Programme Specification ARO 034a

This specification provides a concise summary of the main features of the programme and of the learning outcomes that a typical student might reasonably be expected to achieve if they take full advantage of the learning opportunities provided.

This document is published on the University website and will be a publicly available record of the named programme.

The information contained in this form should be included in the Programme Handbook, either as presented below or in a format determined by the Faculty.

Section 1 Key Facts

<table>
<thead>
<tr>
<th>Awarding Body</th>
<th>University of Stirling</th>
</tr>
</thead>
<tbody>
<tr>
<td>Partner Institution</td>
<td>Muscat College, Oman</td>
</tr>
<tr>
<td>Programme Name</td>
<td>Computing Science, Computing Science with Industrial Placement Computing Science (Oman)</td>
</tr>
<tr>
<td>Award e.g. BSc (Hons), MA etc.</td>
<td>BSc (Hons)</td>
</tr>
<tr>
<td>Faculty</td>
<td>Natural Sciences</td>
</tr>
<tr>
<td>Division (if applicable)</td>
<td>Computing Science and Mathematics</td>
</tr>
<tr>
<td>UCAS Code (UG only)</td>
<td>G400 (CS)</td>
</tr>
<tr>
<td>Programme Code</td>
<td>UHX16-CSC, UHX16-CSCPLC UHM16-CSC</td>
</tr>
<tr>
<td>Mode of Study</td>
<td>Full Time ☒ Part Time ☒ (if both please provide two Degree Programme Tables in the Outline Programme Structure)</td>
</tr>
<tr>
<td>Location/Method of Study</td>
<td>On Campus – UK ☒ International ☒ Where: Muscat College, Oman (Computing Science) Online ☐ Blended ☐</td>
</tr>
<tr>
<td>Admission Points</td>
<td>September ☒ January ☐ Other ☐ (if more than one entry point please provide a Degree Programme Table for each in the Outline Programme Structure)</td>
</tr>
<tr>
<td>Length of Programme</td>
<td>4 years</td>
</tr>
<tr>
<td>SCQF Level</td>
<td>10</td>
</tr>
<tr>
<td>Total Credit Value</td>
<td>480</td>
</tr>
<tr>
<td>ECTS Credit Value</td>
<td>240</td>
</tr>
<tr>
<td>Relevant QAA Subject Benchmark</td>
<td>Computing</td>
</tr>
<tr>
<td>Professional Body Accreditation (all relevant accreditations to be listed)</td>
<td>Name of accrediting body: British Computing Society (BCS) Required for programme: No Date of Accreditation: 01 Sept 2016 Date of Renewal: Sept 2020</td>
</tr>
</tbody>
</table>
Section 2 Overview

PROGRAMME SUMMARY

A comprehensive summary of the programme.

Our modern world works because of computer scientists. It’s a world where the vast majority of global money exists only on computers and a computer can tell a fake smile from a real one. By 2020, an estimated 31 billion devices will be connected to the internet. This programme will equip you well with the knowledge and skills required to find employment in the IT industry as a software developer, analyst or consultant. Our computing graduates have an excellent track record in finding well-paid jobs because of our focus on practical in-demand expertise.

As you study, you’ll progress from the fundamentals of computer systems and software development to advanced knowledge of Artificial Intelligence and Computer Security. You’ll learn everything you need to become a highly employable and sought after IT professional graduate. Our staff are active in research and work with industry to help the course evolve according to the needs of the ICT sector, both in Scotland and across the world. You’ll also have the chance to experience diverse international teaching methods directly if you choose to study abroad.

Key Features of the Programme (including what makes it distinctive)

This course has a practical, problem solving approach. You’re taught how to design effective solutions to complex problems. Not only will this course give you the theory, but you’ll get lots of practical experience in how to design, build and analyse computer systems. You’ll also develop a firm understanding of how computers work as well as effective computer programming.

The programme has a strong focus on employability. Crucially, the course contains options for either a three-month or a year-long industrial work placement after Year 3 providing valuable industrial experience and an opportunity to apply your skills in a commercial setting.

In your final year, you’ll carry out an independent project that will give you the opportunity to develop a major piece of work from initial requirements to final delivery and present your results to staff and industry representatives.

Here at Stirling, you can enjoy access to a vibrant community. You’ll get exposure to BCS (The Chartered Institute for IT) chapters and you can join an active Computer Club that supports projects and activities for those interested in Computer Sciences, including the organisation of a Hackathon.

When you graduate with a honours degree, you’ll be fully accredited by the British Computer Society, making you a Chartered Information Technology Professional (CITP) - the Society’s professional member level.

We’re ranked 3rd in Scotland and top 20 in the UK for Computer Science and Information Systems (The Guardian University Guide 2019).

PROGRAMME AIMS

Overarching Programme Aims

The programme aims to produce graduates that are ready to enter directly a career in the software
This programme will develop your knowledge and understanding of computing systems and technologies, programming languages and approaches, as well as the underlying principles and algorithms. Through a variety of teaching methods, including industrial placement opportunities and a year-long project, you will gain practical experience of the IT sector and develop into confident, knowledgeable computing professionals who are motivated by a curiosity about solving problems through software, and who have a desire to work at the forefront of the computing industry.

**WHAT WILL I BE EXPECTED TO ACHIEVE?**

*Detailed Learning Outcomes*

On successful completion of this programme, you should be able to:

**Knowledge and Understanding:**
1. Develop software solutions for a range of different platforms in a variety of programming languages using an appropriate software development model.
2. Critically evaluate software solutions to a given problem and provide ideas for improvements substantiated through analysis of the problem and suitable technologies, techniques and algorithms.
3. Learn new software technologies, relate them to existing technologies and apply them to a practical problem.
4. Critically evaluate a software solution on its use of appropriate data storage technology, security implications and efficiency.

**Intellectual, Practical and Transferable Skills and other graduate attributes:**
5. Communicate complex technical ideas to audiences with varied backgrounds. You will be able to present principles, concepts and approaches clearly and precisely in a range of digital, written, graphical and verbal formats to both professional and non-professional audiences.
6. Demonstrate a strong ethical grasp of the issues around privacy and security.
7. Creatively solve problems identifying the best technology for the application and skills you have.
8. Confidently work with new technologies.

**Values and Attitudes:**
9. Demonstrate your effectiveness as an independent learner who reflects upon their learning and plans their learning activities towards achieving academic and personal goals.
10. Demonstrate the strong interpersonal skills necessary to present yourself professionally in a business environment.

**HOW WILL I LEARN?**

*Outline of the teaching methods and approach to be used on the programme.*

We've been awarded five star excellence for our teaching by the QS World University Rankings 2017/18. This is a highly practical course and is delivered through a combination of lectures, tutorials and practical laboratory sessions.

**WHAT TYPES OF ASSESSMENT AND FEEDBACK CAN I EXPECT?**

*Outline of the assessment methods and approach to be used on the programme. Assessment and Assessment Criteria*

The programme will largely use coursework assignments, class tests and exams to assess your work. Assignments will vary from module to module, with several technical assignments, some essay writing and some presentations. The honours project will be assessed by dissertation.

All assessment will be suitable for the common marking scheme and will be set to reflect both the
learning outcomes of the module and the attainment descriptors of the CMS.

Feedback on Assessment
You will receive feedback on coursework within 3 weeks of completion of the assessment. Feedback is usually provided electronically on formal coursework. Feedback and Guidance sessions with teaching staff are available on all modules. These provide regular opportunities to discuss feedback further. More information about feedback on assessment can be found here; [http://www.stir.ac.uk/academicpolicy/handbook/assessment/](http://www.stir.ac.uk/academicpolicy/handbook/assessment/)

Feedback will be provided as appropriate to the type of assignment. There will be no single model for feedback from assessment, but the emphasis will be on the skills required to perform well in assessment (and the real world domain that the subject covers).

Assessment Regulations
There are no exceptions to the assessment regulations for this programme.

If you would like to know more about the way in which assessment works at the University of Stirling, please see the full version of the assessment regulations at: [Undergraduate](#)

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**WHAT WILL I STUDY?**

Outline Programme Structure

The list below shows compulsory and option modules for this programme. Option modules are revised over time and, in some cases, will be dependent upon pre-requisite and/or co-requisites being taken. More information about these requirements can be found in the relevant Module Descriptors. The options available each year can be subject to change due to student demand and availability of teaching staff.

- Where an “Option list” is specified, you have a choice of which module to take at this point in the degree programme and these choices are listed below
- For year 1 and 2 where “Any Module” is used it means that you can choose from all modules available to the year group and you can see the full list by following these links: [Undergraduate](#)

Note: Throughout the Programme Structure the tables shows the Stirling codes. The equivalent Muscat module codes have a M instead of 9 as the 5th character in the module code. Stirling modules not available in Muscat are marked with *.

Part time students should take either 20 or 40 credits per semester and must take the compulsory modules within a given semester before taking the optional modules for the given semester. All modules prescribed for a given year must be completed before starting modules from the following year.

**Year 1**

Total year 1 credit value = 120
Compulsory credits = 60
Option credits = 60

**Compulsory Modules**

<table>
<thead>
<tr>
<th>Module Title</th>
<th>Module Code</th>
<th>Credit</th>
<th>Semester</th>
<th>SCQF Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Introduction to Computing Science</td>
<td>CSCU9A1</td>
<td>20</td>
<td>Autumn</td>
<td>8</td>
</tr>
</tbody>
</table>

[Undergraduate](#)
Option Modules – you may choose one of the following modules to take

<table>
<thead>
<tr>
<th>Module Title</th>
<th>Module Code</th>
<th>Credit</th>
<th>Semester</th>
<th>SCQF Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Practical Statistics</td>
<td>MATU9D2</td>
<td>20</td>
<td>Spring</td>
<td>8</td>
</tr>
<tr>
<td>Making the Most of the World Wide Web</td>
<td>CSCU9B2</td>
<td>20</td>
<td>Spring</td>
<td>8</td>
</tr>
</tbody>
</table>

Students can take 20 credits worth of ANY available modules in the Autumn semester. They should also choose 40 credits worth of ANY modules in the Spring semester, however, MATU9D2 and CSCU9B2 are strongly recommended.

**Year 2**

Total year 2 credit value = 120
Compulsory credits = 80
Optional credits = 40

Compulsory Modules

<table>
<thead>
<tr>
<th>Module Title</th>
<th>Module Code</th>
<th>Credit</th>
<th>Semester</th>
<th>SCQF Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data Structures, Objects and Algorithms</td>
<td>CSCU9A3</td>
<td>20</td>
<td>Autumn</td>
<td>8</td>
</tr>
<tr>
<td>Database Principles and Applications</td>
<td>CSCU9B3</td>
<td>20</td>
<td>Autumn</td>
<td>8</td>
</tr>
<tr>
<td>Managing Information</td>
<td>CSCU9T4</td>
<td>20</td>
<td>Spring</td>
<td>9</td>
</tr>
<tr>
<td>Systems</td>
<td>CSCU9V4</td>
<td>20</td>
<td>Spring</td>
<td>9</td>
</tr>
</tbody>
</table>

Option Modules – you may choose one of the following modules to take

<table>
<thead>
<tr>
<th>Module Title</th>
<th>Module Code</th>
<th>Credit</th>
<th>Semester</th>
<th>SCQF Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Programming Language Paradigms</td>
<td>CSCU9Y4</td>
<td>20</td>
<td>Spring</td>
<td>9</td>
</tr>
<tr>
<td>Professional Development for Computer Scientists</td>
<td>CSCU9PD*</td>
<td>0</td>
<td>Autumn</td>
<td>10</td>
</tr>
</tbody>
</table>

1 CSCU9Y4/CSCUMY4 is not a compulsory module, albeit strongly recommended.

Students can take 20 credits worth of ANY available modules in the Autumn semester. They can also choose 20 credits worth of ANY modules in the Spring semester, however, CSCU9Y4 is strongly recommended.

**Year 3**

Total year 3 credit value = 120
Compulsory credits = 120
Optional credits = 0

Compulsory Modules

<table>
<thead>
<tr>
<th>Module Title</th>
<th>Module Code</th>
<th>Credit</th>
<th>Semester</th>
<th>SCQF Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Software Engineering I</td>
<td>CSCU9P5</td>
<td>20</td>
<td>Autumn</td>
<td>10</td>
</tr>
<tr>
<td>Operating Systems</td>
<td>CSCU9V5</td>
<td>20</td>
<td>Autumn</td>
<td>10</td>
</tr>
<tr>
<td>Module Title</td>
<td>Module Code</td>
<td>Credit</td>
<td>Semester</td>
<td>SCQF Level</td>
</tr>
<tr>
<td>-------------------------------------------------</td>
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</tr>
<tr>
<td>Concurrency and Distribution</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Multimedia and HCl</td>
<td>CSCU9N5</td>
<td>20</td>
<td>Autumn</td>
<td>10</td>
</tr>
<tr>
<td>Software Engineering II</td>
<td>CSCU9P6</td>
<td>20</td>
<td>Spring</td>
<td>10</td>
</tr>
<tr>
<td>Information Systems</td>
<td>CSCU9T6</td>
<td>20</td>
<td>Spring</td>
<td>10</td>
</tr>
<tr>
<td>Computer Games Development</td>
<td>CSCU9N6</td>
<td>20</td>
<td>Spring</td>
<td>10</td>
</tr>
<tr>
<td>Computing Science 1-year Industrial Placement</td>
<td>CSCU9IY*</td>
<td>0</td>
<td>Autumn/Spring/Summer</td>
<td>10</td>
</tr>
</tbody>
</table>

Option Modules – you may choose one of the following modules to take

<table>
<thead>
<tr>
<th>Module Title</th>
<th>Module Code</th>
<th>Credit</th>
<th>Semester</th>
<th>SCQF Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Professional Development for Computer Scientists</td>
<td>CSCU9PD*</td>
<td>0</td>
<td>Autumn</td>
<td>10</td>
</tr>
<tr>
<td>Computing Science Industrial Summer Placement</td>
<td>CSCU9IS*</td>
<td>0</td>
<td>Summer</td>
<td>10</td>
</tr>
</tbody>
</table>

1 CSCU9IY is only compulsory for the programmes ‘with Industrial Placement’. Students would take the module in their 4th year, changing their programme to a five year programme with the normal Y4 constituting their Y5.

**Year 4**

Total year 4 credit value = 120
Compulsory credits = 80
Optional credits = 40

Compulsory Modules

<table>
<thead>
<tr>
<th>Module Title</th>
<th>Module Code</th>
<th>Credit</th>
<th>Semester</th>
<th>SCQF Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Computing Science Project</td>
<td>CSCU9Z7</td>
<td>60</td>
<td>Autumn + Spring</td>
<td>10</td>
</tr>
<tr>
<td>Security</td>
<td>CSCU9Y7</td>
<td>20</td>
<td>Autumn</td>
<td>10</td>
</tr>
</tbody>
</table>

Option Modules – you may choose one of the following modules to take

<table>
<thead>
<tr>
<th>Module Title</th>
<th>Module Code</th>
<th>Credit</th>
<th>Semester</th>
<th>SCQF Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Technologies for e-commerce</td>
<td>CSCU9YD</td>
<td>10</td>
<td>Autumn</td>
<td>10</td>
</tr>
<tr>
<td>Artificial Intelligence</td>
<td>CSCU9YE*</td>
<td>10</td>
<td>Autumn</td>
<td>10</td>
</tr>
<tr>
<td>Mobile App Development</td>
<td>CSCU9YH</td>
<td>10</td>
<td>Autumn</td>
<td>10</td>
</tr>
<tr>
<td>Modelling for Complex Systems</td>
<td>CSCU9YM*</td>
<td>10</td>
<td>Spring</td>
<td>10</td>
</tr>
<tr>
<td>NoSQL Databases</td>
<td>CSCY9YQ</td>
<td>10</td>
<td>Spring</td>
<td>10</td>
</tr>
<tr>
<td>Web Services</td>
<td>CSCU9YW</td>
<td>10</td>
<td>Spring</td>
<td>10</td>
</tr>
</tbody>
</table>

_Students select 20 credits from the Autumn modules, and 20 credits from the Spring modules._

**READING LIST**

Recommended Reading for the Programme
Specific Textbooks will be advertised with each module. The list below is a guide for key concepts/technologies.

**General computing:**
Cay S. Horstmann, Big Java
Michele E. Davis and Jon A. Phillips, Learning PHP and MySQL
Colin Ritchie, Relational Database Principles
Specific technical concepts covered in later modules:
Abraham Silberschatz and Peter B. Galvin, Operating System Concepts

Journals:
XRDS: xrds.acm.org
IEEE Potentials: www.ieee.org/membership/students/potentials.html

Section 3 Student Support [PLEASE UPDATE AS NEEDED FOR THE STUDENT COHORT]

SUPPORT FOR STUDENT LEARNING

Induction
You will receive an induction during the first days of your programme. This includes a range of social events, information sessions and activities to help you orientate yourself at Stirling and access the services available to you. These are opportunities to meet staff and other students from across the university, in the Faculty and on the programme.

Study Skills Support
Student Learning Services (SLS) are committed to providing comprehensive guidance on all aspects of effective and efficient learning. The ultimate aim of the service is to enable you to make the most of your academic studies at the University and for you to become an independent, successful learner during your time at the University of Stirling. This is facilitated through collaborative work with experienced tutors and by offering a variety of courses, workshops and tutorials.

All students, whatever stage of their academic studies, are welcome to use Student Learning Services. However the service may be particularly beneficial:

- In your first two years of study.
- If you are making the transition from college to Higher Education.
- If you have been out of education for some time.

What SLS are able to do:

- Advise you on academic skills relevant to your studies at University.
- Help you consolidate your previous learning and develop new learning strategies.
- Advise on action-plans to potentially improve grades.
- Suggest practical solutions if you feel overwhelmed by assignment work.
- Help you gain confidence in the transition to Higher Education.

More information can be found here: http://www.stir.ac.uk/campus-life/learning-support/student-learning-services/

STEER
STEER is a University-wide peer support scheme linking in returning student "Captains" with new undergraduate or taught post-graduate "Crew" during their first year at Stirling.
The scheme aims to help you make the most of your time at the University, help new students - the Crew - settle in and realise the opportunities available to them. You can find out more information here:
https://www.stirlingstudentsunion.com/representation/studentsupport/steer/

Stirling Graduate School
For Research Postgraduate Students the Stirling Graduate School as well as your own faculty will provide support. More information can be found here: http://www.stir.ac.uk/graduateschool/current-pg-students/skills-development/

Academic and Pastoral Support
Adviser of Studies: Advisers have an important role to play in enhancing your academic and personal development and are essential to ensuring you make the most of your time at university. Advisers provide a personalised point of contact for you to discuss academic concerns or queries within the academic community. The general purpose of the role is to provide more in-depth advice on the academic options available to you and on the academic policies and regulations within the University. More information can be found here: http://www.stir.ac.uk/registry/advisers/

Personal Tutor: The role of a personal tutor is to help you feel part of the University community. They are a specific and consistent source of guidance, information and support for you throughout your studies. The tutor should be the your first formal point of contact for general academic guidance and pastoral support. More information can be found here: http://www.stir.ac.uk/tse/personal-tutor/

Support and Wellbeing: At university you may face non-academic issues where you need some expert help or guidance. There are lots of ways we can help you in your day-to-day life at University. Student Support Services provide a range of high-quality services to assist you during the course of your studies, help prepare you for life after graduation. We aim to enhance the student experience and help you to get the most out of your time at University. More information can be found here:
http://www.stir.ac.uk-campus-life/support-and-wellbeing/

Student Union: you can also access support through the Students’ Union, more information can be found here: https://www.stirlingstudentsunion.com/representation/studentsupport/

Accessibility and Inclusion (A&I)
A&I are committed to offering a service which is welcoming and supportive of the needs of all students. Our service takes into account the full range of needs you may have, in a wide variety of circumstances including - physical and mobility difficulties, sensory impairments, specific learning difficulties including dyslexia and autistic spectrum disorder as well as medical conditions and mental health difficulties. A&I can also support you if you have short-term, temporary impairments or other difficulties as a result of an accident, injury, illness or surgery. More information can be found here: http://www.stir.ac.uk/student-support/accessibility-&-inclusion-service/

Learning Resources
You can find out more about the resources available to support your learning here:
http://www.stir.ac.uk-campus-life/learning-support/

Section 4 Programme Evaluation and Enhancement

<table>
<thead>
<tr>
<th>METHODS FOR EVALUATING AND IMPROVING THE QUALITY AND STANDARDS OF TEACHING AND LEARNING</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Module Feedback</strong></td>
</tr>
<tr>
<td>Module Feedback Questionnaires are carried out each year and are an important way of getting student feedback on the modules we teach. We aim to evaluate every module we teach in every semester. You can find out more here: <a href="http://www.stir.ac.uk/registry/studentinformation/moduleevaluation/">http://www.stir.ac.uk/registry/studentinformation/moduleevaluation/</a></td>
</tr>
</tbody>
</table>
Programme Review
Programmes are reviewed annually and on a 5 yearly cycle. You can get involved in a variety of different ways; by completing module evaluations, becoming a course representative and attending Student Staff Consultative Committees, or participating in the review process itself. You can find out more here: http://www.stir.ac.uk/academicpolicy/handbook/review-and-monitoring/

External Examiner
Name of External Examiner: Dr Iain Murray
Institution: University of Dundee

Section 5 My Future

WHAT KIND OF CAREER MIGHT I GO ON TO?

What career avenues does this qualification open up to the student?

We’ve developed our computing courses with our business partners in the IT sector to help solve their skills shortages. Our computing graduates have an excellent track record in finding well-paid jobs because of our focus on practical expertise.

As you study, you’ll progress from the fundamentals of computer systems and software development to advanced knowledge of Artificial Intelligence and Computer Security. You’ll learn everything you need to become a highly employable and sought after IT professional graduate.

Typical job titles of our graduates are Software Developer, Web Developer, System Analyst, Mobile App Developer, IT Consultant.

How does this programme facilitate your development of the Graduate Attributes?
You will be connected by

1. The programme will teach you to communicate complex technical ideas to audiences with varied backgrounds. You will need to be able to present about customers, systems, and data and business in a coherent way.
2. The programme will allow you to develop a strong ethical grasp of the issues around privacy and security.
3. The programme will connect you with private, public and third sector representatives via external teaching contributions, placement opportunities and employer-engagement events.
4. The programme will connect you with knowledge, experiences and people providing different perspectives on cultures, beliefs and traditions within the computing context, via diverse student and staff population, placement opportunities, and examples embedded in our teaching.
5. The programme will allow you to work with staff, students and external organisations as part of an inclusive learning community.
6. The programme will teach you to communicate effectively through a range of digital and other media.

You will be innovative by:

7. The programme will teach you creative problem solving skills to find the most suitable solution.
8. The programme will train you in independent critical and reflective thinking around computing science problems.
9. The programme will teach you to identify opportunities for improvement in your own learning and to take action.
You will be *transformed* by:

10. The programme will provide you with a deep appreciation of the sensitivities and security requirements around the use of computer systems. You will be able to apply that understanding when developing new technology and processes.

11. The programme can transform your intellectual passion and excellence with regards to computing science problems and solutions.

12. The programme can help you share new perspectives and broaden your horizons via industrial placements as well as in-class discussions.

13. The programme provides training in professionalism, allowing you to develop as an adaptable and resilient computer scientist, equipped to succeed in the global computing jobs market.

14. The programme allows you to develop as an active global citizen who is socially, culturally and technologically aware.

**WHAT STUDY ABROAD OPPORTUNITIES ARE AVAILABLE?**

Study abroad opportunities are available to all Stirling students, Computing Science has a well-established links with institutions in Europe, America and Asia. You can spend either one or two semesters there during your third year, studying courses equivalent to those taken at Stirling, giving you the opportunity to broaden your computing and cultural experience. We also offer Erasmus exchanges to Italy and Germany.

**WHAT PLACEMENT OPPORTUNITIES ARE AVAILABLE?**

The course is designed to develop your professional as well as your computing skills. You’re given industry experience through industrial summer placement opportunities in the summer after year 3, and the option of an industry-linked final year project. In addition, many of our modules use work-related assessments and invite external speakers from industry.

**WHAT FURTHER STUDY OPTIONS ARE AVAILABLE TO ME?**

*What programmes of study could the student go on to after successfully completing this one?*

This programme equips you with a strong background and practical skills in computing and software development. It is an ideal base to study more specific topics relevant to the IT industry at present. Within computing, the university offers the following MSc programmes:

- MSc in Big Data
- MSc in Financial Technology (Fintech)
- MSc in Mathematics and Data Science

You may also be interested to pursue a PhD in computing science at Stirling. Please speak to one of your course lecturers.

**WHAT OTHER INFORMATION DO I NEED TO KNOW?**

Most of the software we are using in the programme are available for free download. While we have computer labs open 24/7 you might find it more convenient to have your own laptop to work in your home or student accommodation. Where we use books to support a module these are available in the university library, but you may consider buying your own copy.

Contact the programme director if you have any questions.

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**Section 6 Admissions**

**HOW DO I ENTER THE PROGRAMME?**

*Admissions Criteria*

Year 1 Entry (4 year programme)
- SQA Highers: ABBB - one sitting. AABB - two sittings.
<table>
<thead>
<tr>
<th>Qualification</th>
<th>Grades/Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>GCE A-levels</td>
<td>BBB</td>
</tr>
<tr>
<td>IB Diploma</td>
<td>32 points</td>
</tr>
<tr>
<td>BTEC (Level 3)</td>
<td>DDM</td>
</tr>
<tr>
<td>Year 2 Entry (3 year programme)</td>
<td></td>
</tr>
<tr>
<td>SQA Advanced Highers</td>
<td>ABB</td>
</tr>
<tr>
<td>GCE A-levels</td>
<td>ABB</td>
</tr>
<tr>
<td>IB Diploma</td>
<td>35 points</td>
</tr>
</tbody>
</table>

Essential subjects: Subjects to include Computing and relevant experience of Java or other programming languages.

Other qualifications
Access courses and other UK/EU and international qualifications are welcomed.

Foundation Apprenticeships
Considered to be equivalent to 1 Higher at Grade B

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