

BSc with Honours in Computing – 2020 entry

Duration of programme: Standard 4 years (where students join the programme in year 1)

Award on successful completion: Bachelor of Science with Honours

Location of delivery: Abertay University, Bell Street, Dundee

Accreditation: BCS - the Chartered Institute for IT

Composition of the programme: 120 SCQF (Scottish Credit and Qualifications Framework) credits (60 ECTS) in each academic year, delivered in modules of 20 credits each, with 3 modules taken in term 1, and 3 in term 2 each year. A 40 credit independent project is included in the final year.

Contact hours and workload: Each academic year typically requires 1200 hours of student effort; on average across the 4 years of this programme, 29% of that time is in lectures, seminars and similar activities; the remainder is independent study.

Assessment methods: Throughout the programme there is a mixture of coursework, project, class test and closed-book examinations; each module being assessed by the most appropriate assessment mode for the topic being studied.

Academic staff: This programme is delivered by staff in the Division of Cyber Security and the Division of Games Technology and Mathematics in the School of Design and Informatics. Staff profiles can be viewed at https://www.abertay.ac.uk/staff-search/

Core modules in the programme:
Computer Hardware Architecture and Operating Systems
Programming with C++
Software Design
Data Structures and Algorithms 1
Application Design
Data Structures and Algorithms 2
Software Engineering Practice
Professional Project Planning & Prototyping
Professional Project Development and Delivery
Honours Project
Other modules that may be offered, but are subject to change over time:
Computer Networking 1
Development Practice
Dynamic Web Development 1
Programming for the User
Dynamic Web Development 2
Software Development for Mobile Devices
Artificial Intelligence
Enterprise Systems Engineering
Languages and Compilers
System Internals and Cybersecurity

Developments in the discipline: Programming languages, APIs, development tools and hardware used will change over time to reflect current industry practice.