# BSc with Honours in Computing – 2017 entry

**Duration of programme:** Standard 4 years (where students join the programme in year 1)

**Award on successful completion:** Bachelor of Science with Honours

**Location of delivery:** Abertay University, Bell Street, Dundee

**Accreditation:** BCS – the Chartered Institute for IT

**Composition of the programme:** 120 SCQF (Scottish Credit and Qualifications Framework) credits (60 ECTS) in each academic year, delivered in modules of 20 credits each, with 3 modules taken in term 1, and 3 in term 2 each year. In years 1 and 2, students have the opportunity to take modules outside their main subject. A 40 credit independent project is included in the final year.

**Contact hours and workload:** Each academic year typically requires 1200 hours of student effort; on average across the 4 years of this programme, 29% of that time is in lectures, seminars and similar activities; the remainder is independent study.

**Assessment methods:** Throughout the programme there is a mixture of coursework, project, class test and closed-book examinations; each module being assessed by the most appropriate assessment mode for the topic being studied.

**Academic staff:** This programme is delivered by staff in the Division of Computing and Mathematics and the Division of Games and Arts in the School of Arts, Media and Computer Games. Staff profiles can be viewed at http://www.abertay.ac.uk/studentlife/schools/amg/staff/

| Core modules in the programme: |
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| Computer Hardware Architecture and Operating Systems |
| Programming with C++ |
| Software Design |
| Data Structures and Algorithms 1 |
| Application Design |
| Data Structures and Algorithms 2 |
| Software Engineering Practice |
| Professional Project Planning & Prototyping |
| Professional Project Development and Delivery |
| Honours Project |
| **Other modules that may be offered, but are subject to change over time:** |
| Computer Networking 1 |
| Development Practice |
| Dynamic Web Development 1 |
| Programming for the User |
| Dynamic Web Development 2 |
| Software Development for Mobile Devices |
| Artificial Intelligence |
| Enterprise Systems Engineering |
| Languages and Compilers |

**Developments in the discipline:** Programming languages, APIs, development tools and hardware used will change over time to reflect current industry practice.