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## Important information regarding the Programme Regulations

Last released 15/06/2023





**Credit-bearing Individual courses**

<b>Minimum</b>	<b>Maximum*</b>
1 year	2 years

\*Please note that due to the programme withdrawal, the final opportunity to submit assessments

## 4 Course selection

[Appendix A](#) provides details of the programme structures and course titles.

### Changing courses

#### 4.1

If you have a choice of course, you may apply to change your choice of course at any stage in your studies until you make a valid entry for the course concerned. Once assessment has been attempted, no change will be permitted. If you fail any course, you may **not** withdraw from that course and take an alternative.

### Individual courses

#### 4.2

The following credit-bearing courses are available for study on a stand-alone basis:

- Mathematics for computing [CO1102] (30 credits)
- Information systems: foundations of e-business [CO1108] (30 credits)
- Introduction to Java and object-oriented programming [CO1109] (30 credits)
- Introduction to computing and the internet [CO1110] (30 credits)
- Creative computing I: image, sound and motion [CO1112] (30 credits)

#### 4.3

You may take a maximum of two individual courses (60 credits) on a stand-alone basis without being registered for an award.

- a mark of at least 35% for the written examination, and
- the overall weighted average for the course must be at least 40%.

If you do not achieve at least 35% in either coursework or written examination, and your overall weighted average is 40% or above, you will receive a mark of 39% (Fail) for the course.

In order to pass in a course assessed by



- See below for CO3320 Project submission deadlines.

You are responsible for uploading your coursework to the VLE. You must check the VLE for submission instructions.

#### **5.10**

You must submit at least one coursework assignment in order to sit the written examination. Submission of any assignment for a course will validate your examination entry for that course.

If you only submit one coursework assignment, you will need to gain a sufficiently high mark to pass the coursework element overall. This is because the mark received for the one assignment submitted will be divided by two to reach an overall coursework mark (see regulation 5.5 above).

#### **5.11**

Coursework submitted after the deadline normally receives a mark of zero but counts as an attempt.

See also [Section 6](#).

### **The Project (BSc degrees only)**

#### **5.12**

The Level 6 course, CO3320 Project, is a core course which you must pass in order to be awarded a BSc degree. It cannot be compensated.

#### **5.13**

The preliminary report for the Project must be uploaded to the VLE by midnight GMT on **15 January**. The final report for the Project must be uploaded to the VLE by midnight GMT on **15 May**.

You must check the VLE for submission instructions for your preliminary project report and the final project report.









## 8 Schemes of award

See [Appendix D](#) for full details on all schemes of award. See [Appendix E](#) for information on how to achieve a particular mark.

### **BSc Computing and Information Systems and the BSc Creative Computing**

#### 8.1

Courses are marked according to the following scale:

Mark range	Class equivalent
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## 9 Transfer of registration

### Transfer between the BSc Computing and Information Systems and BSc Creative Computing

#### 9.1

If you are registered for the

## **Transfer to the related degree from the CertHE Computing and Information Systems or from the CertHE Creative Computing**

### **9.12**

You may transfer from the CertHE to the related degree by transferring your registration.

### **9.13**

If you have a choice of course, you may apply to change your choice of course at any stage in your studies until you make a valid entry for the course concerned. Once assessment has been attempted, no change will be permitted. If you fail any course, you may not withdraw from that course and take an alternative.

## **Transfer from a FHEQ Level 4 or 5 award to the degree**

### **9.14**

If you are a CertHE student who has obtained 90 credits at Level 4, you may progress to the relevant degree if you have attempted all of the courses that comprise the CertHE. By doing this, you will give up the right to gain the CertHE, although you may be eligible for an exit qualification at a later date. You will be required to make up to three attempts to pass the failed course if you progress to the relevant degree.

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## **10 Individual courses offered under this programme**

### **10.1**

The following credit-bearing courses are available for study on a stand-alone basis:

- Mathematics for computing [CO1102] (30 credits)
- Information systems: foundations of e-business [CO1108] (30 credits)
- Introduction to Java and object-oriented programming [CO1109] (30 credits)
- Introduction to computing and the internet [CO1110] (30 credits)
- Creative computing I: image, sound and motion [CO1112] (30 credits)

### **10.2**

You may take a maximum of two individual courses (60 credits) on a stand-alone basis without being registered for an award at FHEQ Level 4, 5 or 6.

### **10.3**

The maximum number of attempts permitted at any assessment of an individual course taken on a stand-alone basis is two, provided your registration has not expired.

### **10.4**

Transfer of credit for an individual course(s) may be considered provided that the application is made within three years of the completion of the relevant course or courses.

### **10.5**

If you successfully complete the assessment for one or more of the individual courses available on a stand-alone basis, you may be considered, at our discretion, for progression to one of the following related awards:

- BSc or CertHE Computing and Information Systems
- BSc or CertHE Creative Computing





- Students taking courses only available as resits should refer to previous editions of the Regulations for details of those courses.
- × Students attempting course *Software engineering project management* [CO3353] must have passed course *Software engineering, algorithm design and analysis* [CO2226].

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## **BSc Creative Computing**

The **BSc Creative Computing** degree consists of 12 courses:

**Level 4 -**

















### **Introduction to Java and object-oriented programming [CO1109]**

(30 credits)

Basic types and expressions; assignment statements; loops and conditionals (simple and nested); handling simple I/O; objects and classes; methods with and without parameters; inheritance; constructor methods (and the use of 'new'); method overloading; method overriding; arrays and simple sorting; basic file handling; try and catch (simple exception handling); implementing simple graphical user interfaces; incorporating applets in a web page; simple built-in dynamic structures - vectors; types vs. classes; scope of variables; code layout and documentation.

**Assessment:** One three-hour unseen written examination and coursework.

### **Introduction to computing and the Internet [CO1110]**

(30 credits)

Basic computing and communication skills. Fundamentals of computing - hardware, software, architecture, operating systems. Data storage, representation and transmission. Fundamentals of networking and the Internet/WWW: technology, protocols, standards and applications. Professional, legal and social issues relating to the Internet and WWW.

**Assessment:** One three-hour unseen written examination and coursework.

### **Creative computing I: image, sound and motion [CO1112]**

(30 credits)

For students registered for the CertHE in Creative Computing only

The Bauhaus; History of mathematics and computing in creativity; Multimedia; Point, Line, Plane; Trigonometry 1; Animation 1; Bits and Pixels; Motion 2; Perspective, Projections and Affine Transformations; Open GL; Genetic programming; Simulation; Filters and Special Effects.

**Assessment:** One three-hour unseen written examination and coursework.

## Appendix C Recognition of Prior Learning

*The University gives notice that it reserves the right to review its recognition of prior learning policy each year. The rulings below relate only to applications submitted within the period 1 September 2021 to 31 August 2022 (but see paragraph 3 below).*

*This Schedule should be read together with [section 3](#) these Regulations.*

***Students must note that prior learning will not be recognised unless specific application has been made in accordance with the instructions given in the prospectus and the***



<b>Mark range</b>	<b>Classification</b>
40 and above	Pass
0–39	Fail

See below for detailed information.

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## **Scheme of award BSc degrees (including the Diploma of Higher Education and Certificate of Higher Education exit qualifications)**

**Students registered for the BSc degree Computing and Information Systems or the BSc degree Creative Computing on or after 30 November 2014**

### **Degree requirements**

1. Pass mark and compensation
  - 1.1 A student must achieve a mark of at least 40% to pass a course. Compensation may be permitted, as shown in 1.2 below.
  - 1.2





## Appendix E Assessment criteria

Examination scripts and coursework are marked according to the following scales:

### BSc Computing and Information Systems and the BSc Creative Computing

Mark range	Class equivalent
70 and over	EXCELLENT



