



PROGRAMME SPECIFICATION

1. General information

Awarding body / institution	Leeds Trinity University
Teaching institution	Leeds Trinity University
'Parent' School (<i>ICE / SAC / SSHS</i>)	SAC
Academic Group (<i>or Cluster if clearer</i>)	COM
Professional accreditation body (<i>if applicable</i>)	n/a
Final award (<i>eg. BA Hons</i>)	BSc Hons
Title of programme(s)	Computer Science
Subsidiary award(s) (<i>if any</i>)	Certificate of Higher Education in Computer Science Diploma of Higher Education in Computer Science
Honours type (<i>Single / Joint / Combined</i>)	Single
Duration and mode(s) of study	3 years: full-time
Month/year of approval of programme	August 2018
Start date (<i>this version</i>) (<i>month and year</i>)	September 2018
Periodic review next due (<i>academic year</i>)	AY 2021/22
JACS subject code(s) (<i>Level 3</i>) (Please refer to HESA listing on AQO website)	I100 (HECOS: 100362)
UCAS course code & route code (available from Admissions)	COMPSCI
SITS codes (<i>Course / Pathway / Route</i>) (available from Student Administration)	COMPSCI / UGBSN
Delivery venue(s)	Leeds Trinity University

2. Aims of the programme

Rationale and general aims, including what is special about this programme (from the student's and a marketing perspective)

The BSc Hons Computer Science programme prepares graduates for a dynamic and fast-developing sector. Students learn the traditional aspects of computer science, but these are set within the context of flexible and agile work environments. Leeds is a leading centre for tech businesses and the course has been designed and is supported by a range of local providers, creating a powerful focus on current and future developments, and on preparing highly-employable graduates.

The programme aims are to:

- Acquire a solid knowledge and understanding of the main areas in the field of computer science that are required in a wide range of professions;
- Acquire understanding of, and experience of working with, the latest developments in software technologies, programming concepts, and commercial work practices and methods;
- Develop an understanding of project-based work in a dynamic and ever-changing work environment and to develop the skills and attributes that enable graduates to thrive in such contexts;
- Develop the ability to think critically and independently, whether working as an individual or as a member of a team;
- Develop a range of transferable skills appropriate to graduate-level employment, both through academic project work and through professional placements.

3. Student learning outcomes of the programme

Learning outcomes in terms of:

- **knowledge and understanding (K)**
- **intellectual / cognitive / 'thinking' skills (I)**
- **practical skills specific to the subject (P)**
- **employability skills (E)**

The 'K1', etc codes are used in section 7b) and module descriptors to refer to each of these learning outcomes.

On successful completion of the programme students will have demonstrated:

Knowledge and Understanding

- K1 **Subject knowledge:** coherent and detailed knowledge and understanding of the subject of computing and computer applications. This includes relevant academic and professional standards and commercial contexts as required to practise in the field of computer science;
- K2 **Currency of knowledge:** professional understanding of a range of standard and emergent technologies, programming tools and methodologies, and problem-solving strategies and techniques;
- K3 **Contextual knowledge:** coherent and detailed knowledge of a range of issues (ethical, legal, and commercial) relevant to professional practice in the computer science sector;
- K4 **Commercial understanding:** the nature, purposes, structures, governance and activities of computer science-related organisations, including the importance of customer needs, services and relations, as well as orientation to marketing function, and the Agile organisational methods and procedures required to address those functions.

Intellectual / cognitive / 'thinking' skills

- I1 **Problem-solving:** the ability to identify and apply problem-solving techniques to computing requirements, as an individual and within a team;
- I2 **Research:** conduct research to support the nature of software development, including the design and development processes within the Agile perspective of knowledge and understanding;

- I3 **Critical perspective:** critically appraise and apply appropriate strategies to tackle complex computing problems, guided by a theoretical understanding of the subject area;

Practical Skills Specific to the Subject

- P1 **Technical proficiency:** produce work evidencing secure use of analytical techniques, design methodologies, and programming tools relevant to the domain of computer science through individual and group-based activities;
- P2 **Agile project management:** produce work evidencing critical evaluation of approaches to solving complex problems, either independently or in teams, in the design and delivery of products to pre-agreed, and also to dynamic and evolving, specifications; seek, and make productive use of, feedback, from various sources in the design and delivery of products;
- P3 **Communicating work methods:** produce structured and sustained reports and presentations, communicating results, including analyses of, or de-briefings on, methodologies, processes and arguments;

Employability skills

- E1 **Self-management** – the ability to plan and manage time; readiness to accept responsibility and improve their own performance based on feedback/reflective learning; the ability to take initiative and be proactive, flexible and resilient;
- E2 **Teamworking** – the ability to co-operate with others on a shared task and to recognise and take on appropriate team roles; leading, contributing to discussions and negotiating; contributing to discussions; awareness of interdependence with others;
- E3 **Business and sector awareness** – an understanding of the key drivers for business success, including the importance of customer/client satisfaction and innovation; understanding of the market/sector in which an organisation operates; the ability to recognise the external context and pressures on an organisation, including concepts such as value for money, profitability and sustainability;
- E4 **Problem-solving** – a capacity for critical reasoning, analysis and synthesis; a capacity for applying knowledge in practice; an ability to retrieve, analyse and evaluate information from different sources;
- E5 **Communication** – the ability to present information clearly and appropriately, both orally and in writing, and to tailor messages to specific audiences and purposes;
- E6 **Application of numeracy** – a general awareness of mathematics and its application in practical contexts; the ability to carry out arithmetic operations and understand data, to read and interpret graphs and tables and to manage a budget;
- E7 **Application of information technology** – the ability to identify the appropriate IT package for a given task; familiarity with word-processing, spreadsheets and file management; the ability to use the internet and email effectively.
- E8 **Entrepreneurship/enterprise** – the ability to demonstrate an innovative approach and creativity, to generate ideas and to identify and take opportunities;
- E9 **Social, cultural & civic awareness** – embracement of an ethos of community and civic responsibility; an appreciation of diversity and ethical issues; an understanding of cultures and customs in the wider community.

See also the learning outcomes for subsidiary awards set out in section 4 below.

3a External benchmarks

Statement of congruence with the relevant published subject benchmark statements

(including appropriate references to any PSRB, employer or legislative requirements)

The Computer Science programme is congruent with the most recent QAA benchmark for Computing (February, 2016):

<http://www.qaa.ac.uk/en/Publications/Documents/SBS-Computing-consultation-15.pdf>

4. Learning outcomes for subsidiary awards

Guidance	
<p>The assessment strategy is designed so that each of these outcomes is addressed by more than one module at Level 4.</p>	<p>Generic Learning outcomes for the award of <u>Certificate of Higher Education</u>:</p> <p>On successful completion of 120 credits at Level 4, students will have demonstrated an ability to:</p> <ul style="list-style-type: none"> i) design and deliver projects relevant to IT businesses; ii) make sound judgements in accordance with basic disciplinary theories and concepts; iii) evaluate the appropriateness of different approaches to solving problems within the field of computing and IT project management; iv) communicate the results of their work coherently; <p>and will have had specific opportunities to display transferable skills relevant to employment related to the discipline.</p>
<p>The assessment strategy is designed so that each of these outcomes is addressed by more than one module over Levels 4 & 5.</p>	<p>Generic Learning outcomes for the award of <u>Diploma of Higher Education</u>:</p> <p>On successful completion of 240 credits, including 120 at Level 5, students will have demonstrated, in addition to the outcomes for a Certificate:</p> <ul style="list-style-type: none"> i) critical understanding of disciplinary principles in Computing; ii) application of concepts outside their initial context; iii) use of a range of computing and project-management techniques; iv) proficient communication of the results of their work; <p>and will have had the opportunity to develop transferable skills relevant to employment related to the discipline, including successful completion of at least one professional placement or school-based training component.</p> <p>Generic Learning outcomes for the award of an <u>Ordinary Degree</u>:</p>

<p>The assessment strategy is designed so that each of these outcomes is addressed by more than one module over Levels 4, 5 & 6.</p>	<p>On successful completion of 300 credits, including 60 at Level 6, students will have demonstrated, in addition to the outcomes for a Diploma:</p> <ul style="list-style-type: none"> i) an ability to make flexible and productive use of computing concepts and techniques; ii) critical evaluation of approaches to solving problems in a technological and commercial context; iii) an ability to work autonomously and in groups within a structured learning experience; iv) effective communication of the results of their work in a variety of forms; <p>and will have had the opportunity to develop transferable skills relevant to employment related to the discipline, including successful completion of two professional placements or school-based training placements.</p>
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5. Content

<p>Summary of content by theme (providing a 'vertical' view through the programme)</p>
<p>The BSc Hons Computer Science programme enables students to develop discipline-specific skills in four key areas: software development; organisational processes; professional experience; and collaborative professional project work. The programme is designed to deliver these skills through vertical strands that provide a means of developing skills and knowledge in each of these areas across all three years of undergraduate study.</p> <p>At all Levels the collaborative professional project work, in the relevant <i>Team Project</i> module, has the function of integrating the content of all the other non-placement modules at that Level. At each Level the Team Project is followed by the relevant professional placement module, so that skills flow into collaborative practice, which, in turn, equips and prepares students for professional experience.</p> <p>In order to achieve this, each of the Level 4 and 5 versions have been timetabled as the exclusive activity for the second half of the second semester. At Level 6, all of the non-placement modules are completed in Semester 1 and the COM6042 <i>Team Project</i> occupies the first half of Semester 2, running alongside COM6006 <i>Professional Learning Through Work</i>, which occupies the whole of Semester 2.</p> <p>In addition to this, the programme has a progressive and convergent structure that establishes core disciplines in the first year and then synthesises them in the second year in order to equip and prepare students for the independent project work in the final year. The final 60-credit COM6006 <i>Professional Learning Through Work</i> module is the culmination of the programme. More than a standard work placement, this module serves as a dissertation/portfolio, demonstrating the depth of understanding of the principles and practices appropriate to the subject of computing and also the capacity to apply them effectively within a commercial/business context.</p> <p>The strands are as follows:</p> <p>Software development</p> <ul style="list-style-type: none"> • COM4002 <i>Introduction to Tech Stack</i> • COM4012 <i>Introduction to Software Development</i> • COM5014 <i>Further Software Development and Delivery</i> • COM6012 <i>Advanced Software Development</i>

Efficient and effective organisational processes

- COM4022 *Technology in Business*
- COM5014 *Further Software Development and Delivery*
- COM5022 *Customer-Centric Design*
- [COM6022 *Cyber Security* \[option module\]](#)
- [COM6062 *Building a Business* \[option module\]](#)
- [COM6052 *Solution Architecture* \[option module\]](#)

Professional experience

- MFC4982 *Ethics, Society and Employability*
- MFC5012 *Professional Placement and Development*
- COM6006 *Professional Learning through Work*

Collaborative professional project work

- COM4044 *Team Project*
- COM5044 *Team Project*
- COM6042 *Team Project*

Section 7a of this document (below) describes how the content of the programme is further structured in progressive stages (by Level) to ensure that the teaching and learning is cumulative and progressive.

6. Structure

BSc (Hons) Computer Science (Single Honours)

Duration: 3 years full-time

Total credit rating: 360 (180 ECTS)

Level 4 – with effect from September 2018

Core: Students are required to take:

COM4002	Introduction to Tech Stack	Sem 1	20 credits
COM4044	Team Project	Sem 2	40 credits
MFC4982	Ethics, Society and Employability	Sem 1 & 2	20 credits
COM4012	Introduction to Software Development	Sem 1 & 2	20 credits
COM4022	Technology in Business	Sem 1 & 2	20 credits
MFC4000	Programme-level assessment	Sem 2	0 credits

Level 5 – with effect from September 2019

Core: Students are required to take:

COM5022	Customer-Centric Design	Sem 1 & 2	20 credits
COM5014	Further Software Development and Delivery	Sem 1 & 2	40 credits
COM5032	Professional Development and Placement	Sem 1 & 2	20 credits
COM5044	Team Project	Sem 1 & 2	40 credits

Level 6 – with effect from September 2020

Core: Students are required to take:

COM6012	Advanced Software Development	Sem 1	20 credits
COM6042	Team Project	Sem 2	20 credits
COM6006	Professional Learning through Work	Sem 1 & 2	60 credits

Option: Students are required to choose 20 credits from:

COM6022	Cyber Security	Sem 1	20 credits
COM6052	Solution Architecture	Sem 1	20 credits
COM6062	Building a Business	Sem 1	20 credits

7. Learning, teaching and assessment

7a) Statement of the strategy for learning, teaching and assessment for the programme

The learning and teaching provision on the Computer Science programme is aligned with the University's Learning, Teaching and Assessment Strategy 2015-2020, supporting the principle that students are co-creators of their own learning and providing the skills and understanding required for them to manage that learning. The following approaches are prioritised in delivering the programme:

Learning:

- **Progressive Learning Structure:** The learning is structured according to levels, to ensure that students are equipped with the knowledge and basic skills in Level 4 that enable them to explore project work at Level 5, building confidence for the independent work undertaken at Level 6. The principles involved are as follows:
 - **Level 4 (Foundation and Tools):** There is an emphasis on learning what university-level study involves – including formal qualities of professional practice and the development, delivery and analysis of clear coding. Core modules cover the technical aspects of programming and systems structures and clarify the ever-changing nature of the commercial and technological context within which such skills are deployed. These will run through the first semester and also the first half of the second semester. The 40-credit COM4044 *Team Project* module then gathers all the taught skills into a single project that is the exclusive focus of the second half of the semester. In this way Level 4 teaches and then synthesises the skills needed equip students to undertake a significant placement within the computing sector.
 - **Level 5 (Range and Exploration):** students consolidate their understanding of software development and professional computing practice. Student learning is structured in such a way that the foundational skills acquired in Level 4 are both developed and also set to work in more complex environments and with a greater sensitivity to the constraints and opportunities provided by business and market contexts. The structure of the year follows that in Level 4: all non-placement modules prepare students for COM5044 *Team Project* module where those skills are integrated in an employer challenge. Again, this equips and prepares students to undertake significant projects as part of their COM5032 *Professional Placement and Development*.
 - **Level 6 (Focus and Specialisation):** students select from a range of specialist modules on specific aspects of emerging technologies and practices. These are completed in Semester 1. In Semester 2, COM6042 *Team Project* consolidates and integrates these skills in employer challenges that are completed by mid-Semester. COM6006 *Professional Learning through Work* occupies the whole of Semester 2, serving to cap the entire programme with a portfolio of work that will demonstrate their capability to employers.

Teaching:

- **Student-Led Enquiry:** The programme's modules offer small class/group sizes, with an emphasis on student-led enquiry, the production of original work, and the development of both independent and group project work. A variety of different teaching methods are used to encourage active student participation in learning (both as individuals and in groups), with regular provision of formative feedback on those activities.

- **Directed Activities:** To support student learning and active engagement in teaching sessions, specific activities are completed each week between sessions. These are also used, as appropriate, as a vehicle for formative feedback and for structuring teaching sessions.
- **Use of VLE:** To support student-led inquiry, learning materials and resources are supplied in advance via Moodle. Resources offered include reading materials; bespoke videos and podcasts; links to external sites and materials, and additional module handout material and Powerpoints.

Assessment:

- **Formative Assessment:** The teaching is predominantly student-led and project-based. Students receive on-going formative assessment and guidance in every module studied. In the professional and practical modules formative assessment is central and students are specifically expected to provide feedback on the work of other students and discuss, in a reflective commentary, how formative feedback received from peers and lecturers, has been incorporated into their own production work.
- **Diversity of Assessment methods:** The typical assessment requirement for Computer Science is via production, either individually or team-based. Students are also expected to communicate their use of judgement in the selection and application of tools and methods and in their engagement with team-structures and project goals. These de-briefs are variously delivered through code-walk throughs or project reports.
- **Programme-Level Assessment:** Students will undertake programme-level assessment in each year. At Level 4 this is delivered through a 2-week practical project, scheduled before the placement. Programme-level assessment integrates the learning that is appropriate to Level 4 and helps demonstrate the progressive Level structure of the programme. At subsequent levels, the *Team Project* modules (40-credit at Level 5 and 20-credit at Level 6) perform an equivalent integrative and demonstrative function, as does the 60-credit COM6006 *Professional Learning through Work* module.

8. Entry requirements

Honours degree programmes

Applicants should normally have achieved the following prior to registration for the programme:

5 academic qualifications, of which at least 2 should be level 3 qualifications equivalent to A2 and must also include GCSE grade C or 4 or above in both English Language and Mathematics (or equivalent qualification).

Some equivalent qualifications and the current typical offer conditions in terms of UCAS Tariff points are detailed in the undergraduate prospectus. For students whose first language is not English, a pass in an approved test in English is needed, e.g. the International English Language Testing Service (IELTS), with a minimum of 6.0 and with no component below 5.5, or accepted equivalent test. Full details of entry requirements are published by course on the Leeds Trinity website.

Applications are welcome from those with few or no formal qualifications. Any previous relevant work experience and learning will be assessed and, where appropriate, accredited as part of the application process. Please see Leeds Trinity's Principles and Guidelines for the Recognition of Prior Learning.

9. Progression, classification and award requirements

Details of requirements for student progression between levels and receipt of the award(s)

(A certain level of attainment which must be achieved in a specific module; any modules exempted from condonement, any deviation from the standard institutional stipulations for award classification, e.g. exclusion of Level 4 module marks from Foundation Degree classification)

Undergraduate Taught Course Academic Regulations apply.

10. Prerequisites

Details of modules which must be passed before enrolment on a module at a higher level

None.

11. Additional support needs

Arrangements made to accommodate students with additional support needs and any unavoidable restrictions on their participation in the programme/scheme

Students with disabilities or other support needs are welcome and are expected to be able to participate fully in this programme. Arrangements will be made, via the normal University support systems, to accommodate students with additional support needs wherever possible, with reasonable adjustments made to accommodate individual needs.