May**
ACCB4002	Data Analysis and Visualisation	Compulsory	20
ACCA4024	Networks and Cyber Security Essentials	Compulsory	20
ACCA5024	Advanced Networking	Compulsory	20
ACCA5023	Network Operating Systems and Services	Compulsory	20
Year 3	**Level 5**	**Semester 1/2**	**Sept. to May**
ACCA5033	Changemakers: Creativity and Value Creation	Compulsory	20
ACCD5000	Computer Forensics	Compulsory	20
ACCA5034	Data Security and Compliance	Compulsory	20
ACCB5029	Network Programmability	Compulsory	20

Please note that delivery schedules/timetabling can be found by accessing your personalised timetable via the My Timetable tile on the Student Hwb.

(3) BSc/HND Computing (Data and Information Systems)

The programme has the following general educational and specific aims:

- To develop in students an understanding of key aspects of a range of concepts, principles and techniques associated with data science and information systems, some of which may be at the forefront of the discipline.

- To enable students to identify the appropriate technologies, techniques and tools that should be deployed to extract, visualise and analyse datasets.

- To encourage students to identify problems or tasks, showing a requisite understanding of the need for quality, with appropriate documentation that demonstrates an ability to draw on supporting evidence.

- To enable students to conduct statistical analysis, data mine and gain insight from loosely defined problems related to critically evaluating real-world data.

- To develop in students the transferable skills required in the employment context, including working independently or as a team member with minimal guidance.

Programme Learning Outcomes

Main Award: BSc Computing (Data and Information Systems)

Computing-Related Cognitive Skills (CS)

CS1 To develop in students a requisite understanding of key aspects of a range of concepts, principles and techniques associated with the data analysis and information systems, some of which may be at the forefront of the discipline.

CS2 To give students the ability to critically evaluate and test solutions to a range of realistic problems in the configuration, management and analysis of datasets using appropriate statistical methods

CS3 To enable students to demonstrate problem solving skills and a systematic understanding of the importance of testing, verification, validation and any factors that may impact the quality of datasets storage, critical evaluation of data and data reporting

CS4 To enable students to evaluate ethical considerations and gain an appreciation of the importance of sustainability.

CS5 To develop the students' ability to analyse the requirements for a database, application or information system. Then based on these requirements, design, create a solution providing appropriate documentation.

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Computing-Related Practical Skills (PS)

PS1 To develop the students' ability to specify, design, solutions for data-driven applications

PS2 To enable students to analyse, select and apply established methods, standards and best practices associated with database application development including planning, risk analysis and time management.

PS3 To effectively deploy tools and programming languages in the management of data, to implement data-driven applications and to analyse data in practical scenarios

PS4 To critically evaluate and analyse complex and loosely defined problems

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Generic Skills for Employability (GS)

GS1 To enable to students to communicate effectively and construct a well-argued written discourse on database and information systems related topics with appropriate attribution

GS2 To demonstrate the ability to work independently, while producing innovative and creative solutions to problems.

GS3 To enable students to work under guidance and as a member of a team.

GS4 To present students with the opportunity to interact and communicate with a range of audiences in a succinct manner

GS5 To provide an opportunity for students to demonstrate academic rigour appropriate to Honours level by critically evaluating, analysing, designing or implementing solutions

GS6 To demonstrate an awareness and understanding of the needs of businesses, the environmental issues and the social context relating to the opportunities and challenges created by the database, information systems and data science sectors

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Intermediate/Exit Award 1 HND/DipHE Computing (Data and Information Systems)

Computing-Related Cognitive Skills (CS)

CS1 To develop in students a requisite understanding of key aspects of a range of concepts, principles and techniques associated with databases and data analysis.

CS2 To give students the ability to evaluate and test solutions to a range of realistic problems in the storage and evaluation of data, using appropriate methodologies and frameworks

CS3 To enable students to demonstrate problem solving skills and a systematic understanding of the importance of testing, verification, validation and any factors that may impact the quality of a solution, design, implementation, report, product or service

CS4 To enable students to evaluate ethical considerations and gain an appreciation of the importance of sustainability.

CS5 To develop the students' ability to analyse the requirements for a given computer systems scenario. Then based on these requirements, design, create a computer-based system providing appropriate documentation.

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Computing-Related Practical Skills (PS)

PS2 To enable students to analyse, select and apply established methods, standards and best practices associated with the programme including planning, risk analysis and time management.

PS3 To effectively deploy tools to analyse or visualize data, and programming languages in the implementation of data-driven applications to solve practical problems

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Generic Skills for Employability (GS)

GS1 To enable to students to communicate effectively and construct a well-argued written discourse on a databases, information systems and related topics with appropriate attribution

GS3 To enable students to work under guidance and as a member of a team.

GS4 To present students with the opportunity to interact and communicate with a range of audiences in a succinct manner

GS6 To demonstrate an awareness and understanding of the needs of businesses, the environmental issues and the social context relating to the opportunities and challenges created by the database, information systems and data science sectors

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Level 5

All Level 5 students must normally pursue 120 credits at Level 5. The credit rating of each module is specified in the module details.

PROGRAMME STRUCTURE (*example of table below)*

Full-time Students BSc/HND – (Year 2) **Semester 1 / 2**

Module Code	Title	Module type (component pass, core, compulsory or optional)	Credits
ACCA5033	Changemakers: Creativity and Value Creation	Compulsory	20
ACCA5034	Data Security and Compliance	Compulsory	20
ACCA5026	Databases and Application Development	Compulsory	20
ACCB5027	Geographical Information Systems	Compulsory	20
ACCA5023	Network Operating Systems and Services	Compulsory	20
ACCB5021	Statistical Programming	Compulsory	20

Part-time Students BSc/HND

Part-time students please contact your programme manager to discuss modules to be studied this academic year.

Module Code	Title	Module type (component pass, core, compulsory or optional)	Credits
Year 2	**Level 4/5**	**Semester 1/2**	**Sept. to May**
ACCB4002	Data Analysis and Visualisation	Compulsory	20
ACCA4024	Networks and Cyber Security Essentials	Compulsory	20
ACCA5023	Network Operating Systems and Services	Compulsory	20
ACCB5021	Statistical Programming	Compulsory	20
Year 3	**Level 5**	**Semester 1/2**	**Sept. to May**
ACCA5033	Changemakers: Creativity and Value Creation	Compulsory	20
ACCA5034	Data Security and Compliance	Compulsory	20
ACCA5026	Databases and Application Development	Compulsory	20
ACCB5027	Geographical Information Systems	Compulsory	20

Please note that delivery schedules/timetabling can be found by accessing your personalised timetable via the My Timetable tile on the Student Hwb.

(4) TBSc/HND Computing (Games Development)

The programme has the following general educational and specific aims:

- To develop in students an understanding of key aspects of a range of concepts, principles and techniques associated with games development, some of which may be at the forefront of the discipline.

- To enable students to identify the appropriate technologies, techniques and tools that should be deployed, and apply them to implement games that meet a set of requirements.

- To encourage students to identify problems or tasks, apply software engineering principles in the design of games, showing a requisite understanding of the need for quality, with appropriate documentation that demonstrates an ability to draw on supporting evidence.

- To enable students to analyse games development technologies and the techniques applied to the solution of loosely defined problems in the development of games and other software applications meeting real-world requirements.

- To develop in students the transferable skills required in the games development industry, including working independently or as a team member with minimal guidance.

Programme Learning Outcomes

<u>Main Award: BSc Computing (Games Development)</u>

<u>Computing-Related Cognitive Skills (CS)</u>

CS1 To develop in students a requisite understanding of key aspects of a range of concepts, principles and techniques associated with games artificial intelligence, games graphics and software development, some of which may be at the forefront of the discipline.

CS2 To give students the ability to critically evaluate and test solutions to a range of realistic problems in the development of computer games, using appropriate methodologies and frameworks

CS3 To enable students to demonstrate problem solving skills and a systematic understanding of the importance of testing, verification, validation and any factors that may impact the quality of a solution, design implementation, report or video game.

CS4 To enable students to evaluate ethical considerations and gain an appreciation of the importance of sustainability.

CS5 To develop the students' ability to analyse the requirements for a given computer game component. Then based on these requirements, design and implement it providing appropriate documentation.

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

<u>Computing-Related Practical Skills (PS)</u>

PS1 To develop the students' ability to specify, design, implement a usable game or component of it

PS2 To enable students to analyse, select and apply established methods, standards and best practices associated with games industry including planning, risk analysis and time management.

PS3 To effectively deploy tools and programming languages in the development of game software to solve practical problems

PS4 To critically evaluate and analyse complex and loosely defined problems

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Generic Skills for Employability (GS)

GS1 To enable to students to communicate effectively and construct a well-argued written discourse on topics related to game development, with appropriate attribution

GS2 To demonstrate the ability to work independently, while producing innovative a nd creative solutions to problems.

GS3 To enable students to work under guidance and as a member of a team.

GS4 To present students with the opportunity to interact and communicate with a range of audiences in a succinct manner

GS5 To provide an opportunity for students to demonstrate academic rigour appropriate to Honours level by critically evaluating, analysing, designing or implementing solutions to game development problems

GS6 To demonstrate an awareness and understanding of the needs of businesses, the environmental issues and the social context relating to the opportunities and challenges created by the creative industries and games sector

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Intermediate/Exit Award 1 HND/DipHE Computing (Games Development)

Computing-Related Cognitive Skills (CS)

CS1 To develop in students a requisite understanding of key aspects of a range of concepts, principles and techniques associated with games development.

CS2 To give students the ability to evaluate and test solutions to a range of realistic problems in the implementation of video games

CS3 To enable students to demonstrate problem solving skills and a systematic understanding of the importance of testing, verification, validation and any factors that may impact the quality of a solution, design, implementation, report or video game

CS4 To enable students to evaluate ethical considerations and gain an appreciation of the importance of sustainability.

CS5 To develop the students' ability to analyse the requirements for a given computer game component. Then based on these requirements, design and implement it providing appropriate documentation.

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Computing-Related Practical Skills (PS)

PS2 To enable students to analyse, select and apply established methods, standards and best practices associated with the programme including planning, risk analysis and time management.

PS3 To effectively deploy tools and programming languages in the implementation of games or games components to solve practical problems

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Generic Skills for Employability (GS)

GS1 To enable to students to communicate effectively and construct a well-argued written discourse on games development related topics with appropriate attribution

GS3 To enable students to work under guidance and as a member of a team.

GS4 To present students with the opportunity to interact and communicate with a range of audiences in a succinct manner

GS6 To demonstrate an awareness and understanding of the needs of businesses, the environmental issues and the social context relating to the opportunities and challenges created by the creative industries and games sector

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Level 5

All Level 5 students must normally pursue 120 credits at Level 5. The credit rating of each module is specified in the module details.

PROGRAMME STRUCTURE

Full-time Students BSc/HND – (Year 2) **Semester 1 / 2**

Module Code	Title	Module type (component pass, core, compulsory or optional)	Credits
ACCB5011	Advanced Software Development	Compulsory	20
ACCA5033	Changemakers: Creativity and Value Creation	Compulsory	20
ACCA5034	Data Security and Compliance	Compulsory	20
ACCB5017	Games Architecture and Mechanics	Compulsory	20
ACCA5028	Indie Game Development	Compulsory	20
ACCB5030	Software Engineering Principles and Testing	Compulsory	20

Part-time Students BSc/HND

Part-time students please contact your programme manager to discuss modules to be studied this academic year.

Module Code	Title	Module type (component pass, core, compulsory or optional)	Credits
Year 2	**Level 4/5**	**Semester 1/2**	**Sept. to May**
M4X02039	Game Design and History	Compulsory	20
ACDB4003	Mathematics	Compulsory	20
ACCB5011	Advanced Software Development	Compulsory	20
ACCB5017	Games Architecture and Mechanics	Compulsory	20
Year 3	**Level 5**	**Semester 1/2**	**Sept. to May**
ACCA5033	Changemakers: Creativity and Value Creation	Compulsory	20
ACCA5034	Data Security and Compliance	Compulsory	20
ACCA5028	Indie Game Development	Compulsory	20
ACCB5030	Software Engineering Principles and Testing	Compulsory	20

Please note that delivery schedules/timetabling can be found by accessing your personalised timetable via the My Timetable tile on the Student Hwb.

(5) BSc/HND Computing (Software Engineering)

The programme has the following general educational and specific aims:

- To develop in students an understanding of key aspects of a range of concepts, principles and techniques associated with software development for a range of applications, some which may be at the forefront of the discipline.

- To enable students to identify the appropriate technologies, techniques and tools that should be deployed, and apply them to implement software that meets a set of requirements.

- To encourage students to identify problems or tasks, apply software engineering principles in the design of applications, showing a requisite understanding of the need for quality, with appropriate documentation that demonstrates an ability to draw on supporting evidence.

- To enable students to analyse software development technologies and the techniques applied to the solution of loosely defined problems or in the development of applications to meet real-world requirements.

- To develop in students the transferable skills required in the employment context, including working independently or as a team member with minimal guidance

Programme Learning Outcomes

Main Award: BSc Computing (Software Engineering)

Computing-Related Cognitive Skills (CS)

CS1 To develop in students a requisite understanding of key aspects of a range of concepts, principles and techniques associated with software engineering and development, some of which may be at the forefront of the discipline.

CS2 To give students the ability to critically evaluate and test solutions to a range of realistic problems in the implementation of applications, using appropriate methodologies and frameworks

CS3 To enable students to demonstrate problem solving skills and a systematic understanding of the importance of testing, verification, validation and any factors that may impact the quality of a solution, design, implementation, report or implemented software

CS4 To enable students to evaluate ethical considerations and gain an appreciation of the importance of sustainability.

CS5 To develop the students' ability to analyse the requirements for a given programming scenario. Then based on these requirements, design and implement an application with appropriate documentation.

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Computing-Related Practical Skills (PS)

PS1 To develop the students' ability to specify, design, implement a usable application
PS2 To enable students to analyse, select and apply established methods, standards and best practices associated with software development including planning, risk analysis and time management.
PS3 To effectively deploy tools and programming languages in the development of applications to solve practical problems
PS4 To critically evaluate and analyse complex and loosely defined problems

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Generic Skills for Employability (GS)

GS1 To enable to students to communicate effectively and construct a well-argued written discourse on a software engineering related topic with appropriate attribution
GS2 To demonstrate the ability to work independently, while producing innovative and creative solutions to problems.
GS3 To enable students to work under guidance and as a member of a team.
GS4 To present students with the opportunity to interact and communicate with a range of audiences in a succinct manner
GS5 To provide an opportunity for students to demonstrate academic rigour appropriate to Honours level by critically evaluating, analysing, designing or implementing software
GS6 To demonstrate an awareness and understanding of the needs of businesses, the environmental issues and the social context relating to the opportunities and challenges created by the computing sector

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Intermediate/Exit Award 1 HND/DipHE Computing (Software Engineering)

Computing-Related Cognitive Skills (CS)

CS1 To develop in students a requisite understanding of key aspects of a range of concepts, principles and techniques associated with software engineering.
CS2 To give students the ability to evaluate and test solutions to a range of realistic problems in the implementation of applications, using appropriate methodologies and frameworks
CS3 To enable students to demonstrate problem solving skills and a systematic understanding of the importance of testing, verification, validation and any factors that may impact the quality of a solution, design, implementation, report or implemented software
CS4 To enable students to evaluate ethical considerations and gain an appreciation of the importance of sustainability.
CS5 To develop the students' ability to analyse the requirements for a given software application scenario. Then based on these requirements, design and implement an application with appropriate documentation.

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Computing-Related Practical Skills (PS)

PS2 To enable students to analyse, select and apply established methods, standards and best practices associated with software development including planning, risk analysis and time management.
PS3 To effectively deploy tools and programming languages in the development of applications to solve practical problems

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Generic Skills for Employability (GS)

GS1 To enable to students to communicate effectively and construct a well-argued written discourse on a software development related topic with appropriate attribution
GS3 To enable students to work under guidance and as a member of a team.
GS4 To present students with the opportunity to interact and communicate with a range of audiences in a succinct manner
GS6 To demonstrate an awareness and understanding of the needs of businesses, the environmental issues and the social context relating to the opportunities and challenges created by the computing sector

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Level 5
All Level 5 students must normally pursue 120 credits at Level 5. The credit rating of each module is specified in the module details.

PROGRAMME STRUCTURE

Full-time Students BSc/HND – (Year 2) **Semester 1 / 2**

Module Code	Title	Module type (component pass, core, compulsory or optional)	Credits
ACCB5011	Advanced Software Development	Compulsory	20
ACCA5033	Changemakers: Creativity and Value Creation	Compulsory	20
ACCA5034	Data Security and Compliance	Compulsory	20
ACCA5026	Databases and Application Development	Compulsory	20
ACCA5023	Network Operating Systems and Services	Compulsory	20
ACCB5030	Software Engineering Principles and Testing	Compulsory	20

Part-time Students BSc/HND

Part-time students please contact your programme manager to discuss modules to be studied this academic year.

Module Code	Title	Module type (component pass, core, compulsory or optional)	Credits
Year 2	**Level 4/5**	**Semester 1/2**	**Sept. to May**
ACDB4003	Mathematics	Compulsory	20
ACCA4024	Networks and Cyber Security Essentials	Compulsory	20
ACCB5011	Advanced Software Development	Compulsory	20
ACCA5023	Network Operating Systems and Services	Compulsory	20
Year 3	**Level 5**	**Semester 1/2**	**Sept. to May**
ACCA5033	Changemakers: Creativity and Value Creation	Compulsory	20
ACCA5034	Data Security and Compliance	Compulsory	20
ACCA5026	Databases and Application Development	Compulsory	20
ACCB5030	Software Engineering Principles and Testing	Compulsory	20

Please note that delivery schedules/timetabling can be found by accessing your personalised timetable via the My Timetable tile on the Student Hwb.

(6) BSc/HND Computing (Web Development)

The programme has the following general educational and specific aims:

- To develop in students an understanding of key aspects of a range of concepts, principles and techniques associated with web application development, web service development and cloud computing, some of which may be at the forefront of the discipline.

- To enable students to identify the appropriate technologies, techniques and tools that should be deployed, and apply them to implement web applications that meet a set of requirements.

- To encourage students to identify problems or tasks, apply software engineering principles in the design of web applications, showing a requisite understanding of 80 the need for quality, with appropriate documentation that demonstrates an ability to draw on supporting evidence.

- To enable students to analyse web development technologies and the techniques applied to the solution of loosely defined problems in the development of web applications and services that can also be deployed to the cloud to meet real-world requirements.

- To develop in students the transferable skills required in the employment context, including working independently or as a team member with minimal guidance

Programme Learning Outcomes

<u>Main Award: BSc Computing (Web Development)</u>

<u>Computing-Related Cognitive Skills (CS)</u>

CS1 To develop in students a requisite understanding of key aspects of a range of concepts, principles and techniques associated with web development, some of which may be at the forefront of the discipline.

CS2 To give students the ability to critically evaluate and test solutions to a range of realistic problems in the implementation of web applications, using appropriate methodologies and frameworks

CS3 To enable students to demonstrate problem solving skills and a systematic understanding of the importance of testing, verification, validation and any factors that may impact the quality of a solution, design, implementation, report, web application or web service

CS4 To enable students to evaluate ethical considerations and gain an appreciation of the importance of sustainability.

CS5 To develop the students' ability to analyse the requirements for a given web application scenario. Then based on these requirements, design and implement a web application or service with appropriate documentation.

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Computing-Related Practical Skills (PS)

PS1 To develop the students' ability to specify, design, implement a usable web application
PS2 To enable students to analyse, select and apply established methods, standards and best practices associated with web development including planning, risk analysis and time management.
PS3 To effectively deploy tools and programming languages in the development of web applications to solve practical problems
PS4 To critically evaluate and analyse complex and loosely defined problems

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Generic Skills for Employability (GS)

GS1 To enable to students to communicate effectively and construct a well-argued written discourse on a web development related topic with appropriate attribution
GS2 To demonstrate the ability to work independently, while producing innovative and creative solutions to problems.
GS3 To enable students to work under guidance and as a member of a team.
GS4 To present students with the opportunity to interact and communicate with a range of audiences in a succinct manner
GS5 To provide an opportunity for students to demonstrate academic rigour appropriate to Honours level by critically evaluating, analysing, designing or implementing web applications and services
GS6 To demonstrate an awareness and understanding of the needs of businesses, the environmental issues and the social context relating to the opportunities and challenges created by the Internet

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Intermediate/Exit Award 1 HND/DipHE Computing (Web Development)

Computing-Related Cognitive Skills (CS)

CS1 To develop in students a requisite understanding of key aspects of a range of concepts, principles and techniques associated with web development.
CS2 To give students the ability to evaluate and test solutions to a range of realistic problems in the implementation of web applications, using appropriate methodologies and frameworks
CS3 To enable students to demonstrate problem solving skills and a systematic understanding of the importance of testing, verification, validation and any factors that may impact the quality of a solution, design, implementation, report, web application or service
CS4 To enable students to evaluate ethical considerations and gain an appreciation of the importance of sustainability.
CS5 To develop the students' ability to analyse the requirements for a given web application scenario. Then based on these requirements, design and implement an application with appropriate documentation.

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Computing-Related Practical Skills (PS)

PS2 To enable students to analyse, select and apply established methods, standards and best practices associated with web development including planning, risk analysis and time management.
PS3 To effectively deploy tools and programming languages in the development of web applications to solve practical problems

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Generic Skills for Employability (GS)

GS1 To enable to students to communicate effectively and construct a well-argued written discourse on a web development related topic with appropriate attribution
GS3 To enable students to work under guidance and as a member of a team.
GS4 To present students with the opportunity to interact and communicate with a range of audiences in a succinct manner
GS6 To demonstrate an awareness and understanding of the needs of businesses, the environmental issues and the social context relating to the opportunities and challenges created by the Internet

Each of the above PLOs is covered by at least two modules at the appropriate level (taking into account individual patterns of study)

Level 5
All Level 5 students must normally pursue 120 credits at Level 5. The credit rating of each module is specified in the module details.

PROGRAMME STRUCTURE

Full-time Students BSc/HND – (Year 2) **Semester 1 / 2**

Module Code	Title	Module type (component pass, core, compulsory or optional)	Credits
ACCA5033	Changemakers: Creativity and Value Creation	Compulsory	20
ACCA5034	Data Security and Compliance	Compulsory	20
ACCA5026	Databases and Application Development	Compulsory	20
ACCA5023	Network Operating Systems and Services	Compulsory	20
ACCA5032	Object Oriented Programming and Algorithms	Compulsory	20
ACCA5031	Web and Mobile Technologies	Compulsory	20

Part-time Students BSc/HND

Part-time students please contact your programme manager to discuss modules to be studied this academic year.

Module Code	Title	Module type (component pass, core, compulsory or optional)	Credits
Year 2	**Level 4/5**	**Semester 1/2**	**Sept. to May**
ACCB4002	Data Analysis and Visualisation	Compulsory	20
ACCA4024	Networks and Cyber Security Essentials	Compulsory	20
ACCA5023	Network Operating Systems and Services	Compulsory	20
ACCA5032	Object Oriented Programming and Algorithms	Compulsory	20
Year 3	**Level 5**	**Semester 1/2**	**Sept. to May**
ACCA5033	Changemakers: Creativity and Value Creation	Compulsory	20
ACCA5026	Databases and Application Development	Compulsory	20
ACCA5034	Data Security and Compliance	Compulsory	20
ACCA5031	Web and Mobile Technologies	Compulsory	20

Please note that delivery schedules/timetabling can be found by accessing your personalised timetable via the My Timetable tile on the Student Hwb.

Where appropriate, the University may allow students to study modules in addition to the 120 credits studied for the level of study e.g. Welsh medium or IT modules. Students would need to discuss this with their Programme Manager.

Note that on Programmes of Study offering a large number of options, timetable constraints will inevitably mean that not all combinations of options will be possible.

Module details are correct on 1 September 2023, and will not normally be changed during the year. In the unlikely event of changes having to be made to these details during the year, you will be notified in writing. Module descriptors are presented in the accompanying Module Directory document.

UNIVERSITY ENGAGEMENT POLICY

Attendance is an important indicator of your engagement with and success in your studies. All students are therefore required to attend all scheduled classes and tutorials and Institutes will record individual academic attendance. It is important that:

- you familiarise yourself with the engagement policy (see https://www.uwtsd.ac.uk/academic-office/academic-quality-handbook/);
- you are fully aware of procedures to follow in case of unexpected absences;
- you are aware that action will be taken for any sustained periods of unauthorised absence.

This is particularly important for **international students with a Student Visa.** Failure to adhere to the requirements and conditions of the Engagement Policy will lead to withdrawal from your programme and the University will also inform the UKVI to withdraw your student visa sponsorship.

Appeal against withdrawal due to lack of engagement– Information on how to appeal against withdrawal due to lack of engagement is provided within the Engagement Policy.

CODES OF CONDUCT

The University is committed to providing all students with a safe and inclusive learning environment where all students have the potential to succeed to the best of their ability.

The University expects all students to abide by the Student Code of Conduct (see https://www.uwtsd.ac.uk/studentcharter/).

The University also has Support for Study and Fitness to Practise Policies (see https://www.uwtsd.ac.uk/academic-office/academic-quality-handbook/).

In addition, many programmes have a professional code of conduct that you are expected to adhere to. Your Programme Manager will provide you with appropriate details.

ABOUT ACADEMIC INTEGRITY

Academic integrity is being honest in the work that you do in your studies. Honesty takes many forms; for example:

- writing your own answers in unseen exams without consulting with others or using online or printed materials;
- formally acknowledging the work and ideas of others, whether those of a friend, a lecturer, an article or book that you read, or a page on the internet that you accessed;
- ensuring that you get ethical approval for your research where necessary;
- and many other actions that you take during your studies.

Breaches of Academic Integrity are called Academic Misconduct.

The University defines academic misconduct as '– Any action by a student which gives or has the potential to give an unfair advantage in an examination or assessment, or might assist someone else to gain an unfair advantage, or any activity likely to undermine the integrity essential to scholarship and research'. Committing academic misconduct in assessment is one of the most serious offences in academic life, and its consequences can be severe. It undermines the integrity of scholarship, research, and of the examination and assessment process.

It is very important to understand that it is no defence to claim that academic misconduct has been committed unintentionally, accidentally, due to extenuating circumstances or a long-term impairment (irrespective of whether or not these circumstances or long-term impairment have been acknowledged by the University).

You can find out the full regulatory framework, including penalties, on Academic Misconduct in the UWTSD Academic Misconduct Policy.

There are several types of Academic Misconduct. Here are some examples and how to avoid them:

Plagiarism is presenting someone else's work or ideas as one's own. Plagiarism can include phrases, sentences, ideas, viewpoints, data, tables, pictures or indeed anything that someone else has created and is presented as your own work.

How to avoid plagiarism:

1. Never copy/paste from any source, unless you have clearly identified that you are doing this.
2. Always provide references to the sources of information you have used.

Referencing is essentially acknowledging the sources of information and ideas that you have used.

The University recognises four referencing styles: APA, Harvard, IEEE and MHRA and provides a handbook for each of these styles. For your programme of study, you should be using **IEEE.**

You can find all of the Referencing Handbooks here:
https://www.uwtsd.ac.uk/library/using-our-libraries/online-library/referencing-handbooks/

The If you are uncertain which handbook is for your subject, do ask your Programme Manager or Academic Tutor.

Self-plagiarism is when you are reusing material that you have created yourself.
How to avoid self-plagiarism:

1. Never take a paragraph (or sentence or graph or image, etc.) from a previous piece of work and submit it as part of a new piece of work.

Remember Self-plagiarism is as bad as plagiarism and has the same penalties.

False authorship is a broad category of misconduct, which covers from buying an essay off an essay-mill to using paraphrasing software.

How to avoid false authorship:

1. Never ask someone else to create your work, whether that is a friend, a relative or someone you pay.
2. Never submit work that you have bought or solicited.
3. Do not use material repositories, where students store essays and notes, without full referencing.
4. Do not use paraphrasing software or Artificial Intelligence Generators, unless you have been allowed to do so by the module tutor.

Fundamentally, the work that you submit for any part of your degree **must be your own**.

Collusion is when two or more students submit work that is very similar and there is evidence to suggest that they worked together or one used the other's work. Collusion is only relevant when the assignment is to be completed by each student individually. Group work that is submitted on a group basis is not subject to allegations of collusion.

How to avoid collusion:

1. Keep your materials, such as notes from reading, essay drafts, etc. private.
2. Do not share them with others, whether in the same class or in another class.
3. Do not publish them online.
4. Do not leave them in shared computers without password protection.

There is no problem in discussing your work, your discoveries and knowledge with other students. On the contrary, you will often be asked to work with others informally whether in class or outside. Learning from others and teaching others is an essential avenue to deeper learning.

Cheating in examinations (or other formal assessment) includes the possession of unauthorised material or technology during an examination, and attempting to access unseen assessment materials in an advance of an examination.

When enrolling as a student at the University of Wales Trinity Saint David you have consented to your work being scrutinised both electronically and for academic misconduct. Normally, your work will be submitted electronically via Moodle.

For submissions outside of the Moodle platform, it is equally important that you reference your sources accurately. In some cases, you will be expected to submit both hard and electronic copies, which can be checked against the database of the UK Higher Education Plagiarism Detection Service. For handwritten, portfolio and process

workbook submissions check with your module tutor if you are in any doubt about whether you have infringed the regulations. They are here to assist you; ensure that you take advantage of their expertise.

LIBRARY AND LEARNING RESOURCES

The Library and Learning Resources (LLR) aims to support and enhance the learning, teaching and research activities of staff and students across the University. There are libraries at Swansea, Carmarthen, Lampeter, London and Birmingham campuses, providing access to a variety of welcoming and flexible learning spaces. We provide on and off campus access to thousands of online journals and e-books, and subscribe to online databases relevant to each subject area; in addition to specialist digital and information literacy support, research support and special collections and archives.

The LLR is a full member of WHELF (Wales Higher Education Libraries Forum) and is also a member of the SCONUL Access (Society of College, National and University Libraries) scheme, which is a co-operative venture between most of the higher education libraries of the UK and Ireland. It enables staff, research students, full time postgraduates and part-time, distance learning and placement students to borrow material from other libraries. Librarians are welcomed to Staff / Student Committees and other relevant Institute meetings where invited, including Institute Boards.

Online Library

The LLR offers a wide range of printed and electronic resources for the programmes offered by the Institute of Science and Art. The LLR houses an extensive collection of online e-journals, e-books, and audio-visual material, with the electronic resources being available 24/7. Users may access a variety of e-resources, containing scholarly journals, newspapers, company reports and reference material.

Skills Development

Academic Liaison Librarians are the main point of contact for staff and students, and contribute to teaching and learning by helping students to develop the skills required to find, use and evaluate information sources within the subject areas taught by the Institute. All new students receive a basic skills session and a referencing session during the first term, followed by more in-depth sessions throughout their studies.

Academic Liaison Librarians also provide a wider InfoSkills programme focusing on transferable employability skills and academic skills. This includes advanced search skills, ethical use of information, referencing and managing your online identity. Support can be provided face-to-face or remotely; by email, over the phone or via Teams. Students can also book a one-to-one session directly with their librarian or digital skills advisor from the library website. Referencing guidance is also available from the LLR and can be accessed from the library website.

Digital Skills

Our Digital Services team are always on hand to assist students in identifying their own skills gaps and locate appropriate structured learning resources to develop digital confidence. You can access our full range of digital skills resources at any time. Many of our courses are from LinkedIn Learning, and as a member of staff or student, you have free access. Students can gain a range of digital badges to demonstrate their knowledge and digital capabilities.

Other Specialist Support

The LLR offers access to a wide range of information sources in varied and accessible formats, ensuring equality of provision and access to learning materials. A designated

member of staff can help and advise students with disabilities or specific learning requirements. Specialist support on copyright, referencing, and research activities is also provided. This includes advice on Research Data Management, using referencing software, Open Access requirements, setting up your ORCID ID and measuring the impact of research, advanced literature searching and accessing other academic and research libraries.

The Need More? Service
The LLR provides a Need More? service which takes an innovative approach to resource delivery, providing a one stop shop for all learning resource needs. If a book, journal or other resource is needed and is not in library stock, it may be purchased, borrowed from another library or rented as an e-book. The service also provides a referral mechanism so that students are introduced to their Academic Liaison Librarian to ensure they are getting the most out of existing resources or where they are working on a specialist project.

Learning Spaces
Students are welcome to use any UWTSD libraries, regardless of the subject of their study. As well as collections, the libraries provide a variety of flexible spaces, reflecting the way students work e.g. group study spaces and quiet areas, as well as IT facilities, wireless internet, photocopying and printing facilities, and excellent customer service.

Further Information
For recent service developments and updates please visit the LLR's website: http://www.uwtsd.ac.uk/library/. This also provides staff and library contact information for all the libraries of the University. The LLR can also be followed on Facebook, Twitter and Instagram (@UWTSDLib) and contacted by email: library@uwtsd.ac.uk.

DIGITAL CREATIVITY AND LEARNING (DCL)

Digital learning

Digital learning encompasses a wide variety of learning models and approaches, digital technologies, and services, therefore, playing a vital role in how content is delivered and how students learn. The current Covid situation has been a catalyst to elevating the significance of high-quality digital teaching and learning resources, and also the importance of ensuring parity for both face-to-face and remote learning experiences.

A well-developed package of digital learning materials can:
- Improve learning experience
- Widen participation and collaboration
- Improve accessibility
- Develop key employability skills

IT SERVICE DELIVERY

IT support is available through our IT Service Desk who are available to help and assist you over the phone, in person or via our online Web Help Desk system.

To request IT Support, visit our Web Help Desk service. Alternatively, we also provide telephone support 24 hours a day, 365 days a year so no matter when you may need assistance, we're here to help by calling us on 0300 500 5055.

Wi-Fi
All students can access our eduroam wireless network on their laptop, mobile phone or tablet.

Eduroam is the wireless network available to use across all campuses. Eduroam also provides you with Wi-Fi access at any other eduroam enabled institution across the world.

Open Access Computers & Booking Facilities
Students can access general IT facilities through our open access computer areas across our University campuses.

What do computer rooms offer?

- PCs connected to the University's data network
- Usually a multifunctional device (MFD) offering colour and black and white printing, copying and scanning or a colour laser printer
- May also contain wireless access and more specialised equipment such as plotters, Sports Analysis Equipment and audio visual equipment
- Long opening hours with many of them open 24/7
- Ability to pre-book a PC to use remotely to make sure you have access at the time you need to study.

Student IT Exclusives
We provide students with access to free or heavily discounted software and computer solutions through our Student IT Exclusives offers.

Free Microsoft Office 365
As a UWTSD student, you can download Microsoft Office 365 Pro Plus including Word, Excel and PowerPoint to use free for the duration of your studies at UWTSD.

Adobe Creative Cloud
Students studying on eligible courses are able to access Adobe Creative Cloud suite for free which can be installed on your personal device during your studies.

You can also purchase a copy of Adobe Creative Cloud directly from Adobe's Website and save over 65% discount paying on a monthly basis.

Free Windows 10 & 11
We are able to provide all students with a license to use Microsoft's latest operating system for free from our On the Hub store.

Software Discounts
We've created an online store where all students can download a huge range of free or heavily discounted software for use at home.

The EDU store
Discounts are available for students on a range of products including the Microsoft Surface, Apple devices, Phones & Smart Watches. Free 4 year warranty on all Apple products & free next day delivery on all orders.

Select Easy Upgrade
Get the Apple Product you want right now. Spread the cost with low monthly payments, upgrade to the latest device at the end of the plan or pay off the balance with the Easy Upgrade Store

Apple's Education store
You can get great Apple education pricing by visiting the Apple Education Store.

Free Autodesk
Download a range of Autodesk software including Fusion 360, Inventor Professional, Revit, AutoCAD, 3ds Max & Maya.

Print, Copy & Scan
Students have access to print, copy and scanning services which are available across all University Learning Resource Centres as well as specific computer rooms and open access areas.

UWTSD use Multi-Functional Devices (MFDs) which all have print, copy and scan functions available in full colour or black and white.

STUDENT SERVICES

A professional support service providing high quality information, advice, guidance, practical and emotional support to enable all students to reach their full potential. Support available includes the Careers Service, Financial Support, Learning Support, Well-being Support, Counselling Service and support for students from a care background. For further details see http://www.uwtsd.ac.uk/student-services/.

STUDY SKILLS

All students have access to study skills support to assist them in their studies. Details of provision are available from the Student Services offices on each campus and at http://www.uwtsd.ac.uk/study-skills/.

Topics covered include:
Developing effective study strategies
Planning and writing assignments
Preparing presentations
Planning for seminars
Preparing for exams

Drop-in study skills sessions and 1:1 appointments are available online (and in person where possible) – no appointment necessary. Please see the Student Services study skills webpages for further details: http://www.uwtsd.ac.uk/study-skills/.

COMPLAINTS

You have a right to make a complaint about any specific concern about the provision of your Programme of Study or a related academic service. Full details of the complaints process can be found in the *Student Complaint Policy* associated with Chapter 12 of the Academic Quality Handbook and in supporting documentation published on the Academic Office section on the University's website:
http://www.uwtsd.ac.uk/academic-office/procedures-for-academic-appeals-complaints-and-other-student-cases/