

**PROGRAMME SPECIFICATION**

<b>1</b>	<b>Awarding Institution</b>	Newcastle University
<b>2</b>	<b>Teaching Institution</b>	Newcastle University
<b>3</b>	<b>Final Award</b>	BSc (Hons)
<b>4</b>	<b>Programme Title</b>	<p>Computer Science, Computer Science with Industrial Placement,</p> <p>Computer Science (Mobile and Distributed Systems), Computer Science with Industrial Placement (Mobile and Distributed Systems),</p> <p>Computer Science (Game Engineering), Computer Science with Industrial Placement (Game Engineering),</p> <p>Computer Science (Software Engineering), Computer Science with Industrial Placement (Software Engineering),</p> <p>Computer Science (Bio-computing), Computer Science with Industrial Placement (Bio-computing),</p> <p>Computer Science (Security and Resilience), Computer Science with Industrial Placement (Security and Resilience)</p> <p>Computer Science (Human-Computer Interaction), Computer Science with Industrial Placement (Human-Computer Interaction)</p>
<b>5</b>	<b>UCAS/Programme Code</b>	G400, G401, G420, G421, G450, G451, G600, G603, I140, I141, I190, I191, I520, I521
<b>6</b>	<b>Programme Accreditation</b>	British Computer Society
<b>7</b>	<b>QAA Subject Benchmark(s)</b>	Computing
<b>8</b>	<b>FHEQ Level</b>	6
<b>9</b>	<b>Date written/revised</b>	16/04/14

**10 Programme Aims**

1. To produce graduates with the in-depth knowledge and skills necessary to exploit computing systems throughout their professional life. Graduates will have a clear understanding of the practical, theoretical and professional foundations of Computing Science. They will have knowledge and experience of the fundamental techniques used in modern software engineering. They will also have an understanding of the architectural concepts underpinning computer and networking hardware platforms. They will be able to apply relevant theory to the solution of practical problems and to the analysis of existing algorithms and techniques, and to recommend techniques and algorithms appropriate to specific circumstances in the areas of fundamental systems and major applications.

They will also be able to appreciate, develop and evaluate new algorithms, techniques and other developments within the computing field.

2. To provide a flexible structure that allows students to follow a general programme in Computer Science, or to specialise in their final year in one of six areas:
  - a. Students may choose to specialise in Mobile and Distributed Systems. These students will be able to design, build and integrate advanced networked computing systems in a range of application areas, such as mobile and wireless communications, computationally intensive financial and health applications, and business-critical enterprise applications involving multiple businesses and outsourcing. We envisage students growing into architect and chief architect roles for software product groups in start-ups or other enterprises, and being able to initiate and lead consulting efforts for field implementations of networked computing solutions.
  - b. Students may choose to specialise in Game Engineering. These students will be able to design, develop and implement computer graphics software and applications on a variety of architectures including games consoles, graphics workstations and advanced 3D virtual reality environments, and to exploit such software and hardware in entertainment, engineering design and scientific visualisation. We envisage graduates pursuing these activities in both the entertainment and the industrial sectors; some may also seek to develop market-niche software in small or start-up companies.
  - c. Students may choose to specialise in Software Engineering. These students will have particular knowledge and skills related to the development of large-scale fundamental and application software systems. They will be equipped to develop as professionals to assume lead technical and team management roles in such developments. We envisage graduates going on to employment in technical positions in software houses and with companies designing and deploying software in specific industry sectors; some may also seek to develop market-niche software in small or start-up companies.
  - d. Students may choose to specialise in Bio-Computing. These students will have particular knowledge and skills related to the development of Bio-computing, computational biology, neuroinformatics applications for data analysis, modelling and simulation. They will be equipped to develop as professionals to assume lead technical and team management roles in such developments. We envisage graduates going on to employment in technical and management positions in software houses and companies developing Bio-computing, neuroinformatics and computational biology software, and pharmaceutical and biotechnology companies; some may also seek to develop market-niche software in small or start-up companies.
  - e. Students may choose to specialise in Security and Resilience. These students will have particular knowledge and skills related to the development of dependable software systems. We envisage graduates going on to employment in technical positions in software houses and with companies designing and deploying dependable software in safety-critical industry sectors.
  - f. Students may choose to specialise in Human-Computer Interaction. These students will have particular knowledge and skills related to the design, development and evaluation of interactive digital technologies and systems. We envisage graduates going on to employment in technical positions in software houses and with companies who are engaged in the development of interactive technologies across a variety of industry sectors, including the creative industries. We also anticipate students finding employment amongst the usability, user experience, digital strategy and management consulting industries.

3. To provide a programme that equips students with subject-specific and transferable skills that will enable them to pursue a variety of careers within, and outside, the IT industry, including research.
4. To provide a programme which meets the accreditation requirements of appropriate professional bodies, thus providing the basis for further professional development and lifelong learning.
5. To provide a programme which meets the FHEQ at Honours level and which takes appropriate account of the subject benchmark statements in Computing.
6. For those students taking a programme with industrial placement, to provide students with the opportunity to develop their skills within an industrial setting.

## **11 Learning Outcomes**

The programme provides opportunities for students to develop and demonstrate knowledge and understanding, qualities, skills and other attributes in the following areas. The programme outcomes have references to the benchmark statements for Computing.

The strategy of the degree programmes is to give a broad coverage of the subject of Computer Science in Stages 1 and 2, and when taken, the industrial placement between stages 2 and 3, and then to offer specialisation at Stage 3 in the form of a wide range of optional modules.

Those students who specialise in the area of Mobile and Distributed Systems are eligible for the award of the degree of Computer Science (Mobile and Distributed Systems) or Computer Science with Industrial Placement (Mobile and Distributed Systems).

Those students who specialise in the area of Game Engineering are eligible for the award of the degree of Computer Science (Game Engineering) or Computer Science with Industrial Placement (Game Engineering).

Those students who specialise in the area of Software Engineering are eligible for the award of the degree of Computer Science (Software Engineering) or Computer Science with Industrial Placement (Software Engineering).

Those students who specialise in the area of Bio-computing are eligible for the award of the degree of Computer Science (Bio-computing) or Computer Science with Industrial Placement (Bio-computing).

Those students who specialise in the area of Security and Resilience are eligible for the award of the degree of Computer Science (Security and Resilience) or Computer Science with Industrial Placement (Security and Resilience).

Those students who specialise in the area of Human-Computer Interaction are eligible for the award of the degree of Computer Science (Human-Computer Interaction) or Computer Science with Industrial Placement (Human-Computer Interaction).

The following identifies the generic Intended Learning Outcomes for all programmes and specific outcomes for a particular specialisation. There will be variation depending on the options taken at Stage 3 and the nature of any industrial placement.

### **Knowledge and Understanding**

On completing any of the programmes students should have gained and be able to demonstrate knowledge and understanding of:

- A1. a diverse range of programming paradigms and languages supported by programming language principles
- A2. the principles of software engineering
- A3. the theoretical and mathematical foundations of Computer Science
- A4. techniques for the development of data representations and algorithms

- A5. computer and network organisation and hardware architectures
- A6. professional issues, including legal and ethical aspects of professional practice, professional development, social roles and effects of computing systems
- A7. research techniques
- A8. software project management techniques
- A9. legal issues affecting software projects

Additionally, a student will have gained and be able to demonstrate knowledge and understanding of a range of topics depending on their compulsory or optional modules.

A student taking modules from the Mobile and Distributed Systems specialism will additionally have gained and be able to demonstrate knowledge and understanding of:

- A10. technological foundations of networked systems, in depth and breadth
- A11. mobile systems development
- A12. fundamental networked and internet protocols and algorithms
- A13. techniques for networked and Internet programming
- A14. solutions for secure and reliable networked and internet computing

A student taking modules from the Game Engineering specialism will additionally have gained and be able to demonstrate knowledge and understanding of:

- A15. the technological foundations of computer games systems and virtual reality platforms
- A16. the mathematical principles and algorithmic basis of computer graphics
- A17. design issues and development techniques for computer graphics and Game Engineering
- A18. human requirements and technical capabilities of modern games, graphics platforms, and virtual environments
- A19. fundamental problems and approaches in artificial intelligence, as applied to computer games, visualisation and virtual environments

A student taking modules from the Software Engineering specialism will additionally have gained and be able to demonstrate knowledge and understanding of:

- A20. modern software engineering processes
- A21. software architectures and their theoretical foundations
- A22. design techniques for large-scale and complex software systems
- A23. basic principles of advanced software CASE tools
- A24. validation and verification techniques

A student taking modules from the Bio-Computing specialism will additionally have gained and be able to demonstrate knowledge and understanding of:

- A25. current bioinformatics, computational biology and neuroinformatics software
- A26. theoretical foundations of bioinformatics, computational biology and neuroinformatics
- A27. aspects of biological systems that are relevant for bioinformatics, computational biology and neuroinformatics
- A28. biologically inspired computing methods and techniques
- A29. software techniques used to develop bioinformatics, computational biology and neuroinformatics applications
- A30. ethical and legal issues affecting the development of bioinformatics, computational biology and neuroinformatics software

A student taking modules from the Security and Resilience specialism will additionally have gained and be able to demonstrate knowledge and understanding of:

- A31. theoretical foundations of reliable systems design including fault-tolerance and fault-avoidance

A32. cryptographic techniques. A student taking modules from the Human-Computer Interaction specialism will additionally have gained and be able to demonstrate knowledge and understanding of:

A33. User interface techniques and technologies

A34. Interaction design

Intended learning outcomes A8-A34 may have been achieved by students of other degrees depending on the options taken at Stage 3.

#### **Teaching and Learning Methods**

Lectures are the main way of imparting knowledge and understanding (A1-A34), but tutorials are also used. Practical classes feature prominently, especially to support the Stage 1 programming modules (A1, A2). Visiting speakers provide seminars on aspects of being an IT professional (A6). Students are expected to contribute to their own learning experience by independent reading. They are provided with references to books which are categorised as *essential*, *recommended*, or *background* reading, as well as scientific papers and other learning materials including appropriate web URLs. In addition, when taken, an industrial placement will involve the development of knowledge within an industrial setting.

#### **Assessment Strategy**

Knowledge and understanding are assessed by means of closed and open book written examinations, and coursework, including team and individual project reports and log books (A1-A34).

## **Intellectual Skills**

On completing any of the programmes students should have skills in the areas of:

- B1. carrying out the process of software development, including: the analysis of system requirements; the production of system specifications using appropriate models and techniques; software validation and verification
- B2. using a variety of advanced (especially object-oriented) programming languages and paradigms
- B3. using a variety of computer-based (including operating) systems
- B4. applying theoretical concepts of Computer Science in the design and analysis of systems and algorithms
- B5. identifying and implementing appropriate algorithms and data structures
- B6. using and providing network information services
- B7. project management , including estimation and planning

A student will have additional skills depending on their compulsory or optional modules.

A student taking modules from the Mobile and Distributed Systems specialism will additionally have skills in the areas of:

- B8. designing and building realistic networked systems and Internet applications
- B9. identifying and analysing issues such as security and reliability in networked systems and Internet applications
- B10. integrating a wide variety of protocols and platforms, including trust and dependability computing
- B11. articulating the key contributions of emerging and future networked and internet computing technologies

A student taking modules from the Game Engineering specialism will additionally have skills in the areas of:

- B12. developing and/or implementing graphics algorithms and applications in standard software environments
- B13. modelling, rendering and interaction in 3D graphical environments
- B14. mathematical techniques for the manipulation of 3D geometry
- B15. implementing artificial intelligence algorithms in a declarative programming language

A successful student for the degree of Computer Science (Software Engineering) or Computer Science with Industrial Placement (Software Engineering) will have additional skills in the areas of:

- B16. validation and verification techniques for designs and software
- B17. using software Architecture Description Languages
- B18. making informed choices among software tools and techniques

A student taking modules from the Bio-Computing specialism will additionally have skills in the areas of:

- B19. software development using software languages and development environments specific to Bio-computing, computational biology and neuroinformatics (e.g. Python, Matlab, and similar software)
- B20. using large scale online Bio-computing and neuroinformatics databases
- B21. making informed choices among software tools and techniques relevant for Bio-computing, computational biology and neuroinformatics applications
- B22. implementing biologically inspired computation algorithms

A student taking modules from the Security and Resilience specialism will additionally have skills in the areas of:

- B23. software development for dependable systems
- B24. implementing cryptographic algorithms

A student taking modules from the Human-Computer Interaction specialism will additionally have skills in the areas of:

B25. Tools for development of graphical use interfaces

B26. Prototyping techniques for Interaction Design

Intended learning outcomes B7-B26 may have been achieved by students of other degrees depending on the options taken at Stage 3.

#### **Teaching and Learning Methods**

B1-B6 feature prominently in all modules. In particular a team project at Stage 2 gives students experience of working with others (see D7 below) to engineer a complex piece of software (B2, B4, B5). When taken, the industrial placement will require students to produce solutions to a customer's requirements (B1-B6). In many cases the industrial placement when taken, and an individual project at Stage 3 will require students to develop a large piece of software to a customer's requirements (B1, B2, B4, B5). In all other modules, coursework is used to develop these skills (B1-B26).

#### **Assessment Strategy**

Subject-specific and professional skills are assessed by coursework (B1-B26).

#### **Practical Skills**

On completing any of the programmes students should have the ability to:

- C1. conduct investigations using the technical and professional literature
- C2. use and evaluate appropriate tools and techniques
- C3. undertake empirical evaluation of alternative solutions
- C4. solve problems by identifying suitable approaches using computer-based systems
- C5. reason abstractly about the structure and behaviour of computer systems

#### **Teaching and Learning Methods**

All modules involve coursework, much of which involves problem solving skills (C4). This is especially so in the team and individual projects, and, when taken, the industrial placement, where students need to select, evaluate and apply appropriate tools and techniques (C2). Here and elsewhere students will need to investigate possible alternatives in the technical and professional literature (C1, C3), and to reason about computer systems (C5).

#### **Assessment Strategy**

Practical skills are assessed by a range of coursework (reports, design documents, etc.) (C1-C5).

#### **Transferable/Key Skills**

On completing any of the programmes students should be able to use the following skills:

- D1. written communication, particularly technical writing
- D2. problem solving
- D3. interpersonal communication
- D4. initiative
- D5. oral presentation
- D6. adaptability
- D7. teamwork
- D8. numeracy

D9. planning and organisation  
D10. computer literacy

### **Teaching and Learning Methods**

Key skills feature throughout the programme; teamwork in the Stage 2 team project and when taken, the industrial placement (D7); oral presentation, interpersonal communication, and planning and organisation in the final year research methods and individual project modules, as well as the Stage 2 team project and when taken, the industrial placement (D3, D5, D9); written communication in all modules, but especially in the team and final year projects and when taken, the industrial placement (D1); numeracy is covered by a Mathematics module at Stage 1 and exercises in the programming modules (D8); computer literacy, problem solving, initiative and adaptability are necessarily covered throughout the programme (D2, D4, D6, D10).

### **Assessment Strategy**

Key (transferable) skills are assessed by both written and oral presentations (D1-D10). Teamwork in the Stage 2 team project is assessed both by the module leader at team oral presentations and by a team monitor (a member of teaching staff) who attends team formal meetings (D5, D7). When taken, the industrial placement is assessed by the Module Leader with input from an industrial supervisor and on a pass/fail basis. No resit opportunity is available. Students who fail the placement are able to proceed to Stage 3 of the corresponding "without Industry" programme.

## **12 Programme Curriculum, Structure and Features**

### **Basic structure of the programme**

This programme has 3 Stages and when an industrial placement is taken, an intercalating year between stages 2 and 3. Students are required to take 120 credits at each Stage (except during an intercalating year).

Students take six compulsory 20-credit modules in each of Stages 1 and 2. The teaching of these modules is split equally across semesters 1 and 2 so that students study 60 credits in each semester. At Stage 1 students take CSC1025 Mathematics. Further mathematical concepts are covered as and where necessary in modules at each Stage.

Students taking one of the industrial placement degrees will take an industrial placement year between Stages 2 and 3.

A wide range of optional modules is available at Stage 3, however all students must take the 40-credit individual project module CSC3095.

Students who take CSC3121 Distributed Systems, CSC3124 System and Network Security, CSC3123 Internet Technology and CSC3122 Mobile Computer Systems Development are eligible for the award of a degree in Computer Science (Mobile and Distributed Systems) or Computer Science with Industrial Placement (Mobile and Distributed Systems).

Students who take CSC3221 Programming for Games, CSC3222 Gaming Simulations, CSC3223 Graphics for Games and CSC3224 Computer Games Development are eligible for the award of a degree in Computer Science (Game Engineering) or Computer Science with Industrial Placement (Game Engineering).

Students who take CSC3221 Understanding Programming Languages, CSC3222 Real-Time and Cyber-Physical Systems, CSC3323 Software Verification Technology and CSC3324 Understanding Concurrency are eligible for the award of a degree in Computer Science (Software Engineering) or Computer Science with Industrial Placement (Software Engineering).



Students who take CSC3424 Bio-Algorithms, CSC3423 Bio-Computing, and CSC3422 Web Site Construction and Management (Server-side) are eligible for the award of a degree in Computer Science (Bio-Computing) or Computer Science with Industrial Placement (Bio-Computing).

Students who take CSC3622 Reliability and Fault Tolerance, CSC3124 System and Network Security, CSC3323 Software Verification Technologies and CSC3621 Cryptography are eligible for the award of a degree in Computer Science (Security and Resilience) or Computer Science with Industrial Placement (Security and Resilience).

Students who take CSC3122 Mobile Computer System Development, CSC3721 Introduction to Human-Computer Interaction, CSC3722 Advanced Interaction Design and CSC3723 User Interface Techniques and Technologies are eligible for the award of a degree in Computer Science (Human-Computer Interaction) or Computer Science with Industrial Placement (Human-Computer Interaction).

#### **Key features of the programme (including what makes the programme distinctive)**

Students may elect to one semester of their final year abroad at one of our ERASMUS partner institutions.

Students taking one of the industrial placement degrees will take an industrial placement year between Stages 2 and 3.

To gain BCS accreditation students are required to have studied Stages 2 and 3 at the Newcastle campus. Students must have also passed a problem-solving project at the first attempt.

#### **Programme regulations (link to on-line version)**

<http://www.ncl.ac.uk/regulations/programme/>

### **13 Criteria for admission**

#### ***Entry qualifications G400, G401, G420, G421, G450, G451, G600, G603, I140, I141, I520, I521, I190, I191:***

##### **A Levels**

AAB-ABB/AAC (excluding General Studies and Critical Thinking). GCSE Mathematics grade B required.

##### **Scottish Qualifications**

AAABB-AABBB at Higher Grade. Mathematics required at grade 2 Standard Grade (or Intermediate 2 equivalent) if not offered at Higher Grade. Combinations of Highers and Advanced Highers accepted.

##### **International Baccalaureate**

35 points. Standard Level Mathematics or Mathematical Studies required at grade 5 if not offered at Higher Level.

#### Irish Leaving Certificate

A1A1A1B1B-AABBB

#### Access Qualifications

A unit in Mathematical Studies essential. At least 15 level 3 credits in a science subject at Distinction. In addition, at least 30 level 3 credits at a minimum of Merit.

#### BTEC Level 5 HND

Applicants will be considered on an individual basis.

#### BTEC Level 3 Extended Diploma (formerly BTEC National Diploma)

Applicants will be considered on an individual basis.

#### Cambridge Pre-U

D3,D3,M2-D3,M2,M2/D3,D3,M3 in Principal Subjects. GCSE Mathematics grade B required.

#### *Admissions policy/selection tools*

Applicants are invited to visit the School for interview, to see the University and to meet staff and current undergraduates on the programme. Attendance is strongly encouraged but not compulsory and applicants who are not based in the UK are not expected to attend.

#### *Additional Requirements*

None.

#### *Level of English Language capability*

For applicants whose first language is not English we ask for IELTS 6.5 or equivalent.

### **14 Support for Student Learning**

The Student Services portal provides links to key services and other information and is available at: <http://www.ncl.ac.uk/students/>

#### *Induction*

During the first week of the first semester students attend an induction programme. New students will be given a general introduction to University life and the University's principle support services and general information about the School and their programme, as described in the Degree Programme Handbook. New and continuing students will be given detailed programme information and the timetable of lectures/practicals/labs/ tutorials/etc. The International Office offers an additional induction programme for overseas students.

### *Study skills support*

Students will learn a range of Personal Transferable Skills, including Study Skills, as outlined in the Programme Specification. Some of this material, e.g. time management is covered in the appropriate Induction Programme. Students are explicitly tutored on their approach to both group and individual projects.

Numeracy support is available through Maths Aid and help with academic writing is available from the Writing Development Centre (further information is available from the Robinson Library).

### *Academic and Pastoral support*

Each undergraduate and taught postgraduate student will be assigned a personal tutor.\* A personal tutor is one part of a wider network of advice and guidance available to students to support their personal and general academic development. The module leader acts as the first point of contact for subject-specific academic advice. Thereafter the Degree Programme Director or Head of School may be consulted. Issues relating to the programme may be raised at the Student-Staff Committee, and/or at the Board of Studies. Within the academic unit, students may also receive additional academic and pastoral advice from a range of other student-facing staff including degree programme directors, dissertation/project supervisors, and administrative support staff.

\*Arrangements may vary for students taking special types of provision.

The University also offers a wide range of institutional services and support upon which students can call, such as the Writing Development Centre, Careers Service and Student Wellbeing Service. This includes one-to-one counselling and guidance or group sessions / workshops on a range of topics, such as emotional issues e.g. stress and anxiety, student finance and budgeting, disability matters etc. There is specialist support available for students with dyslexia and mental health issues. Furthermore, the Student Union operates a Student Advice Centre, which can provide advocacy and support to students on a range of topics including housing, debt, legal issues etc.

### *Support for students with disabilities*

The University's Disability Support team provides help and advice for disabled students at the University - and those thinking of coming to Newcastle. It provides individuals with: advice about the University's facilities, services and the accessibility of campus; details about the technical support available; guidance in study skills and advice on financial support arrangements; a resources room with equipment and software to assist students in their studies.

### *Learning resources*

The University's main learning resources are provided by the Robinson and Walton Libraries (for books, journals, online resources), and Information Systems and Services, which supports campus-wide computing facilities.

All new students whose first language is not English are required to take an English Language Proficiency Test. This is administered by INTO Newcastle University Centre on behalf of Newcastle University. Where appropriate, in-session language training can be provided. The INTO Newcastle University Centre houses a range of resources which may be particularly appropriate for those interested in an Erasmus exchange.

## **15 Methods for evaluating and improving the quality and standards of teaching and learning**

### *Module reviews*

All modules are subject to review by questionnaires which are considered by the Board of Studies. Changes to, or the introduction of new, modules are considered at the Board of Studies and/or the School Teaching and Learning Committee. Student opinion is sought at the Student-Staff Committee and/or the Board of Studies. New modules and major changes to existing modules are subject to approval by the Faculty Learning, Teaching and Student Experience Committee.

#### *Programme reviews*

The Board of Studies conducts an Annual Monitoring and Review of the degree programme and reports to Faculty Learning, Teaching and Student Experience Committee. The FLTSEC takes an overview of all programmes within the Faculty and reports any Faculty or institutional issues to the University Learning, Teaching and Student Experience Committee.

#### *External Examiner reports*

External Examiner reports are considered by the Board of Studies. The Board responds to these reports through Faculty Learning, Teaching and Student Experience Committee. External Examiner reports are shared with institutional student representatives, through the Student-Staff Committee.

#### *Student evaluations*

All modules and stages\* are subject to review by student questionnaires. Informal student evaluation is also obtained at the Student-Staff Committee, and the Board of Studies. The National Student Survey is sent out every year to final-year undergraduate students, and consists of a set of questions seeking students' views on the quality of the learning and teaching. The results from student surveys are considered as part of the Annual Monitoring and Review of the programme and any arising actions are captured at programme and School / institutional level and reported to the appropriate body.

\*With the exception of intercalating years and the final stages of undergraduate programmes.

#### *Mechanisms for gaining student feedback*

Feedback is channelled via the Student-Staff Committee and the Board of Studies.

#### *Faculty and University Review Mechanisms*

Every six years degree programmes in each subject area undergo periodic review. This involves both the detailed consideration of a range of documentation, and a review visit by a review team (normally one day in duration) which includes an external subject specialist and a student representative. Following the review a report is produced, which forms the basis for a decision by University Learning, Teaching and Student Experience Committee on whether the programmes reviewed should be re-approved for a further six year period.

#### *Accreditation reports*

A request for accreditation by the British Computer Society of the degrees in Computer Science (Bio-computing), Computer Science with Industrial Placement (Bio-computing), Computer Science (Security and Resilience) and Computer Science with Industrial Placement (Security and Resilience), Computer Science (Human-Computer Interaction) and Computer Science with Industrial Placement (Human-Computer Interaction) was made in 2013 and initial approval of accreditation was given, subject to a documentary submission on graduation of the first cohort. All other programmes covered by this Degree Programme Specification were accredited by the British Computer Society in 2013.

#### *Additional mechanisms*

None.

## **16 Regulation of assessment**

#### *Pass mark*

The pass mark is 40.

#### *Course requirements*

Progression is subject to the University's Undergraduate Progress Regulations and Undergraduate Examination Conventions (<http://www.ncl.ac.uk/regulations/docs/>). In summary, students must pass, or be deemed to have passed, 120 credits at each Stage. Limited compensation up to 40 credits and down to a mark of 35 is possible at each Stage and there are resit opportunities, with certain restrictions.

*Weighting of stages*

The marks from Stages 2 and 3 will contribute to the final classification of the degree  
The weighting of marks contributing to the degree for Stages 2 and 3 is 50 : 50

*Common Marking Scheme*

The University employs a common marking scheme, which is specified in the Undergraduate Examination Conventions, namely

	<b>Modules used for degree classification</b>	<b>Modules not used for degree classification</b>
<40	Fail	Failing
40-49	Third Class	Basic
50-59	Second Class, Second Division	Good
60-69	Second Class, First Division	Very Good
70+	First Class	Excellent

*Role of the External Examiner*

An External Examiner, a distinguished member of the subject community, is appointed by Faculty Teaching, Learning and Student Experience Committee, following recommendation from the Board of Studies. The External Examiner is expected to:

- See and approve examination papers
- Moderate examination and coursework marking
- Attend the Board of Examiners
- Report to the University on the standards of the programme

In addition, information relating to the programme is provided in:

The University Prospectus: <http://www.ncl.ac.uk/undergraduate/>

The School Brochure: <http://www.ncl.ac.uk/marketing/services/print/publications/ordering/>

Degree Programme and University Regulations: <http://www.ncl.ac.uk/regulations/docs/>

The Degree Programme Handbook:

Please note. 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 she/he takes full advantage of the learning opportunities provided. The accuracy of the information contained is reviewed by the University and may be checked by the Quality Assurance Agency for Higher Education.

### Mapping of Intended Learning Outcomes onto Curriculum/Modules

Notes:

1. Modules in bold text are compulsory for all students.
2. Modules qualified by (MD) are compulsory for students wishing to have the degree title Computer Science (Mobile and Distributed Systems) or Computer Science with Industrial Placement (Mobile and Distributed Systems) and are optional for all other programmes.
3. Modules qualified by (GE) are compulsory for students wishing to have the degree title Computer Science (Game Engineering) or Computer Science with Industrial Placement (Game Engineering) and are optional for all other programmes.
4. Modules qualified by (SE) are compulsory for students wishing to have the degree title Computer Science (Software Engineering) or Computer Science with Industrial Placement (Software Engineering) and are optional for all other programmes.
5. Modules qualified by (BI) are compulsory for students wishing to have the degree title Computer Science (Bio-computing) or Computer Science with Industrial Placement (Bio-computing) and are optional for all other programmes.
6. Modules qualified by (SR) are compulsory for students wishing to have the degree title Computer Science (Security and Resilience) or Computer Science with Industrial Placement (Security and Resilience) and are optional for all other programmes.
7. Modules qualified by (HC) are compulsory for students wishing to have the degree title Computer Science (Human-Computer Interaction) or Computer Science with Industrial Placement (Human-Computer Interaction) and are optional for all other programmes.

	CSC1021	CSC1022	CSC1023	CSC1024	CSC1025	CSC1026	CSC2021	CSC2022	CSC2023	CSC2024	CSC2025	CSC2026	CSC3095	CSC3622 SR	CSC3721 HC	CSC3321 SE	CSC3322 SE	CSC3421 BI	CSC3121 MD	CSC3124 MD,SR	CSC3123 MD	CSC3122 MD, HC	CSC3223 GE	CSC3224 GE	CSC3222 GE	CSC3221 GE	CSC3324 SE	CSC3323 SE,SR	CSC3423 BI	CSC3424 BI	CSC3722 HC	CSC3723 HC	CSC3422 BI	CSC3621 SR	
A1	X	X		X		X	X	X		X	X	X	X			X	X		X		X		X						X	X			X		
A2	X	X			X	X	X	X	X	X	X	X	X	X	X		X				X	X	X				X	X		X					
A3				X	X		X	X	X	X						X			X				X				X		X		X	X			
A4	X	X						X	X	X	X			X			X	X	X				X							X	X	X	X		
A5				X							X	X		X	X		X																		
A6	X		X			X	X							X	X			X	X						X				X	X					
A7													X																						
A8						X																													
A9						X																													
A10																			X																
A11																						X													
A12																			X																
A13																					X														
A14																		X	X																
A15																							X	X		X					X	X			
A16																							X	X		X					X	X			
A17																								X	X		X				X	X			
A18																							X	X		X					X	X			
A19																									X	X					X	X			
A20																											X	X							
A21				X																															
A22																													X						
A23																											X	X							
A24																												X							
A25																																X			
A26																		X													X				
A27																	X														X				
A28																															X				
A29																															X	X			
A30																															X	X			
A31														X																					
A32																																			X
A33																																	X		
A34															X																X				





	C1	C2	C3	C4	C5	
	X	X	X	X		CSC1021
	X	X	X	X		CSC1022
	X	X	X			CSC1023
	X	X	X	X		CSC1024
	X	X	X			CSC1025
	X	X	X	X		CSC1026
	X	X	X	X		CSC2021
	X	X	X	X		CSC2022
	X	X	X	X		CSC2023
	X	X	X	X		CSC2024
	X	X	X	X		CSC2025
	X	X	X			CSC2026
	X	X	X	X		CSC3095
	X		X		X	CSC3622 SR
	X	X		X		CSC3721 HC
	X	X				CSC3321 SE
	X	X				CSC3322 SE
	X	X		X		CSC3421 BI
	X	X				CSC3121 MD
	X	X		X		CSC3124 MD,SR
	X	X		X		CSC3123 MD
	X			X		CSC3122 MD, HC
	X	X		X		CSC3223 GE
	X	X				CSC3224 GE
						CSC3222 GE
						CSC3221 GE
						CSC3324 SE
						CSC3323 SE,SR
	X	X				CSC3423 BI
	X	X				CSC3424 BI
	X	X				CSC3722 HC
	X	X				CSC3723 HC
	X			X		CSC3422 BI
						CSC3621 SR

	D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	
	X	X		X		X			X	X	CSC1021
	X	X		X		X			X	X	CSC1022
	X	X	X	X	X	X			X	X	CSC1023
	X	X		X		X			X	X	CSC1024
	X	X		X		X			X	X	CSC1025
	X	X		X		X			X	X	CSC1026
	X	X	X	X		X			X	X	CSC2021
	X	X	X	X		X			X	X	CSC2022
	X	X		X		X			X	X	CSC2023
	X	X		X		X			X	X	CSC2024
	X	X		X		X			X	X	CSC2025
	X	X		X		X			X	X	CSC2026
	X	X	X	X		X			X	X	CSC3095
	X	X		X		X			X	X	CSC3622 SR
	X	X		X		X			X	X	CSC3721 HC
	X	X		X		X		X	X	X	CSC3321 SE
	X	X		X		X		X	X	X	CSC3322 SE
	X	X		X		X		X	X	X	CSC3421 BI
	X	X		X		X		X	X	X	CSC3121 MD
	X	X		X		X		X	X	X	CSC3124 MD,SR
	X	X	X	X		X		X	X	X	CSC3123 MD
	X	X	X	X		X		X	X	X	CSC3122 MD, HC
	X	X		X		X		X	X	X	CSC3223 GE
	X	X		X		X		X	X	X	CSC3224 GE
	X	X		X		X		X	X	X	CSC3222 GE
	X	X		X		X		X	X	X	CSC3221 GE
	X	X		X		X		X	X	X	CSC3324 SE
	X	X		X		X		X	X	X	CSC3323 SE,SR
	X	X		X		X		X	X	X	CSC3423 BI
	X	X		X		X		X	X	X	CSC3424 BI
	X	X		X		X		X	X	X	CSC3722 HC
	X	X		X		X		X	X	X	CSC3723 HC
	X			X		X		X	X	X	CSC3422 BI
	X			X		X		X	X	X	CSC3621 SR