COURSE SPECIFICATION

BSc (Hons) Computer Science

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Course Title	BSc (Hons) Computer Science
Final Award	BSc (Honours)
Exit Awards	CertHE, DipHE, BSc, BSc (Hons)
Course Code / UCAS code (if applicable)	U3441FTC
Mode of study	full time
Mode of delivery	Block Teaching
Normal length of course	3 years
Cohort(s) to which this course specification applies	from September 2024 intake onwards
Awarding Body	University of Portsmouth
Teaching Institution	University of Portsmouth London
Faculty	Faculty of Technology
School/Department/Subject Group	UoP London: School of Computing
School/Department/Subject Group webpage	https://www.port.ac.uk/university-of-portsmouth-london
Course webpage including entry criteria	https://www.port.ac.uk/study/courses/undergraduate/bsc-computer-science-london
Professional and/or Statutory Regulatory Body accreditations	
Quality Assurance Agency Framework for Higher Education Qualifications (FHEQ) Level	level 6

This course specification provides a summary of the main features of the course, identifies the aims and learning outcomes of the course, the teaching, learning and assessment methods used by teaching staff, and the reference points used to inform the curriculum.

This information is therefore useful to potential students to help them choose the right course of study, to current students on the course and to staff teaching and administering the course.

Further detailed information on the individual modules within the course may be found in the relevant module descriptors and the Course Handbook provided to students on enrolment.

Please refer to the Course and Module Catalogue for further information on the course structure and modules.

Educational aims of the course

The Computer Science degree programme aims to equip students to work as professional computer scientists, particularly in environments where in-depth knowledge, critical awareness and competence in computer hardware, software engineering and distributed systems is required in support of creating complex computer-based systems. In addition, and more generally, the course aims to:

- Provide a challenging, stimulating and self-rewarding study environment.
- Develop a range of graduate and employability skills by means of opportunities provided within the course modules and in the industrial placement.
- Accommodate student needs in relation to maximising their career potential by enabling them to develop knowledge, understanding and skills in their chosen subject area.

Course Learning Outcomes and Learning, Teaching and Assessment Strategies

The Quality Assurance Agency for Higher Education (QAA) sets out a national framework of qualification levels, and the associated standards of achievement are found in their Framework for Higher Education Qualifications document.

The Course Learning Outcomes for this course are outlined in the tables below.

A. Knowledge and understanding of:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
A1	The fundamentals and underlying theory of computer science, computer architectures, programming, operating systems, networks, software systems, database systems, web authoring, infrastructures in the global context	Practical workshops and independent work.	set exercises, coursework, examinations
A2	The theory and practice of requirements analysis, specification and prototyping, implementation, testing, integration, documentation, delivery and maintenance and their roles in software development	Practical workshops and independent work.	set exercises, coursework, group coursework, examinations
A3	The need for creativity in producing novel and robust software	Practical workshops and independent work.	set exercises, coursework, examinations
A4	The need for the efficient as well as effective management of the process of software construction within an ethical framework	Practical workshops and independent work.	set exercises, coursework, examinations, group coursework, dissertation
A5	Distributed systems, security and the underlying mathematics of computer science including computability and algorithmic complexity	Practical workshops and independent work.	set exercises, coursework, reports, examinations

B. Cognitive (Intellectual or Thinking) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
B1	Apply high-level skills of an intellectual, analytical, creative and problem-solving nature.	Practical workshops and independent work.	set exercises, coursework, examinations
B2			set exercises,

	Make use of common skills with an ethical and critical awareness, which are necessary and appropriate for a reflective practitioner.	Practical workshops and independent work.	coursework, examinations
B3	Demonstrate a critical awareness of the effects upon society of technical and technological development, and a proper sense of professional conduct in relation to society's increased dependence on technology.	Practical workshops and independent work.	set exercises, reports, coursework, examinations
B4	Plan, execute and professionally report on a major final year engineering project.	Practical workshops and independent work.	project artefact, dissertation

C. Practical (Professional or Subject) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
C1	Select, critically evaluate and create appropriate, effective, robust and productive methods and tools for the successful construction, and timely delivery of valid computer-based systems.	Practical workshops and independent work.	set exercises, coursework, examinations
C2	Use industry standard software and hardware proficiently for specific purposes.	Practical workshops and independent work.	set exercises, coursework
C3	Competently and critically assess, analyse and use current and future technologies in the computing field.	Practical workshops and independent work.	set exercises, coursework, examinations
C4	Apply professional codes of conduct and appreciate the ethical considerations that underpin them.	Practical workshops and independent work.	set exercises, coursework, examinations, dissertation

D. Transferrable (Graduate and Employability) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
D1	Communicate effectively in writing, speaking and in appropriate forms of presentation; read, understand and analyse complex documents related to software products and system requirements.	Practical workshops and independent work.	reports, posters, dissertation, group coursework, presentation
D2	Deal with numerical data and use information technology to efficiently handle such data and simulations of systems for design and testing.	Practical workshops and independent work.	set exercises, coursework, examinations
D3	Assess problem domains and formulate and apply appropriate problem solving strategies as an individual and when working as part of a team.	Practical workshops and independent work.	set exercises, coursework, group coursework, examinations
D4	Build on previous experience in order to enhance personal development.	Practical workshops and independent work.	set exercises, coursework, examinations

Academic Regulations

The current University of Portsmouth Academic Regulations will apply to this course.

Support for Student Learning

The University of Portsmouth provides a comprehensive range of support services for students throughout their course, details of which are available at the MyPort student portal. UoP London will have a MyPort 'wrapper' on the London website that specifies specific resources for London students and signposts them to the relevant ones on MyPort. Details of how student support will be provided are in the operational handbook.

In addition to these University support services this course also provides:

- An induction programme that introduces the student to the University and their course.

Evaluation and Enhancement of Standards and Quality in Learning and Teaching

The University of Portsmouth undertakes comprehensive monitoring, review and evaluation of courses within clearly assigned staff responsibilities. Student feedback is a key feature in these evaluations, as represented in our Policy for Listening to and Responding to the Student Voice where you can also find further information.

Reference Points

The course and outcomes have been developed taking account of:

- University of Portsmouth Vision 2030 and Strategy 2025
- Quality Assurance Agency UK Quality Code for Higher Education
- Quality Assurance Agency Qualification Characteristic Statements

- Quality Assurance Agency Subject Benchmark Statement for **Computing**
- Quality Assurance Agency Framework for Higher Education Qualifications
- Office for Students Conditions of Registration
- Requirements of Professional and/or Statutory Regulatory Bodies: British Computer Society
- National Occupational Standards

Disclaimer

The University of Portsmouth has checked the information provided in this Course Specification and will endeavour to deliver this course in keeping with this Course Specification. However, changes to the course may sometimes be required arising from annual monitoring, student feedback, and the review and update of modules and courses.

Where this activity leads to significant changes to modules and courses there will be prior consultation with students and others, wherever possible, and the University of Portsmouth will take all reasonable steps to minimise disruption to students.

It is also possible that the University of Portsmouth may not be able to offer a module or course for reasons outside of its control, for example, due to the absence of a member of staff or low student registration numbers. Where this is the case, the University of Portsmouth will endeavour to inform applicants and students as soon as possible, and where appropriate, will facilitate the transfer of affected students to another suitable course.

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