PROGRAMME SPECIFICATION - UNDERGRADUATE PROGRAMMES

KEY FACTS

<table>
<thead>
<tr>
<th>Programme name</th>
<th>Computer Science with Artificial Intelligence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Award</td>
<td>BSc (Hons)</td>
</tr>
<tr>
<td>School</td>
<td>School of Informatics</td>
</tr>
<tr>
<td>Department or equivalent</td>
<td>School of Informatics</td>
</tr>
<tr>
<td>UCAS Code</td>
<td>G4G7</td>
</tr>
<tr>
<td>Programme code</td>
<td>USAINT</td>
</tr>
<tr>
<td>Type of study</td>
<td>Full Time, Professional Pathway</td>
</tr>
<tr>
<td>Total UK credits</td>
<td>360</td>
</tr>
<tr>
<td>Total ECTS</td>
<td>180</td>
</tr>
</tbody>
</table>

PROGRAMME SUMMARY

The programme consists of three parts of 120 credits each. Part 1 is compulsory foundational material. Part 2 consists of seven compulsory modules, including a 30-credit project. Students on this programme may elect to take an industrial placement between Part 2 and Part 3. Part 3 consists of one core and four elective modules, allowing specialisation at advanced level, and one 45-credit individual project, which is examined by dissertation.

Professional Pathway
Students on this programme may also undertake the Professional Pathway scheme, with entry points at Parts 2 and 3, if they:
- do well in their studies in the Part preceding PP entry (usually upwards of 55% average);
- are successful in an interview with the PP tutor who assesses their ability to cope with the demands of balancing employment and study;
- secure an approved IT placement that allows one-day-a-week attendance at City.

A placement year may precede entry to the Part 3 Entry variant of the Professional Pathway.
Exit from the PP shall occur when:
- the student wishes to return to normal study;
- the student fails to pass the assessment for the approved placement for that year on PP and must return to normal study;
- the student is otherwise required to withdraw from the degree.
Return to normal study will require the student to pass all of modules for the Part they are in, before resuming the following Part. If a student has credit for the later Part, then this credit will be counted and not need to be retaken. The student must complete all outstanding modules at the earliest opportunity.

Mode of delivery and duration in years.
Full Time (Sandwich) 4 years
Full Time 3 years  
Professional Pathway 4 years  
Professional Pathway (Late Entry) 4 years  
Professional Pathway (Late Entry) 5 years  

Aims  
The aim of this programme is to produce graduates with a broad and specialist knowledge of general computer science and its applications. The programme maintains a balance biased towards practical application focussed on primary computing technology, while still ensuring adequate knowledge of underpinning theory, and places strong emphasis on professional issues.  

WHAT WILL I BE EXPECTED TO ACHIEVE?  
On successful completion of this programme, you will be expected to be able to:  

Knowledge and understanding:  
- Use and explain the theory of computer science  
- Discuss scientific and engineering practice and theory in computing and extend your knowledge through self-led study  
- Identify requirements for specialised computing systems and propose solutions to fulfil them  
- Use and, where appropriate, modify for specific use, established systems development methods  
- Explain the relationships between computer systems and other natural and artificial systems in the modern world at appropriate levels of abstraction  
- Explain the concepts of computer programming and critically evaluate and predict their utility in models, tools and applications  
- Demonstrate advanced, specialist theoretical and practical knowledge in a range of computer science sub-fields  
- Explain legal issues relating to computing: intellectual property, data protection, computer misuse and health and safety  
- Explain techniques used in artificial intelligence  

Skills:  
- Manage personal time  
- Develop and critically evaluate specifications for specialist computer systems  
- Analyse and abstract problems and propose and apply effective solutions
• Implement specialist computer systems from given specifications
• Analyse, evaluate and act upon descriptive documents
• Plan and manage a large scale project
• Communicate requirements and proposals for computer systems to other computing professionals
• Collaborate in working teams
• Synthesise information from disparate sources to compose systems and documents
• Present and communicate complex ideas
• Identify the common needs of industry from computer systems and apply controlled compromise in meeting requirements
• Design and execute methodologically sound scientific and engineering studies
• Plan work
• Demonstrate advanced, specialist skills in computer science and its sub-fields
• Apply sound research methods
• Apply techniques from artificial intelligence in implemented computer systems
• Use standard information technology systems for presentation, word processing, information retrieval and data manipulation
• Understand, evaluate, synthesise and apply complex ideas

Values and attitudes:
• Assess the nature of intellectual property and its ownership, and respect it accordingly

• Explain the issues of professionalism in computing including the need for continuing professional development

This programme has been developed in accordance with the QAA Subject Benchmark for Computing.

HOW WILL I LEARN?

The programme is delivered and assessed via a coordinated combination of: lectures (including programmed student activity); supervised tutorials; supervised laboratory work; independent coursework; group project work; and individual project work and dissertation.
The teaching and assessment methods used are largely constant throughout the programme, though the level of each module determines the level at which assessment is carried out; i.e. it is the nature of the problems encountered and the solutions required that determine the level of the modules, not the activities performed. The intention is to require greater levels of analysis, autonomy, etc as the student progresses through the programme. This is reflected in the programme structure: fundamental concepts and skills are addressed first, followed by core knowledge that builds on this, which in turn prepares students for advanced electives and a large individual project in the final Part.

The majority of the taught modules are each delivered through a series of 20 lectures and 10 hours of tutorials/laboratory sessions. Each lecture and tutorial/laboratory session lasts 1 or 2 hours.

Project work plays an important part in computing undergraduate programmes. The Team Project provides students with experience of the issues involved in software development projects as well as enhancing team-working and related transferrable skills.

In the Individual Project students are expected to carry an independent investigation of a significant computing problem allowing them to apply what they learned throughout the programme. This activity is carried out under the supervision of academic staff, offered through a series of supervision sessions.

Lectures are normally used to: (a) present and explain the theoretical concepts underpinning a particular subject; (b) highlight the most significant aspects of a module’s syllabus; and (c) indicate additional topics and resources for private study. Tutorials are used to help students to develop skills in applying the concepts covered in the lectures of the relevant module normally in practical problem solving contexts.

Laboratory sessions serve a similar purpose as the tutorials but their strategy will be to demonstrate application of concepts and techniques through the use of software development tools and environments.

Project supervision sessions will be used to indicate theories, methods, techniques and concepts which are relevant to the issues being investigated by the particular project as well as ways of applying these instruments in specific problem solving contexts.

Increasing use is being made of e-learning tools to supplement face to face delivery especially for the Professional Pathway cohort.

Finally, placements and the workplace learning opportunities they provide are available to all students. A professional placement and career development module supported by visits from a Work-based Learning Advisor, ensures that students are able to identify learning opportunities that will enable them to attain and demonstrate competence in a work role; these opportunities arise naturally from workplace tasks, others are provided by negotiation focussed on the students career and development plan.
WHAT TYPES OF ASSESSMENT AND FEEDBACK CAN I EXPECT?

Assessment and Assessment Criteria

A broad range of skills and knowledge are in demand in the computing profession and assessments are tailored to the particular activity being undertaken and to your learning needs. Assessed activities include the development of working software, the application of theory to practical problems, team work, project work and the communication of problem analysis and solutions through reports and presentations. The assessment of these activities are guided by assessment criteria. Some modules are assessed by project work or coursework only, while others are assessed by a combination of coursework and invigilated exam.

Assessment Criteria are descriptions, based on the intended learning outcomes, of the skills, knowledge or attitudes that you need to demonstrate in order to complete an assessment successfully, providing a mechanism by which the quality of an assessment can be measured. Grade- Related Criteria are descriptions of the level of skills, knowledge or attributes that you need to demonstrate in order achieve a certain grade or mark in an assessment, providing a mechanism by which the quality of an assessment can be measured and placed within the overall set of marks. Assessment Criteria and Grade-Related Criteria will be made available to you to support you in completing assessments. These may be provided in programme handbooks, module specifications, on the virtual learning environment or attached to a specific assessment task.

Feedback on Assessment

Feedback on assessment is given in a variety of ways to maximise your learning opportunities. For written reports or problem solving tasks the feedback may be written, while feedback on more qualitative work may be through audio files. Face-to-face feedback is given for lab work, presentations and some group work. In all cases feedback is given so that you can learn the most you can from the work that you have done and apply that learning to future activities.

Feedback will be provided in line with our Assessment and Feedback Policy. In particular, you will normally be provided with feedback within three weeks of the submission deadline or assessment date. This would normally include a provisional grade or mark. For end of module examinations or an equivalent significant task (e.g. an end of module project), feedback will normally be provided within four weeks. The timescale for feedback on final year projects or dissertations may be longer.

The full policy can be found at: https://www.city.ac.uk/__data/assets/pdf_file/0008/68921/assessment_and_feedback_policy.pdf

Assessment Regulations

In order to pass your Programme, you should complete successfully or be exempted from the relevant modules and assessments and will therefore acquire the required number of credits. You also need to pass each Part of your Programme in order to
progress to the following Part.

The Pass mark for each module is 40%.

If you fail an assessment component or a module, the following will apply:

1. Compensation: where you fail up to a total of 15 credits of a Part at first or resit attempt, you may be allowed compensation if:
   - Compensation is permitted for the module involved (see the module specification), and
   - It can be demonstrated that you have satisfied all the Learning Outcomes of the modules in the Part, and
   - A minimum overall mark of no more than 10 percentage points below the module pass mark has been achieved in the module to be compensated, and
   - An aggregate mark of 40% has been achieved for the Part.

If you receive a compensated pass in a module you shall be awarded the credit for that module. The original component marks shall be retained in the record of marks and the greater of the original module mark and the minimum pass mark for the module shall be used for the purpose of calculation towards the Award.

2. Resit: you will normally be offered one resit attempt. However, if you did not participate in the first assessment and have no extenuating circumstances, you may not be offered a resit.

If you are successful in the resit, you shall be awarded the credit for that module. The mark used for the purpose of calculation towards your Award shall be calculated from the original marks for the component(s) that you passed at first attempt and the minimum pass mark for the component(s) for which you took a resit.

If you do not satisfy your resit by the date specified you will not progress to the next Part and the Assessment Board shall require that you withdraw from the Programme.

If you fail to meet the requirements for a particular Part, but satisfy the requirements for the previous Part, then a lower qualification may be awarded as per the table below. If you fail to meet the requirements for a particular Part and are not eligible for the award of a lower level qualification, the Assessment Board shall require that you withdraw from the Programme.

If you would like to know more about the way in which assessment works at City, please see the full version of the Assessment Regulations at:
http://www.city.ac.uk/__data/assets/word_doc/0003/69249/s19.doc
WHAT AWARD CAN I GET?

Bachelor’s Degree with Honours:

<table>
<thead>
<tr>
<th>Part</th>
<th>HE Level</th>
<th>Credits</th>
<th>Weighting (%)</th>
<th>Class</th>
<th>% required</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>4</td>
<td>120</td>
<td>0</td>
<td>I</td>
<td>70</td>
</tr>
<tr>
<td>2</td>
<td>5</td>
<td>120</td>
<td>40</td>
<td>II upper division</td>
<td>60</td>
</tr>
<tr>
<td>3</td>
<td>6</td>
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<td>60</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td>III</td>
<td>40</td>
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</table>

In addition 360 credits must be achieved excluding IN3027.

Diploma of Higher Education:

<table>
<thead>
<tr>
<th>Part</th>
<th>HE Level</th>
<th>Credits</th>
<th>Weighting (%)</th>
<th>Class</th>
<th>% required</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>4</td>
<td>120</td>
<td>50</td>
<td>With Distinction</td>
<td>70</td>
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<tr>
<td>2</td>
<td>5</td>
<td>120</td>
<td>50</td>
<td>With Merit</td>
<td>60</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>With Pass</td>
<td>40</td>
</tr>
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</table>

Certificate of Higher Education:

<table>
<thead>
<tr>
<th>Part</th>
<th>HE Level</th>
<th>Credits</th>
<th>Weighting (%)</th>
<th>Class</th>
<th>% required</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>4</td>
<td>120</td>
<td>100</td>
<td>With Distinction</td>
<td>70</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>With Merit</td>
<td>60</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>With Pass</td>
<td>40</td>
</tr>
</tbody>
</table>

WHAT WILL I STUDY?

Part 1

To pass Part 1, an Honours degree student must have acquired 120 credits as specified in Part 1 of the Programme Scheme.

This part consists of 4 compulsory core modules, worth 15 credits each, and 2 compulsory core modules, worth 30 credits

<table>
<thead>
<tr>
<th>Module Title</th>
<th>SITS Code</th>
<th>Module Credits</th>
<th>Core/Elective</th>
<th>Can be compensated?</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Computation and Reasoning</td>
<td>IN1002</td>
<td>15</td>
<td>C</td>
<td>Y</td>
<td>4</td>
</tr>
<tr>
<td>Mathematics for Computing</td>
<td>IN1004</td>
<td>15</td>
<td>C</td>
<td>Y</td>
<td>4</td>
</tr>
<tr>
<td>Software Engineering</td>
<td>IN1005</td>
<td>15</td>
<td>C</td>
<td>Y</td>
<td>4</td>
</tr>
<tr>
<td>Systems Architecture</td>
<td>IN1006</td>
<td>15</td>
<td>C</td>
<td>Y</td>
<td>4</td>
</tr>
<tr>
<td>Programming in Java</td>
<td>IN1007</td>
<td>30</td>
<td>C</td>
<td>N</td>
<td>4</td>
</tr>
<tr>
<td>Business Systems</td>
<td>IN1010</td>
<td>30</td>
<td>C</td>
<td>N</td>
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</tbody>
</table>
Part 2

To be admitted to Part 2 a student must have demonstrated an acceptable level of practical programming skills. This will normally be demonstrated by achieving a mark of 40% or above in practical programming assessments in Part 1.

To pass Part 2, an Honours degree student must have acquired 120 credits as specified in Part 2 of the Programme Scheme. For an Honours degree student to progress from Part 2 to Part 3, Part 2 requirements must have been satisfied.

This part consists of 3 core modules, 1 stream core module, and 2 defining core modules, all of which are worth 15 credits, and elective Project module, which is worth 30 credits. All except for the Project module are compulsory.

Students may transfer into this programme route at the start of Part 2 if:
- they have passed the modules in Part 1;
- resources allow the transfer;
- the programme director approves the transfer.

Professional Pathway (Part 2 Entry)

Part 2 is spread over two years. The entry year, PP2(E) covers all of Part 2 except Research and Professional Issues and the two "defining core" modules for this Programme. These are taken in the following year, PP3(E) along with two Part 3 electives. All module choices must be consistent with the scheme outlined in this Programme Specification.

Therefore students on the Professional Pathway (Part 2 Entry) may take two Part 3 elective modules and begin their Individual Projects before the conclusion of Part 3.

To pass Part 2, the student must have acquired 120 credits as specified in Part 2 of the Programme Scheme.

To progress from Part 2 to Part 3, Part 2 requirements must have been satisfied.

<table>
<thead>
<tr>
<th>Module Title</th>
<th>SITS Code</th>
<th>Module Credits</th>
<th>Core/Elective</th>
<th>Can be compensated?</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Artificial Intelligence</td>
<td>IN2001</td>
<td>15</td>
<td>C</td>
<td>Y</td>
<td>5</td>
</tr>
<tr>
<td>Data Structures and Algorithms</td>
<td>IN2002</td>
<td>15</td>
<td>C</td>
<td>Y</td>
<td>5</td>
</tr>
<tr>
<td>Networks and Operating Systems</td>
<td>IN2011</td>
<td>15</td>
<td>C</td>
<td>Y</td>
<td>5</td>
</tr>
<tr>
<td>Neural and Evolutionary Computing</td>
<td>IN2012</td>
<td>15</td>
<td>C</td>
<td>Y</td>
<td>5</td>
</tr>
<tr>
<td>Object-Oriented Analysis and Design</td>
<td>IN2013</td>
<td>15</td>
<td>C</td>
<td>Y</td>
<td>5</td>
</tr>
<tr>
<td>Professional Development in IT</td>
<td>IN2015</td>
<td>15</td>
<td>C</td>
<td>N</td>
<td>5</td>
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<tr>
<td>Team Project</td>
<td>IN2018</td>
<td>30</td>
<td>E</td>
<td>N</td>
<td>5</td>
</tr>
<tr>
<td>Work Based Project</td>
<td>IN2030</td>
<td>30</td>
<td>E</td>
<td>N</td>
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</tr>
</tbody>
</table>
Part 3

To pass Part 3, the student must have acquired 120 credits as specified in Part 3 of the Programme Scheme. In addition, the Individual Project must be passed at first attempt and the final report submitted on time.

This part consists of 5 taught elective modules worth 15 credits each and 1 project module worth 45 credits. Up to 2 HE2 electives may be included, provided they were not previously taken in Part 2. Students must take the defining core module. Elective choice may be further constrained by timetabling requirements. The full range of electives may not be available in all years.

Students may transfer into Part 3 of this programme from the other computing undergraduate programmes if they can ensure that the modules on this programme they did not take at Part 2, are taken at Part 3. This transfer is subject to Programme Director approval and resource constraints.

Professional Pathway (Part 3 Entry)

Part 3 is spread over two years. The entry year, PP3(L) requires that two or three Part 3 electives be taken. The remaining Part 3 elective modules are taken in the final year, PP4(L). The Individual Project is taken concurrently over the two years. All module choices must be consistent with the scheme outlined in this Programme Specification.

This part consists of one defining core module and four elective modules worth 15 credits each, plus a project module worth 45 credits. Up to 2 HE2 electives may be included, provided they were not previously taken in Part 2. Elective choice may be further constrained by timetabling requirements. The full range of electives may not be available in all years.

Students may transfer into Part 3 of this programme from the other computing undergraduate programmes if they can ensure that the modules on this programme they did not take at Part 2, are taken at Part 3. This transfer is subject to Programme Director approval and resource constraints.

Professional Pathway (Part 2 Entry)

Part 3 is spread over two years. The third year of study, PP3(E) requires two Part 3 electives to be taken, along with the remainder of Part 2. The fourth year of study, PP4(E) requires the remaining Part 3 modules be taken. All module choices must be consistent with the scheme outlined in this Programme Specification.

Therefore students on the Professional Pathway (Part 2 Entry) may take two Part 3 elective modules and begin their Individual Projects before the conclusion of Part 2.

Professional Pathway (Part 3 Entry)
Part 3 is spread over two years. The entry year, PP3(L) requires that two or three Part 3 electives be taken. The remaining Part 3 elective modules are taken in the final year, PP4(L). The Individual Project is taken concurrently over the two years. All module choices must be consistent with the scheme outlined in this Programme Specification.

<table>
<thead>
<tr>
<th>Module Title</th>
<th>SITS Code</th>
<th>Module Credits</th>
<th>Core/ Elective</th>
<th>Can be compensated?</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Software Agents</td>
<td>IN3016</td>
<td>15</td>
<td>C</td>
<td>Y</td>
<td>6</td>
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<tr>
<td>Decision Support Systems</td>
<td>IN2003</td>
<td>15</td>
<td>E</td>
<td>Y</td>
<td>6</td>
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<tr>
<td>Formal Methods</td>
<td>IN2005</td>
<td>15</td>
<td>E</td>
<td>Y</td>
<td>6</td>
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<tr>
<td>Functional Programming</td>
<td>IN2006</td>
<td>15</td>
<td>E</td>
<td>Y</td>
<td>6</td>
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<tr>
<td>Human Computer Interaction</td>
<td>IN2007</td>
<td>15</td>
<td>E</td>
<td>Y</td>
<td>6</td>
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<tr>
<td>Information Management</td>
<td>IN2008</td>
<td>15</td>
<td>E</td>
<td>Y</td>
<td>6</td>
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<tr>
<td>Language Processors</td>
<td>IN2009</td>
<td>15</td>
<td>E</td>
<td>Y</td>
<td>6</td>
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<tr>
<td>Management of Information Technology</td>
<td>IN2010</td>
<td>15</td>
<td>E</td>
<td>Y</td>
<td>6</td>
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<tr>
<td>Software Measurement</td>
<td>IN2016</td>
<td>15</td>
<td>E</td>
<td>Y</td>
<td>6</td>
</tr>
<tr>
<td>Systems Theory</td>
<td>IN2017</td>
<td>15</td>
<td>E</td>
<td>Y</td>
<td>6</td>
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<tr>
<td>Digital Signal Processing</td>
<td>IN3031</td>
<td>15</td>
<td>E</td>
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<tr>
<td>Games Technology</td>
<td>IN2026</td>
<td>15</td>
<td>E</td>
<td>Y</td>
<td>6</td>
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<tr>
<td>Programming in C++</td>
<td>IN2029</td>
<td>15</td>
<td>E</td>
<td>Y</td>
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<tr>
<td>Advanced Databases</td>
<td>IN3001</td>
<td>15</td>
<td>E</td>
<td>Y</td>
<td>6</td>
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<tr>
<td>Cognition &amp; Technologies</td>
<td>IN3002</td>
<td>15</td>
<td>E</td>
<td>Y</td>
<td>6</td>
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<tr>
<td>Business Engineering with ERP Solutions</td>
<td>IN3003</td>
<td>15</td>
<td>E</td>
<td>Y</td>
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<tr>
<td>Individual Project</td>
<td>IN3007</td>
<td>15</td>
<td>E</td>
<td>N</td>
<td>6</td>
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<td>Electronic Commerce</td>
<td>IN3008</td>
<td>15</td>
<td>E</td>
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<td>Introduction to Data Mining</td>
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<td>15</td>
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<td>Management of IT Strategy</td>
<td>IN3014</td>
<td>15</td>
<td>E</td>
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<td>Requirements Engineering</td>
<td>IN3015</td>
<td>15</td>
<td>E</td>
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<td>Theory of Computation</td>
<td>IN3017</td>
<td>15</td>
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<td>Advanced Games Technology</td>
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<tr>
<td>Professional Experience (Placement) Placement Reports</td>
<td>IN3027</td>
<td>30</td>
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<td>Data Visualization</td>
<td>IN3030</td>
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<td>Project Management</td>
<td>IN3040</td>
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<td>Advanced Programming - Concurrency</td>
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<td>E</td>
<td>Y</td>
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</tbody>
</table>
TO WHAT KIND OF CAREER MIGHT I GO ON?

Graduates from our Undergraduate Programme start their career in professional roles such as;
- Software developer
- Business analyst
- Web developer
- Technical architect
- User experience designer
- Helpdesk engineer

Employers of our graduates include;
- Accenture
- BP
- the BBC
- FDM
- Wipro
- Reuters
- Menzies Aviation

Our graduates have gone on to further study on courses such as;
- MSc in Computer Games Technology
- MSc in Web Intelligence
- MSc in Information Security
- MSc in Computer Networking

Six months after graduation around 70% of our 2010 graduates were in work, or work and study, around 21% were unemployed and around 7% were in further study. The median salary for all our students responding to the survey was £22,000 per annum.

This information has been returned by the Destinations of Leavers from Higher Education survey that measures graduate destinations 6 months after graduation, and 70% of our 2009/2010 graduates completed the survey.

WHAT PLACEMENT OPPORTUNITIES ARE AVAILABLE?

Students have the opportunity to undertake a placement in a diverse range of companies and roles working at blue-chip multinational corporations or dynamic start up ventures both in the UK and internationally. The broad spectrum of roles available will represent the developing nature of the Computer Science and Information Technology industry allowing students to focus on their interests whilst being exposed to new experiences and challenges.

Students have the opportunity to follow two placement routes whilst completing their study at City University; a one year placement or the Professional Pathway scheme.

The one year placement can be undertaken following successful completion of Part 2 and will be required to last for a minimum of 9 months. The completion of a placement year is compulsory for those studying Business Computing Systems and Software Engineering programmes.
Students can join the Professional Pathway scheme after successful completion of Part 1 (early entry) or after successful completion of Part 2 or a one year placement (late entry). On this scheme students will attend university for one day a week whilst under contract to their placement provider with the placement lasting for two or more years.

The following criteria apply to both placement routes.
In order to join a placement route, students must successfully complete the preceding academic year.

Students will need to source and apply for any placement opportunities independently however support and guidance will be provided throughout the application process by the Professional Liaison Unit.
In order to receive credit and successfully complete the placement, students will be required to submit deliverables for and pass a Professional Placement & Career Development module. Further information on this module and the associated deliverables can be found in the module guidance notes.

Students undertaking a placement must adhere to specific rules and regulations regarding placement conduct and other obligations as set out by the Professional Liaison Unit.

For further information on placement opportunities please go to the Professional Liaison webpage at [www.city.ac.uk/informatics/professional-liaison-unit/students](http://www.city.ac.uk/informatics/professional-liaison-unit/students)

### WILL I GET ANY PROFESSIONAL RECOGNITION?

**Accrediting Body:** British Computer Society

**Nature of Accreditation**

Partial CEng accreditation

Certificate
Diploma
Professional Graduate Diploma
PGD Project (on condition that students pass at the first attempt a practical problem-solving project)

### HOW DO I ENTER THE PROGRAMME?

We operate a policy of common entrance requirements for all computing undergraduate courses. Applications must be made through the UCAS system.

We rarely interview applicants, usually only students offering substantive relevant work experience when we need to investigate further whether they have the appropriate skills to enable them to succeed on our courses.
Students who have not yet finished their pre-university education and meet the requirement set out below will be made a conditional offer, typically based on the UCAS tariff point system.

Consideration will be given to the whole UCAS form, including reference and personal statement. Students who have already finished their pre-university education will also be judged on the requirements below.

If we are satisfied that they meet our requirements, they will be offered an unconditional place.

Standard Requirements

These requirements are set out in terms of our standard A-level requirements. Other qualifications are benchmarked against this, using the notional learning hours, breadth and depth of the qualification taken. We have standard policies for most common qualifications such as the BTEC National and International Baccalaureate.

We require that applicants be studying for the equivalent of (at least) 3 A-levels. At least one of these should be in a mathematical, scientific, or technical subject. Foreign language qualifications where the student is a native speaker are excluded. GCE General Studies is also excluded from consideration.

Students are required to have a GCSE Grade C in English Language and Mathematics (or equivalent). The conditional offers that we make to students are made using the UCAS tariff, excluding key skills (i.e. 360 Tariff Points excluding Key Skills).

The Advanced Diploma is welcomed on par with A-levels according to the Tariff as are the BTEC and OCR Nationals.

Exceptions to these requirements may be made in the event that a candidate appears suitable due to other evidence, whilst not meeting the usual requirements.

Overseas Applicants

Overseas applicants are considered on an individual basis, with their qualifications being benchmarked against the standard entry route as far as possible (using information sources such as UK NARIC). Overseas students are required to have passed an Approved English Test, at the equivalent of IELTS 6.0 or over.

Scholarships

City University London is offering a Scholarship of up to £3,000 per year to UK and EU undergraduate students achieving grades AAB or above at A-level (or equivalent) starting an undergraduate course at City in September 2012. Further details can be found on the University’s website at http://www.city.ac.uk/study-at-