

BSc with Honours in Ethical Hacking – 2016 entry

Duration of programme: Standard 4 years, Accelerated 3 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, 30% of that time is in lectures, seminars and similar activities; the remainder is independent study.

Assessment methods: Assessments are designed to develop and assess the achievement of the level of performance expected at each level. Knowledge and understanding is assessed using projects, reports, portfolios and practical assessments.

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
Introduction to Security
Data Structures and Algorithms 1
Ethical Hacking 1
Data Structures and Algorithms 2
Ethical Hacking 2
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
Digital Forensics 1
Dynamic Web Development 1
Computer Networking 2
Software Development for the Mobile Platform
Digital Forensics 2
Ethical Hacking 3

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