

BSc with Honours in Computing – 2016 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 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:
Computer Architecture
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 the Mobile Platform
Artificial Intelligence
Enterprise Systems Engineering
Languages and Compilers

Developments in the discipline: Programming languages, APIs, development tools and hardware used will change over time.