

School of Engineering and Technology

Title of Programme: BSc Honours in Digital Technology

Programme Code: EIT

Programme Specification

This programme specification is relevant to students entering:
01 September 2017

Associate Dean of School (Academic Quality Assurance):
Ray Wilkinson

Signature

A programme specification is a collection of key information about a programme of study (or course). It identifies the aims and learning outcomes of the programme, lists the modules that make up each stage (or year) of the programme, and the teaching, learning and assessment methods used by teaching staff. It also describes the structure of the programme, its progression requirements and any programme-specific regulations. This information is therefore useful to potential students to help them choose the right programme of study, to current students on the programme, and to staff teaching and administering the programme.

Summary of amendments to the programme:

Section	Amendment
D	Amendments regarding progression required by the accrediting body, other minor amendments. Changes to Study Abroad and Year Abroad options. All changes from previous issue are shown in red.

If you have any queries regarding the changes please email AQO@herts.ac.uk

Programme Specification

BSc (Honours) Digital Technology

This programme specification (PS) is designed for prospective students, enrolled students, academic staff and potential employers. It provides a concise summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the teaching, learning and assessment methods, learning outcomes and content for each module can be found in Definitive Module Documents (DMDs) and Module Guides.

Section 1

Awarding Institution/Body	University of Hertfordshire
Teaching Institution	University of Hertfordshire
University/partner campuses	College Lane
Programme accredited by	Institution of Engineering and Technology
Final Qualification	BSc Hons
All Final Award titles (Qualification and Subject)	Computer Technology and Networks (Accredited) Mobile and Communications Technology* (<i>suspended for 2017 intake</i>) Multimedia and Internet Technology (Accredited)* Interactive Technology with Animatronics* (<i>suspended for 2017 intake</i>) Broadcast Media Technology (<i>Last intake 2015</i>) Multimedia Systems Technology (<i>Last intake 2015</i>) Mobile & Smart Systems (<i>Last intake 2015</i>) Computer Technology and Networks (Sandwich) (Accredited) Mobile and Communications Technology (Sandwich)* (<i>suspended for 2017 intake</i>) Multimedia and Internet Technology (Sandwich) (Accredited)* Interactive Technology with Animatronics (Sandwich)* (<i>suspended for 2017 intake</i>) Broadcast Media Technology (Sandwich) (<i>Last intake 2015</i>) Multimedia Systems Technology (Sandwich) (<i>Last intake 2015</i>) Mobile & Smart Systems (Sandwich) (<i>Last intake 2015</i>) Computer Technology and Networks with Year Abroad (Accredited)* Mobile and Communications Technology with Year Abroad* (<i>suspended for 2017 intake</i>) Multimedia and Internet Technology with Year Abroad (Accredited)* Interactive Technology with Animatronics with Year Abroad* (<i>suspended for 2017 intake</i>) Broadcast Media Technology with Year Abroad (<i>Last intake 2015</i>)* Multimedia Systems Technology with Year Abroad (<i>Last intake 2015</i>)* Mobile & Smart Systems with Year Abroad (<i>Last intake 2015</i>)* Computer Technology and Networks with Study Abroad (Accredited)* Mobile and Communications Technology with Study Abroad* (<i>suspended for 2017 intake</i>) Multimedia and Internet Technology with Study Abroad (Accredited)* Interactive Technology with Animatronics with Study Abroad* (<i>suspended for 2017 intake</i>) Broadcast Media Technology with Study Abroad (<i>Last intake 2015</i>)* Multimedia Systems Technology with Study Abroad (<i>Last intake 2015</i>)* Mobile & Smart Systems with Study Abroad (<i>Last intake 2015</i>)* (* Accreditation for these awards is in progress)

FHEQ level of award	6
UCAS code(s)	G420 (Computer Technology and Networks) I122 (Mobile and Communications Technology) I152 (Multimedia and Internet Technology) I140 (Interactive Technology with Animatronics) P901 (Broadcast Media Technology) P310(Multimedia Systems Technology) I300(Mobile & Smart Systems)
Language of Delivery	English

A. Programme Rationale

The Digital Technology programme provides its students with a more 'systems' approach to digital technology rather than an intensely analytical one. The latter approach is adopted in the School's BEng and MEng programmes where both the material offered and the analytical depth differ considerably from the one described here. The combination of Engineering and Technology echoes a global trend, reflected in, for example the fact that the Institute of Electrical Engineers (IEE) has renamed itself the Institute of Engineering and Technology (IET) or the government "future cities" initiative.

The Digital Technology programme has an efficient structure offering a solid core of material encompassing embedded electronics, communications and computing from which specialist subjects draw in later years to focus on applications in multimedia, networking, interactive and smart technology. The structure has inherent adaptability as it has been specifically designed to allow diversification without undermining award title integrity should individual titles not be offered subsequently.

The School has close contacts with a wide range of companies and students are encouraged to take the sandwich option spending at least 48 weeks on industrial placement between levels 5 and 6. Alternatively, they may consider Study Abroad options.

Graduates can expect to gain employment either within the industries directly associated with their named award or in industries associated with Digital Technology in general. These industries include small and large scale companies manufacturing digital equipment or companies that use digital technology.

B. Educational Aims of the Programme

The programme has been devised in accordance with the University's graduate attributes of programmes of study as set out in [UPR TL03](#).

Additionally this programme aims to:

- provide a high quality education in the skills and understanding of the trends and underlying principles of current technology
- provide an education for the individual which enhances his/her prospects of professional employment in technology both in national and international industries;
- provide studies which may be accredited by one or more of the Professional Engineering institutions;
- provide studies which develop an awareness of, and underpinning knowledge and understanding of a broad range of technological areas of expertise;
- provide studies which enable the student to attain a high level of expertise in a range of topics specific to their named award.
 - Computer Technology and Networks students will particularly study the network infrastructure
 - Mobile and Communications Technology students will particularly study the convergence and control of smart devices
 - Multimedia and Internet students will particularly study creation and management of multimedia content, locally and within the context of the internet

- Interactive Technology with Animatronics students will particularly study the evolution of 2D and 3D methods of interacting with technology

for the Computer Technology and Networks award:

- provide a high quality education which prepares the students for careers in deploying, managing or supporting the technical resources required in modern computer and network environments;
- provide the students with opportunities to gain a sound understanding of the architecture and application of modern computer hardware platforms and methods and techniques of computer network operation and deployment.

for the Mobile and Communications Technology award:

- provide a high quality education which prepares the students for careers in deploying, managing or supporting the technical resources required to support the deployment and interconnection of mobile smart devices;
- provide the students with opportunities to gain a sound understanding of the architecture, inter-operation, configuration, operation and multi-platform application of smart devices

for the Multimedia and Internet Technology award:

- provide a high quality education which prepares the students for careers in deploying, managing or supporting the technical resources required in multimedia systems;
- provide the students with opportunities to gain a sound understanding of the technology of content retrieval and management in both local networks and web-based systems

for the Interactive Technology with Animatronics award:

- provide a high quality education which prepares the students for careers in deploying, managing or supporting technical resources required in future digital systems;
- provide the students with opportunities to gain a sound understanding of the architecture, configuration and operation of Complex 3D interfaces.

for the Broadcast Media Technology award:

- provide a high quality education which prepares the students for careers in deploying, managing or supporting the technical resources required in the modern broadcast and media industry;
- provide the students with opportunities to gain a sound understanding of the application and convergence of modern digital hardware and software in modern broadcast and media production environments.

for the Multimedia Systems Technology award:

- provide a high quality education which prepares the students for careers in deploying, managing or supporting the technical resources required in multimedia systems;
- provide the students with opportunities to gain a sound understanding of the technology of content retrieval and management in both local networks and web based systems and the governance of the media content in such systems.

for the Mobile & Smart Systems award:

- provide a high quality education which prepares the students for careers in deploying, managing or supporting the technical resources required in modern mobile and smart environments;
- provide the students with opportunities to gain a sound understanding of the architecture, interoperation, configuration, operation and multi-platform application of modern smart systems

C. Intended Learning Outcomes

The programme provides opportunities for students to develop and demonstrate knowledge and understanding, skills and other attributes in the following areas. The programme outcomes are referenced to the QAA benchmark statements for Engineering and the Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2014) and relate to the typical student. Additionally, the SEEC Credit Level Descriptors for Further and Higher Education (2016) have been used as a guiding framework for curriculum design.

Knowledge and Understanding	Teaching and learning methods	Assessment strategy
<p>A1- analytical concepts and algorithmic procedures. A2- The fundamental sciences appropriate to digital technologies. A4-the professional, legal and ethical responsibilities of those working in a technical and business environment. A5-the impact of technological solutions on the economy and society in a global context.</p> <p>Additionally for: Computer Technology and Networks (CTN) A3ctn -The technology underpinning computers and networks. Mobile and Communications Technology (MBCT) A3mbct -The technology underpinning mobile smart devices and communications technology. Multimedia and Internet Technology (MIT) A3mit -The technology underpinning multimedia systems and the internet. Interactive Technology with Animatronics (ITA) A3ita -The technology underpinning interactive systems. Broadcast Media Technology (BMT) A3bmt -The technology underpinning modern broadcast and media systems. Multimedia Systems Technology (MST) A3mst-The technology underpinning multimedia systems. Mobile & Smart Systems (MSS) A3mss-The technology underpinning mobile smart devices.</p>	<p>Acquisition of knowledge and understanding for learning outcomes A1 and A2 is through a combination of lectures, small group tutorials, coursework and practical/project work at levels 4 and 5 of the programme.</p> <p>Additional support is provided through the Mathematics Drop-in Centre.</p> <p>Acquisition of knowledge and understanding for learning outcomes A3 and A4 is through a combination of lectures, projects and coursework throughout the programme.</p> <p>Acquisition of knowledge and understanding for learning outcome A5 is through lectures and coursework at level 4 and project work at levels 5 and 6.</p> <p>Throughout, the learner is encouraged to undertake independent study both to supplement and consolidate what is being taught/learned and to broaden their individual knowledge and understanding of the subject.</p>	<p>Knowledge and understanding are assessed through a combination of unseen examinations/phase tests (A1, A2, A3, A5) and in-course assignments in the form of laboratory reports (A1, A2, A3, A5), essay/case study reports (A4, A5), and project reports/presentations(A3, A4, A5).</p>

Intellectual skills	Teaching and learning methods	Assessment strategy
<p>B1-analyse and solve engineering / computing problems using appropriate techniques;</p> <p>B3- select commercial software packages for specific applications.</p> <p>B5-evaluate the effectiveness of appropriate technical systems, in terms of the needs of content creators and / or potential users.</p> <p>Additionally for:</p> <p>Computer Technology and Networks</p> <p>B2ctn- model and analyse digital systems and sub-systems appropriate to computer technology and networks.</p> <p>B4ctn-specify and appraise systems, components or processes appropriate to computer technology and networks.</p> <p>Mobile and Communications Technology</p> <p>B2mbct- model and analyse digital systems and sub-systems appropriate to mobile and communications technology.</p> <p>B4mbct-specify and appraise systems, components or processes appropriate to mobile and communications technology.</p> <p>Multimedia and Internet Technology</p> <p>B2mit- model and analyse digital systems and sub-systems appropriate to multimedia and internet technology.</p> <p>B4mit-specify and appraise systems, components or processes appropriate to multimedia and internet technology.</p> <p>Interactive Technology with Animatronics</p> <p>B2ita- model and analyse digital systems and sub-systems appropriate to interactive technology.</p> <p>B4ita-specify and appraise</p>	<p>Intellectual skills are developed throughout the programme by the methods and strategies outlined in Section A above.</p> <p>Analysis, problem solving, evaluation, programming and modelling skills (B1, B2) are further developed through tutorial work, laboratory work and in-course exercises.</p> <p>Programming, IT skills, selection of software packages and specification / evaluation of technical systems (B3, B4, B5) are further developed through project work, programming exercises and case studies.</p> <p>Feedback is given to all students on all work produced. Throughout, the learner is encouraged to develop intellectual skills further by independent study.</p>	<p>B1, B2, B3, B4, B5 are assessed through a combination of unseen examinations/phase test, laboratory reports, portfolios, essay assignments, exercises and presentations.</p>

systems, components or processes appropriate to interactive technology.

Broadcast Media Technology
 B2bmt- model and analyse digital systems and sub-systems appropriate to broadcast media technology.
 B4bmt-specify and appraise systems, components or processes appropriate to broadcast media technology.

Multimedia Systems Technology
 B2mst- model and analyse digital systems and sub-systems appropriate to multimedia systems.
 B4mst-specify and appraise systems, components or processes appropriate to multimedia systems.

Mobile & Smart Systems
 B2mss- model and analyse digital systems and sub-systems appropriate to mobile and smart systems.
 B4mss-specify and appraise systems, components or processes appropriate to mobile and smart systems.

Practical skills	Teaching and learning methods	Assessment strategy
<p>C1 - apply appropriate analytical and modelling techniques to technology based problems.</p> <p>C2- perform experimental laboratory work and draw appropriate conclusions;</p> <p>C3- use appropriate software tools;</p> <p>C4- prepare technical documentation;</p> <p>C5- evaluate the technical performance of appropriate systems, components or processes;</p> <p>C6- recognise risks or safety aspects pertinent to the operation of technology-based systems;</p> <p>C7- plan and manage a project, taking into account commercial and industrial constraints.</p>	<p>Practical skills are developed throughout the programme by the methods and strategies outlined in section A and B above.</p> <p>C1 is developed through laboratory work, coursework assignments and tutorial work.</p> <p>C2 is developed through laboratory work.</p> <p>C3 is developed through exercises, coursework assignments and tutorial work.</p> <p>C4 is developed through lectures and project work, particularly at level 6.</p> <p>C5 and C6 are developed through course work and project work, particularly at levels 5 and 6.</p> <p>C7 is developed through project</p>	<p>Practical skills are assessed through a combination of in-course assessments including laboratory reports, coursework assignments, case study reports, presentations and project reports, industrial placement logbooks and reports, as well as workshop outcomes and practical assignments.</p>

Additionally for:

Computer Technology and Networks

C5ctn - evaluate the technical performance of systems, components or processes relevant to Computer Technology and Networks;

Mobile and Communications Technology

C5mbct - evaluate the technical performance of systems, components or processes relevant to Mobile and Communications Technology;

Multimedia and Internet Technology

C5mit - evaluate the technical performance of systems, components or processes relevant to Multimedia and Internet Technology;

Interactive Technology with Animatronics

C5ita- evaluate the technical performance of systems, components or processes relevant to Interactive Systems;

Broadcast Media Technology

C5bmt- evaluate the technical performance of systems, components or processes relevant to Broadcast Media Technology;

Multimedia Systems Technology

C5mst- evaluate the technical performance of systems, components or processes relevant to Multimedia Systems Technology;

Mobile & Smart Systems

C5mss- evaluate the technical performance of systems, components or processes relevant to Mobile and Smart Systems.

work, particularly at level 6.

Transferable skills

D1- communicate effectively, both orally and in writing;

Teaching and learning methods

D1- communicate effectively, both orally and in writing;

Assessment strategy

In the majority of modules, transferable skills are not explicitly assessed.

D2- use commonly available IT tools and facilities effectively;	D2- use commonly available IT tools and facilities effectively;	However, skills D1, D2, D3, D5 and D6 are assessed through project reports and oral presentations. Skill D4 is generally assessed in modules which involve project based team working.
D3- manage time and resources effectively;	D3- manage time and resources effectively;	
D4- work effectively within a team;	D4- work effectively within a team;	
D5- retrieve, manipulate and present information effectively;	D5- retrieve, manipulate and present information effectively;	
D6- solve problems in a logical manner.	D6- solve problems in a logical manner.	

D. Programme Structures, Features, Levels, Modules, and Credits

The programme is offered in full-time (3 years), part-time (4 years at level 5 entry and 6 years at level 4 entry) and sandwich (4 years) modes and leads to the award of a BSc Degree with Honours in one of the named courses as listed in Section 1 (page 2).

Entry is normally at level 4 (with suitable A-level or equivalent qualifications) but is possible at level 5 with suitable relevant qualifications (HND etc). Intake is normally in Semester A.

Professional and Statutory Regulatory Bodies

With the exception of the awards indicated on page 2 (where accreditation is in progress) all other awards on the programme have been accredited by the Institution of Engineering and Technology. Their re-accreditation for 2016-17 onwards is in progress.

Work-Based Learning, including Sandwich Programmes

A designated sandwich programme leads to a University award in the sandwich mode and the word "sandwich" appears on the award certificate. In order for the BSc to lead to an award in the sandwich mode, the student must undertake a period of approved work experience (industrial placement) of not less than 48 weeks, excluding holidays, normally during year 3. To achieve this, students must start their work experience before 1st October. The work experience will normally be completed within the United Kingdom but with approval may be completed within other countries. Progress of the student's training is monitored by visits from University academic staff. Students will be required to document this period of work in accordance with the guidelines produced by the School. Students on industrial placement will be registered on the Placement Year Module (6AAD0015)

Students who have not achieved the minimum progression requirements at the end of level 5 may be prevented from undertaking a sandwich placement. The policy relating to progression onto the placement year from level 5 is given in the School Guidelines on Industrial Placements. Additionally, students on industrial placement but who have level 4 or 5 modules to repeat, will not normally be allowed to re-enrol on these modules until they return from industrial placement. This is to avoid a conflict between UH attendance requirements and the student's commitment to their employer.

Students who do not take the sandwich option, progressing directly to level 6, are automatically transferred to the full-time mode and are required to complete a Careers Portfolio to demonstrate their employability skills (6ENT1021). This portfolio will include evidence of any employment experiences the student has, evidence of any voluntary work experience, an audit of their employability skills and a careers action plan to further their employability skills post graduation. It is expected that much of this evidence will have been gathered during the Career Skills Development module (4ENT1096) and Career Planning module (5ENT1082).

Erasmus programme

Students may opt to study all, or a single semester, of level 5 abroad as part of a reciprocal agreement with a partner university. To be eligible for an exchange option, students must have passed 120 credits at level 4 with an average of at least 60%. The remaining requirements and details are as set out in Study Abroad Options below.

Study Abroad Options

Students may also opt to take additional studies through the Year Abroad or Semester Abroad options at a partner institution in place of **all or part of** the sandwich placement year, **i.e. between Levels 5 and 6**. To be eligible for these options students will be expected to have passed 120 credits at level 4 and 120 credits at level 5 with an average of at least 60%. In order to maintain registration with UH, students studying abroad for a full year will be registered on 6ENT0001 whilst students studying abroad for a single semester will be enrolled on 6ENT1051. In recognition of the extra study, provided a full transcript of their achievement in the host academic institution is submitted to the Board of Examiners, this will lead to an award of a BSc Degree with Honours in one of the named awards as listed in Section 1 (page 2) “with Year Abroad” or “with Study Abroad” on the award. Since the student will have completed all the modules on the full-time award at UH the **degree accreditation is unaffected and the degree classification is based only on modules studied at UH. It is not permissible for students to undertake an exchange year, where studies at a partner institution replace part of their studies at UH.**

Further Features

In order to recognise the significant programme related extra-curricular commitment and experience which can be gained by students who participate in Formula Student, the BMFA Heavy/Electric Lift Challenge, IMechE UAS Challenge, Imagine Cup or other similar competitions, there are three zero-credit-rated elective modules that students may take. These are:

Formula Student (6ENT1043)
UAV Projects (6ENT1042)
Smart Systems Integration (6ENT1044)

They are assessed on a Pass/Fail basis. If taken, they do not contribute to degree classification, but will appear on a student’s results transcript.

The necessary underpinning Mathematics is integrated into modules as appropriate for the given topics covered by the modules rather than being covered in a specific module.

Programme Structure

The programme structure and progression information below (Table 1a and 1b) is provided for the Honours award. Any interim awards are identified in Table 1b. The Programme Learning Outcomes detailed above are developed and assessed through the constituent modules. Table 2 (in section 2) identifies where each learning outcome is assessed.

The following notations should be read in conjunction with tables below:

CTN= Computer Technology and Networks
MBCT = Mobile and Communications Technology
MIT = Multimedia and Internet Technology
ITA = Interactive Technology with Animatronics
MSS = Mobile & Smart Systems
BMT = Broadcast Media Technology
MST = Multimedia Systems Technology

c = compulsory module
o = optional module

Table 1a Outline Programme Structure

Mode of study: Full Time/Sandwich/Part-time mode

Entry point: Semester A

Level 4

Module Title	Module Code	Award				Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semester	Year of Study	
		CTN	MBCT	MIT	ITA							Full Time Mode	Part Time Mode
Career Skills Development	4ENT1096	c	c	c	c	-	English	-	100	-	AB	1	1
Sound & Psychoacoustics	4ENT1125	c	c	c	c	15	English	50	50	-	A	1	1
E-Culture	4ENT1126	c	c	c	c	15	English	-	100	-	A	1	1
Software Application Practice	4ENT1100	c	c	c	c	15	English	-	100	-	A	1	2
Smart Technology	4ENT1102	c	c	c	c	15	English	-	100	-	A	1	2
Vision & Image Perception	4ENT1084	c	c	c	c	15	English	50	50	-	B	1	1
Multimedia Regulatory Framework	4ENT1104	c	c	c	c	15	English	-	100	-	B	1	1
Interactive Programming	4ENT1071	c	c	c	c	15	English	-	100	-	B	1	2
Internet of Things	4ENT1106	c	c	c	c	15	English	50	50	-	B	1	2

Progression to level 5 requires:

A minimum of 90 credits to remain on honours award.

Progression to non-honours level 5 with 75 credits may be permissible. The maximum study rate in such an instance would normally be 120 credits but students would be expected to remedy any failed modules from level 4 in the first instance.

Level 5(2016 entry onwards)

c = compulsory module

o = optional module(See page 8 for further details about the Exchange Year and Exchange Semester).

Module Title	Module Code	Award				Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semester	Year of Study	
		CTN	MBC	MIT	ITA							Full Time Mode	Part Time Mode
Exchange Year	5ENT1063	o	o	o	o	120	English	-	-	-	AB	2	-
Exchange Semester	5ENT1064	o	o	o	o	60	English	-	-	-	A or B	2	-
Career Planning	5ENT1082	c	c	c	c	-	English	-	100	-	AB	2	3
Content & Asset Management	5ENT1081	c	c	c	c	15	English	-	100	-	A	2	3
Markup Languages and Metadata	5ENT1049	c	c	c	c	15	English	-	100	-	A	2	3
E-Enterprise and Entrepreneurship	5ENT1083	c	c	c	c	15	English	-	100	-	B	2	3
Networking	5ENT1047	c	c	c	c	15	English	50	50	-	A	2	4
Interactive Design Group Project	5ENT1068	c	c	c	c	15	English	-	100	-	B	2	3
Interaction Design	5ENT1084	c	c	c	c	15	English	-	100	-	A	2	4
Audio and Video Studio Practice	5ELE0085			c	c	15	English	-	100	-	B	2	4
Web Services	5ENT1070	c	c			15	English	-	100	-	B	2	4
Mini Project CTN	5ENT1085	c				15	English	-	100	-	B	2	4
Mini Project MCT	5ENT1069		c			15	English	-	100	-	B	2	4
Mini Project MIT	5ENT1071			c		15	English	-	100	-	B	2	4
Mini Project ITA	5ENT1072				c	15	English	-	100	-	B	2	4

Progression to level 6 requires:

210 credit points and above to Honours award.

Progression to non-honours level 6 with 180 credits may be permissible. The maximum study rate in such an instance would normally be 120 credits but students would be expected to remedy any failed modules from level 5 in the first instance.

Level 5(Pre 2016 entry)

c = compulsory module

o = optional module(See page 8 for further details about the Exchange Year and Exchange Semester).

Module Title	Module Code	Award				Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semester	Year of Study	
		CTN	MSS	BMT	MST							Full Time Mode	Part Time Mode
Exchange Year	5ENT1063	o	o	o	o	120	English	-	-	-	AB	2	-
Exchange Semester	5ENT1064	o	o	o	o	60	English	-	-	-	A or B	2	-
Career Planning	5ENT1082	c	c	c	c	-	English	-	100	-	AB	2	3
Content & Asset Management	5ENT1081	c	c	c	c	15	English	-	100	-	A	2	3
E-Enterprise and Entrepreneurship	5ELE0086	c	c	c	c	15	English	-	100	-	B	2	3
Markup Languages and Metadata	5ENT1049	c	c	c	c	15	English	-	100	-	A	2	3
Data-Driven Web Applications	5ENT1044	c	c			15	English	50	50	-	A	2	4
Audio and Video Studio Practice	5ELE0085			c	c	15	English	50	50	-	A	2	4
Webcasting	5ENT1045	c	c	c	c	15	English	50	50	-	B	2	3
Mini Project CTN	5ENT1085	c				15	English	-	100	-	B	2	4
Mini Project MSS	5ENT1048		c			15	English	-	100	-	B	2	4
Mini Project BMT	5ENT1051			c		15	English	-	100	-	B	2	4
Mini Project MST	5ENT1050				c	15	English	-	100	-	B	2	4
Interaction Design	5ENT1084	c	c	c	c	15	English	-	100	-	A	2	4
Networking	5ENT1047	c	c	c	c	15	English	50	50	-	B	2	4

Progression to level 6 requires:

210 credit points and above to Honours award.

Progression to non-honours level 6 with 180 credits may be permissible. The maximum study rate in such an instance would normally be 120 credits but students would be expected to remedy any failed modules from level 5 in the first instance.

Level 6 (2016 entry onwards)

c = compulsory module, o = optional module. All students who do not take the Placement Year module must take the Careers Portfolio module in year 4 (year 5 if Part Time and not employed by an appropriate company). See Page 9 for details of the Study Abroad options.

Module Title	Module Code	Award				Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semester	Year of Study	
		CTN	MBCT	MIT	ITA							Full Time Mode	Part Time Mode
Industrial Placement (Placement Year)	6AAD0015	o	o	o	o	-	English	-	100	-	ABC	3	-
Year Abroad	6ENT0001	o	o	o	o	-	English	-	-	-	AB	3	-
Semester Abroad	6ENT1051	o	o	o	o	-	English	-	-	-	A/B	3	-
Careers Portfolio	6ENT1021	c	c	c	c	-	English	-	100	-	AB	4	5
Smart Systems	6ENT1030	c	c	c	c	15	English	60	40	-	A	4	5
Distributed Systems & Network Management	6ELE0079	c				30	English	60	40	-	AB	4	6
Smart Device Convergence and Application	6ENT1032		c			30	English	60	40	-	AB	4	6
Advanced Content Management	6ENT1056			c		30	English	-	100	-	AB	4	6
Advanced Interface Development	6ENT1058				c	30	English	-	100	-	AB	4	6
Data Security & Biometrics	6ENT1031	c	c	c	c	15	English	60	40	-	B	4	5
Visualisation & Animation Technology	6ELE0076	c	c	c	c	30	English	-	100	-	AB	4	5
Final Year Project	6ENT1061	c	c	c	c	30	English	-	100	-	AB	4	6

The award of an Honours degree requires 360 credit points passed with 240 at levels 5 and 6 including at least 120 at level 6. Additionally, students must satisfactorily complete the Final Year Project.

Level 6 (Pre 2016 entry)

c = compulsory module, o = optional module. All students who do not take the Placement Year module must take the Careers Portfolio module in year 4 (year 5 if Part Time and not employed by an appropriate company). See Page 9 for details of the Study Abroad options.

Module Title	Module Code	Award				Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semester	Year of Study	
		CTN	MSS	BMT	MST							Full Time Mode	Part Time Mode
Industrial Placement (Placement Year)	6AAD0015	o	o	o	o	-	English	-	100	-	ABC	3	-
Year Abroad	6ENT0001	o	o	o	o	-	English	-	-	-	AB	3	-
Semester Abroad	6ENT1051	o	o	o	o	-	English	-	-	-	A/B	3	-
Careers Portfolio	6ENT1021	c	c	c	c	-	English	-	100	-	AB	4	6
Distributed Systems & Network Management	6ELE0079	c				30	English	60	40	-	AB	4	6
Smart Device Convergence and Application	6ENT1032		c			30	English	60	40	-	AB	4	6
Digital Media Distribution & Delivery	6ENT1033			c		30	English	-	100	-	AB	4	6
Multimedia Systems	6ENT1034				c	30	English	60	40	-	AB	4	6
Final Year Project	6ENT1061	c	c	c	c	30	English	-	100	-	AB	4	6
Visualisation & Animation Technology	6ELE0076	c	c	c	c	30	English	-	100	-	AB	4	5
Smart Systems	6ENT1030	c	c	c	c	15	English	60	40	-	A	4	5
Data Security & Biometrics	6ENT1031	c	c	c	c	15	English	60	40	-	B	4	5

The award of an Honours degree requires 360 credit points passed with 240 at levels 5 and 6 including at least 120 at level 6. Additionally, students must satisfactorily complete the Final Year Project.

Transitional Arrangements

Changes to the structure will be phased in level-by-level each year. Thus students who enrolled on the existing programmes in 2015-16 and who are not required to repeat modules will be unaffected by the changes. Existing students who could be affected are those who:

- Fail or have failed modules which become unavailable for retake due to programme structure changes.
- Go on placement or study abroad.
- Are part-time students who have not yet taken modules which become unavailable due to changes in programme structure

Transitional arrangements for the above two groups are detailed on a year-by-year basis as follows:

2017-18

Data Driven Web Applications 5ENT1044 replaced by *Web Services 5ENT1070*
Webcasting 5ENT1045 replaced by *Interactive Design Group Project 5ENT1045*
Interactive Software Design 5ENT1046 replaced by *Interaction Design 5ENT1084*
 (Note that *Networking 5ENT1047* has moved from Semester B to Semester A).

Students who fail a mini-project may either be asked to repeat the specific element they failed or to be registered on one of the new modules that most closely matches their original pathway.

2018-19

Digital Media Distribution and Delivery 6ENT1033 replaced by *Advanced Content Management*
Multimedia Systems 6ENT1034 replaced by *Advanced Interface Development 6ENT1056*.

Honours classification

The University has approved structure and assessment regulations common to all programmes. Full details are provided in [UPR AS14](#), Section D.

Table 1b Final and interim awards available

The programme provides the following final and interim awards:

Final Award	Award Title	Minimum requirements	Available at end of Level	Programme Learning Outcomes developed (see above)
BSc (Hons) in the named award	Computer Technology and Networks (Accredited)	360 credit points including 240 at level 6/5 of which 120 must be at level 6	6	All programme learning outcomes for the specific award(see Table 2)
BSc (Hons) in the named award (Sandwich)	Mobile and Communications Technology (Accredited) Multimedia and Internet Technology (Accredited)	360 credit points including 240 at level 6/5 of which 120 must be at level 6. Additionally, students must satisfactorily complete the Placement Year module.	6	All programme learning outcomes for the specific award(see Table 2)
BSc (Hons) in the named award with	Interactive Technology with Animatronics	360 credit points including 240 at level 6/5 of which	6	All programme learning outcomes for the specific award(see Table 2)

Study Abroad	(Accredited)	120 must be at level 6. Additionally, students must satisfactorily complete the Semester Abroad module.		
BSc (Hons) in the named award with Year Abroad	Broadcast Media Technology (Accredited)	360 credit points including 240 at level 6/5 of which 120 must be at level 6. Additionally, students must satisfactorily complete the Year Abroad module.	6	All programme learning outcomes for the specific award(see Table 2)
	Multimedia Systems Technology (Accredited)			
	Mobile & Smart Systems (Accredited)			

Interim Award	Award Title	Minimum requirements	Available at end of Level	Programme Learning Outcomes developed (see above)
University Certificate		45 credit points at level 4	4	See UPR AS11, section 13: http://sitem.herts.ac.uk/secreg/upr/AS11.htm
Certificate of Higher Education		120 credit points at level 4	4, 5	See UPR AS11, section 13: http://sitem.herts.ac.uk/secreg/upr/AS11.htm
Diploma of Higher Education		240 credit points including at least 120 at level 5	5, 6	See UPR AS11, section 13: http://sitem.herts.ac.uk/secreg/upr/AS11.htm
BSc in the named award	Computer Technology and Networks	300 credit points including 180 at level 6/5 of which 60 must be at level 6 excluding the final year project. For students entering directly at level 6 only, 75 UH specified credits must be at level 6 excluding the final year project (*).	6	A1, A2, A3, A4, A5, B1, B2, B3, B4, C1, C2, C3, D5, D6
	Mobile and Communications Technology			
	Multimedia and Internet Technology			
	Interactive Technology with Animatronics			
BSc in the named award (Sandwich)	Broadcast Media Technology	300 credit points including 180 at level 6/5 of which 60 must be at level 6 excluding the final year project. Additionally, students must satisfactorily complete the Placement Year.	6	A1, A2, A3, A4, A5, B1, B2, B3, B4, C1, C2, C3, D5, D6
	Multimedia Systems Technology			
	Mobile & Smart Systems			

BSc in the named award with Study Abroad		300 credit points including 180 at level 6/5 of which 60 must be at level 6 excluding the final year project. Additionally, students must satisfactorily complete the Semester Abroad module.	6	A1, A2, A3, A4, A5, B1, B2, B3, B4, C1, C2, C3, D5, D6
BSc in the named award with Year Abroad		300 credit points including 180 at level 6/5 of which 60 must be at level 6 excluding the final year project. Additionally, students must satisfactorily complete the Year Abroad module.	6	A1, A2, A3, A4, A5, B1, B2, B3, B4, C1, C2, C3, D5, D6
BSc (Hons) in the named award	Computer Technology and Networks**	360 credit points including 240 at level 6/5 of which 120 must be at level 6	6	All programme learning outcomes for the specific award(see Table 2)
BSc (Hons) in the named award (Sandwich)	Mobile and Communications Technology**	360 credit points including 240 at level 6/5 of which 120 must be at level 6.	6	All programme learning outcomes for the specific award(see Table 2)
	Multimedia and Internet Technology**	Additionally, students must satisfactorily complete the Placement Year module.		
	Interactive Technology with Animatronics**			
BSc (Hons) in the named award with Study Abroad	Broadcast Media Technology**	360 credit points including 240 at level 6/5 of which 120 must be at level 6.	6	All programme learning outcomes for the specific award(see Table 2)
	Multimedia Systems Technology**	Additionally, students must satisfactorily complete the Semester Abroad module.		
	Mobile & Smart Systems**			
BSc (Hons) in the named award with Year Abroad		360 credit points including 240 at level 6/5 of which 120 must be at level 6. Additionally, students must satisfactorily complete the Year Abroad module.	6	All programme learning outcomes for the specific award(see Table 2)

Notes:

(*) in accordance with UPR AS11, the maximum APL permitted towards this interim award is 225 points at levels 4/5.

(**) this Interim award is not accredited.

Programme-specific assessment regulations

The programme complies with the University's academic regulations (in particular, [UPR AS11](#), [UPR AS12/UPR AS13](#) (*delete as applicable*) and [UPR AS14](#)) with the exception of those listed below, which have been approved by the University:

In order to satisfy the requirements of the accrediting body:

- A compensated pass cannot be awarded for the Final Year Project.
- The Final Year Project must also be included in the calculation of an honours degree classification.
- **Limits on compensation are applied as set out below.**

Progression and compensation

- The IET has mandated restrictions on the number of, and minimum grades of, modules that can be compensated at each academic level for accredited degrees. If a student has not passed all modules, he or she may progress with the following deficiencies as a maximum:
 1. From Level 4 to Level 5: one failed Level 4 15-credit module, provided they have achieved an overall grade of not lower than 30 in the failed module, OR one failed 30-credit module, provided they have achieved an overall grade of not lower than 35 in the failed module
 2. From Level 5 to Level 6: one failed Level 5 15-credit module, provided they have achieved an overall grade of not lower than 30 in the failed module, OR one failed Level 5 30-credit module, provided they have achieved an overall grade of not lower than 35 in the failed module
 3. Notwithstanding 1 and 2 above, progression is subject to the limitations specified in UPR AS14 Section D3

A combined total of no more than 30 credits at any level or levels may be compensated, subject to the limitations regarding the Individual Major Project module stated above. Such compensation is at the discretion of the Programme Board of Examiners and the standard University penalties on degree classification apply where compensation is applied.

For non-accredited awards, the standard University regulations on progression and compensation shall apply, and the Programme Board of Examiners shall have discretion to transfer a student onto a non-accredited award where it is to the advantage of the student to do so (for example, where the criteria for progression on an accredited award have not been met).

- **Transitional arrangements:** the above progression regulations apply to students first entering Level 4 in Academic Year 2017/18, to students first entering Level 5 in 2018/19 and to students first entering Level 6 from 2019/20. For all other students, the standard University progression regulations apply.

Course Code	Course Instance	Award Title	Modules (child instance codes & title)	Must be included in classification algorithm?
EITNC	CTN3F, CTN4S, CTN6P	BSc Honours in Computer Technology and Networks (Accredited)	6ENT1061-0906 Final Year Project	Yes
EITDMCT	MBCT3F, MBCT4S,	BSc Honours in Mobile and Communications Technology	6ENT1061-0906 Final Year Project	Yes

	MBCT6P	(Accredited)		
EITDMIT	MIT3F, MIT4S, MIT6P	BSc Honours in Multimedia and Internet Technology (Accredited)	6ENT1061-0906 Final Year Project	Yes
EITDITA	ITA3F, ITA4S, ITA6P	BSc Honours in Interactive Technology with Animatronics (Accredited)	6ENT1061-0906 Final Year Project	Yes
EITCE	MSS3F, MSS4S, MSS6P	BSc Honours in Media Smart Systems (Accredited)	6ENT1061-0906 Final Year Project	Yes
EITFTP	BMT3F, BMT4S, BMT6P	BSc Honours in Broadcast Media Technology (Accredited)	6ENT1061-0906 Final Year Project	Yes
EITFTP	MST3F, MST4S, MST6P	BSc Honours in Multimedia Systems Technology (Accredited)	6ENT1061-0906 Final Year Project	Yes
EITNC	CTN3F, CTN4S, CTN6P	BSc Honours in Computer Technology and Networks***	6ENT1061-0906 Final Year Project	Yes
EITDMCT	MBCT3F, MBCT4S, MBCT6P	BSc Honours in Mobile and Communications Technology***	6ENT1061-0906 Final Year Project	Yes
EITDMIT	MIT3F, MIT4S, MIT6P	BSc Honours in Multimedia and Internet Technology***	6ENT1061-0906 Final Year Project	Yes
EITDITA	ITA3F, ITA4S, ITA6P	BSc Honours in Interactive Technology with Animatronics***	6ENT1061-0906 Final Year Project	Yes
EITCE	MSS3F, MSS4S, MSS6P	BSc Honours in Media Smart Systems***	6ENT1061-0906 Final Year Project	Yes
EITFTP	BMT3F, BMT4S, BMT6P	BSc Honours in Broadcast Media Technology***	6ENT1061-0906 Final Year Project	Yes
EITFTP	MST3F, MST4S, MST6P	BSc Honours in Multimedia Systems Technology***	6ENT1061-0906 Final Year Project	Yes

*** As an Interim award

E. Management of Programme & Support for student learning.

Management

The programme is managed and administered through:

- Dean of School;
- Associate Dean of School (AQA) who has overall responsibility for Academic Quality Assurance;
- Associate Dean of School (L&T) who has overall responsibility for Learning & Teaching;
- the Programme Leader who is responsible for chairing the programme committee and advising students on the programme as a whole;
- the Programme Administrator responsible for the administration associated with the programme;
- Deputy Programme Leaders who are responsible for the day to day management;
- an Admissions Tutor, with specific responsibility for selection;
- a programme committee that includes the above plus student representation
- module leaders who are responsible for individual modules.

Support

Students are supported by:

- an induction week at the beginning of each new academic session;
- an extensive Learning Resources Centre, incorporating a library and computer centre;

- guided student-centred learning through the use of StudyNet;
- a student handbook that is specific to the programme;
- a Programme **Leader** who can advise on programme issues;
- a Programme Administrator and admin assistants in the school office;
- Deputy Programme **Leaders** who provide personal tutoring support;
- Module teaching teams who provide academic support;
- Computer and technical laboratories facilities and technical support staff;
- a project supervisor;
- student representatives on the programme committee;
- the Mathematics Drop-in Centre;
- the Careers, Employment and Enterprise Service that support students looking for either graduate employment or an industrial placement.
- a visiting tutor for students on placement;
- a **Study Abroad Tutor**;
- a substantial Student Centre that provides advice on issues such as finance, University regulations, legal matters etc;
- the Medical Centre;
- the Accommodation Office;
- the International Students Centre who organise an Overseas Student Orientation induction programme;
- printing, photocopying, laminating and document binding facilities;
- Nightline – a confidential student listening and information service in the evening when other services are not available;
- a confidential counselling service;
- University Disability Advisors;
- an Equal Opportunities Officer;
- the Students' Union.

F. Other sources of information

In addition to this Programme Specification, the University publishes guidance to registered students on the programme and its constituent modules:

- Definitive Module Documents
- Module Guides
- Student Handbook
- A-Z guide : <http://www.studynet1.herts.ac.uk/ptl/common/support.nsf/support?ReadForm>
- University of Hertfordshire Course website:
<http://www.herts.ac.uk/courses/>
- QAA Benchmark Statement website:
<http://www.qaa.ac.uk/AssuringStandardsAndQuality/subject-guidance/Pages/Subject-benchmark-statements.aspx>
- Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2014)
[The Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies](http://www.qaa.ac.uk/AssuringStandardsAndQuality/subject-guidance/Pages/Subject-benchmark-statements.aspx)
- SEEC Credit Level Descriptors for Further and Higher Education 2010:
<http://www.seec.org.uk/sites/seec.org.uk/files/SEEC%20Level%20Descriptors%202010.pdf>
- External Quality Review report website:
<http://www.qaa.ac.uk/reviews/reports/instReports.asp?ukprn=10007147>
- Professional or Statutory Regulatory Body information: <http://www.theiet.org/>
- UNISTATS website: <http://www.unistats.com/>
- University of Hertfordshire Academic Quality website:
(StudyNet → Staff → Department Lists → Academic Quality Office)
- Structure & Assessment Regulations - Undergraduate & Taught Postgraduate Programmes, UPR AS14:
<http://sitem.herts.ac.uk/secreg/upr/AS14.htm>
- Learning and Teaching Policy and Graduate Attributes, UPR TL03:
<http://sitem.herts.ac.uk/secreg/upr/TL03.htm>
- Admissions - Undergraduate & Taught Postgraduate Students, UPR SA03:
<http://sitem.herts.ac.uk/secreg/upr/SA03.htm>
- Academic Quality, UPR AS17:

<http://sitem.herts.ac.uk/secreg/upr/AS17.htm>

Index of UPRs for students:

http://sitem.herts.ac.uk/secreg/upr_azlist_info.htm

The [A-Z of the University of Hertfordshire](#) is an introduction to the academic, social, cultural and sporting services and opportunities available at the University of Hertfordshire, and includes the Student Charter and Student Code of Conduct.

As a condition of registration, all students of the University of Hertfordshire are required to comply with the University's rules, regulations and procedures. These are published in a series of documents called 'University Policies and Regulations' (UPRs). The University requires that all students consult these documents which are available on-line, on the UPR web site, at: <http://www.herts.ac.uk/secreg/upr/>. In particular, [UPR SA07](#) 'Regulations and Advice for Students' Particular Attention - Index' provides information on the UPRs that contain the academic regulations of particular relevance for undergraduate and taught postgraduate students.

The UK Quality Assurance Agency for Higher Education (QAA) has confirmed the quality and standards of provision at the University of Hertfordshire. A key part of QAA's role is to review and report on how universities maintain their academic standards and quality, to inform students and the wider public. The team of QAA reviewers visited the University of Hertfordshire in 2015/16 and judged that its academic standards, the quality and enhancement of its students' learning experience, and the quality of information about this learning experience all meet UK expectations. In other words, the University meets national requirements for standards and quality. The QAA's report can be accessed at: <http://www.qaa.ac.uk/reviews-and-reports/provider?UKPRN=10007147#.V-KHajXyOnE>

G. Entry requirements

The normal entry requirements for the programme are:

The normal entry requirements for the programme are:

- 260 UCAS points plus GCSE Maths, and English Language and Science grade C or above.

The UCAS points will typically come from:

- Any 3 A-levels excluding General Studies and Critical Thinking.

Applications are also welcomed from those holding other qualifications including equivalent BTEC National Diploma, Scottish Higher or Irish Higher Certificates, International Baccalaureate, and appropriate equivalent international qualifications.

Applicants from Overseas

In addition to the requirements stated above, students entering the programme and whose first language is not English will be required to demonstrate a proficiency in English to TOEFL 550/IELTS 6.0 or an equivalent recognised qualification. For IELTS, this should include a minimum score of 5.5 in each band.

Direct Entry at Second and Final Year level

In accordance with University Admissions Policy to allow flexible entry at different levels, it may be possible for applicants to enter the programme at second and final year level. In all instances, candidates will be required to discuss their individual circumstances with the appropriate Admissions Tutor.

Students applying for direct entry into level 5 are required to have an Edexcel HND in an appropriate discipline or equivalent. Equivalent European and overseas qualifications are also accepted subject to University approval.

Direct entry into level 6 is also possible, for example following successful completion of two years of a similar BEng or MEng degree programme at another HE institution.

Level 4 of this programme includes provision to Hertfordshire International College (HIC), through parallel HIC modules. HIC students, having completed Level 4, may articulate onto this programme at Level 5. In order to do so, they must have successfully completed 120 credits of study at Level 4.

The programme is subject to the University's Principles, Policies and Regulations for the Admission of Students to Undergraduate and Taught Postgraduate Programmes (in [UPR SA03](#)), along with associated procedures. These will take account of University policy and guidelines for assessing accredited prior certificated learning (APCL) and accredited prior experiential learning (APEL).

If you would like this information in an alternative format please contact: the School Administration Manager

If you wish to receive a copy of the latest Programme Annual Monitoring and Evaluation Report (AMER) and/or the External Examiner's Report for the programme, please email a request to aqo@herts.ac.uk

BSc with Honours in Computer Technology and Networks (2016 entry onwards)

Table 2: Development of Intended Programme Learning Outcomes in the Constituent Modules

This map identifies where the programme learning outcomes are assessed in the constituent modules. It provides (i) an aid to academic staff in understanding how individual modules contribute to the programme aims (ii) a checklist for quality control purposes and (iii) a means to help students monitor their own learning, personal and professional development as the programme progresses.

		Programme Learning Outcomes (as identified in section 1 and the following page)																									
		Knowledge & Understanding					Intellectual Skills					Practical Skills						Transferable Skills									
Module Title	Module Code	A1	A2	A3ctn	A4	A5	B1	B2ctn	B3	B4ctn	B5	C1	C2	C3	C4	C5ctn	C6	C7	D1	D2	D3	D4	D5	D6			
Level 4	E-Culture	4ENT1126				X	X										X		X					X			
	Interactive Programming	4ENT1071	X	X	X			X					X	X	X										X		
	Smart Technology	4ENT1102				X									X												
	Sound & Psychoacoustics	4ENT1125	X	X									X	X													
	Media Regulatory Framework	4ENT1088				X	X										X		X					X			
	Internet of Things	4ENT1106			X				X		X		X	X		X											
	Software Application Practice	4ENT1081												X					X	X							
	Vision & Image Perception	4ENT1084	X	X										X	X												
	Career Skills Development	4ENT1096				X													X	X	X			X	X		
Level 5	Content and Asset Management	5ENT1081			X											X							X				
	E-Enterprise and Entrepreneurship	5ENT1083				X	X										X	X		X	X		X				
	Markup Languages and Metadata	5ENT1049	X						X		X			X		X				X				X			
	Networking	5ENT1047	X					X	X	X				X						X				X			
	Interactive Design Group Project	5ENT1068												X				X		X		X	X				
	Interaction Design	5ENT1084			X		X					X							X						X		
	Web Services	5ENT1070			X									X	X												
	Mini Project CTN	5ENT1085			X		X		X	X		X		X	X	X		X	X	X		X			X		
	Career Planning	5ENT1082				X													X					X			
Level 6	Year Abroad	6ENT0001																									
	Semester Abroad	6ENT1051																									
	Placement Year	6AAD0015				X	X	X			X				X				X					X			
	Visualisation & Animation Technology	6ELE0076			X				X	X				X									X				
	Smart Systems	6ENT1030			X				X		X					X				X					X		
	Data Security and Biometrics	6ENT1031	X		X		X					X	X			X	X	X							X		
	Distributed Systems & Network Managem't	6ELE0079			X	X		X	X	X		X		X		X											
	Final Year Project	6ENT1061				X		X	X	X					X		X	X	X	X	X	X		X	X		
	Careers Portfolio	6ENT1021				X													X	X	X		X		X		

BSc with Honours in Computer Technology and Networks (Pre 2016 entry)

		Programme Learning Outcomes (as identified in section 1 and the following page)																							
		Knowledge & Understanding					Intellectual Skills					Practical Skills							Transferable Skills						
Module Title	Module Code	A1	A2	A3ctn	A4	A5	B1	B2ctn	B3	B4ctn	B5	C1	C2	C3	C4	C5ctn	C6	C7	D1	D2	D3	D4	D5	D6	
Level 4	E-Culture	4ENT1126				X	X										X		X					X	
	Interactive Programming	4ENT1071	X	X	X			X					X	X	X										X
	Smart Technology 1	4ENT1082			X										X										
	Sound & Psychoacoustics	4ENT1125	X	X									X	X											
	Media Regulatory Framework	4ENT1088				X	X										X		X					X	
	Smart Technology 2	4ENT1086			X				X		X		X	X		X							X		
	Software Applications	4ENT1081												X					X	X					
	Vision & Image Perception	4ENT1084	X	X									X	X											
	Career Skills Development	4ENT1096				X														X	X	X		X	X
Level 5	Interaction Design	5ENT1084			X		X					X							X					X	
	Markup Languages and Metadata	5ENT1049	X						X		X			X		X				X		X		X	
	E-Enterprise and Entrepreneurship	5ENT1083				X	X											X	X		X	X			
	Webcasting	5ENT1045	X					X		X	X					X									
	Networking	5ENT1047	X						X	X	X			X							X			X	
	Data-Driven Web Applications	5ENT1044						X			X														
	Mini Project CTN	5ENT1085			X			X		X	X		X		X	X		X	X	X		X			X
	Career Planning	5ENT1082				X														X				X	
	Level 6	Year Abroad	6ENT0001																						
Semester Abroad		6ENT1051																							
Placement Year		6AAD0015				X	X	X			X				X				X				X		
Visualisation & Animation Technology		6ELE0076			X					X	X			X									X		
Smart Systems		6ENT1030			X				X		X					X				X				X	
Data Security and Biometrics		6ENT1031	X		X			X				X	X			X	X	X							X
Distributed Systems & Network Managem't		6ELE0079			X	X		X		X	X	X		X		X									
Final Year Project		6ENT1061				X		X	X	X	X				X		X	X	X	X	X	X		X	X
Careers Portfolio		6ENT1021				X														X		X		X	

KEY TO PROGRAMME LEARNING OUTCOMES

Computer Technology and Networks

Knowledge and Understanding e.g.

- A1 Analytical concepts and algorithmic procedures.
- A2 The fundamental sciences appropriate to digital technologies
- A3ctn The technology underpinning computers and networks
- A4 The professional, legal and ethical responsibilities of those working in a technical and business environment.
- A5 The impact of technological solutions on the economy and society in a global context.

Intellectual Skills e.g.

- B1 Analyse and solve engineering / computing problems using appropriate techniques;
- B2ctn Model and analyse digital systems and sub-systems appropriate to computer technology and networks.
- B3 Select commercial software packages for specific applications.
- B4ctn Specify and appraise systems, components or processes appropriate to computer technology and networks.
- B5 Evaluate the effectiveness of appropriate technical systems, in terms of the needs of content creators and / or potential users.

Practical Skills

- C1 Apply appropriate analytical and modelling techniques to technology based problems.
- C2 Perform experimental laboratory work and draw appropriate conclusions;
- C3 Use appropriate software tools;
- C4 Prepare technical documentation;
- C5ctn Evaluate the technical performance of systems, components or processes relevant to Computer Technology and Networks;
- C6 Recognise risks or safety aspects pertinent to the operation of technology-based systems;
- C7 Plan and manage a project, taking into account commercial and industrial constraints.

Transferable Skills

- D1 Communicate effectively, both orally and in writing.
- D2 Use commonly available IT tools and facilities effectively
- D3 Manage time and resources effectively.
- D4 Work effectively within a team.
- D5 Retrieve, manipulate and present information effectively;
- D6 Solve problems in a logical manner.

BSc with Honours in Mobile and Communications Technology

		Programme Learning Outcomes (as identified in section 1 and the following page)																							
		Knowledge & Understanding					Intellectual Skills					Practical Skills							Transferable Skills						
Module Title	Module Code	A1	A2	A3mct	A4	A5	B1	B2mct	B3	B4mct	B5	C1	C2	C3	C4	C5mct	C6	C7	D1	D2	D3	D4	D5	D6	
Level 4	E-Culture	4ENT1126				X	X										X		X				X		
	Interactive Programming	4ENT1071	X	X	X			X					X	X	X									X	
	Smart Technology	4ENT1102			X										X										
	Sound & Psychoacoustics	4ENT1125	X	X									X	X											
	Media Regulatory Framework	4ENT1088				X	X										X		X				X		
	Internet of Things	4ENT1106			X				X			X		X	X		X								
	Software Applications	4ENT1081												X					X	X					
	Vision & Image Perception	4ENT1084	X	X										X	X										
	Career Skills Development	4ENT1096				X													X	X	X		X	X	
Level 5	Content and Asset Management	5ENT1081			X											X						X			
	E-Enterprise and Entrepreneurship	5ENT1083				X	X											X	X		X	X			
	Markup Languages and Metadata	5ENT1049	X						X		X			X		X				X					
	Networking	5ENT1047	X					X	X	X				X						X			X		
	Interactive Design Group Project	5ENT1068												X				X		X		X	X		
	Interaction Design	5ENT1084			X		X					X							X					X	
	Web Services	5ENT1070			X									X	X										
	Mini Project MCT	5ENT1069			X		X			X	X		X		X	X		X	X	X		X		X	
	Career Planning	5ENT1082				X													X				X		
Level 6	Year Abroad	6ENT0001																							
	Semester Abroad	6ENT1051																							
	Placement Year	6AAD0015				X	X	X				X			X				X				X		
	Visualisation & Animation Technology	6ELE0076			X					X	X			X								X			
	Smart Systems	6ENT1030			X				X		X					X				X				X	
	Data Security and Biometrics	6ENT1031	X		X		X					X	X			X	X	X						X	
	Smart Device Convergence and Application	6ENT1032			X	X	X			X	X	X				X									
	Final Year Project	6ENT1061				X	X	X	X		X				X		X	X	X	X	X		X	X	
	Careers Portfolio	6ENT1021				X													X		X		X		

KEY TO PROGRAMME LEARNING OUTCOMES

Mobile and Communications Technology

Knowledge and Understanding e.g.

- A1 Analytical concepts and algorithmic procedures.
- A2 The fundamental sciences appropriate to digital technologies
- A3mct The technology underpinning mobile smart devices and communications technology.
- A4 The professional, legal and ethical responsibilities of those working in a technical and business environment.
- A5 The impact of technological solutions on the economy and society in a global context.

Intellectual Skills e.g.

- B1 Analyse and solve engineering / computing problems using appropriate techniques;
- B2mct Model and analyse digital systems and sub-systems appropriate to mobile and communications technology.
- B3 Select commercial software packages for specific applications.
- B4mct Specify and appraise systems, components or processes appropriate to mobile and communications technology.
- B5 Evaluate the effectiveness of appropriate technical systems, in terms of the needs of content creators and / or potential users.

Practical Skills

- C1 Apply appropriate analytical and modelling techniques to technology based problems.
- C2 Perform experimental laboratory work and draw appropriate conclusions;
- C3 Use appropriate software tools;
- C4 Prepare technical documentation;
- C5mct Evaluate the technical performance of systems, components or processes relevant to Mobile and Communications Technology;;
- C6 Recognise risks or safety aspects pertinent to the operation of technology-based systems;
- C7 Plan and manage a project, taking into account commercial and industrial constraints.

Transferable Skills

- D1 Communicate effectively, both orally and in writing.
- D2 Use commonly available IT tools and facilities effectively
- D3 Manage time and resources effectively.
- D4 Work effectively within a team.
- D5 Retrieve, manipulate and present information effectively;
- D6 Solve problems in a logical manner.

BSc with Honours in Multimedia and Internet Technology

		Programme Learning Outcomes (as identified in section 1 and the following page)																							
		Knowledge & Understanding					Intellectual Skills					Practical Skills							Transferable Skills						
Module Title	Module Code	A1	A2	A3mit	A4	A5	B1	B2mit	B3	B4mit	B5	C1	C2	C3	C4	C5mit	C6	C7	D1	D2	D3	D4	D5	D6	
Level 4	E-Culture	ENT1126				X	X										X		X					X	
	Interactive Programming	4ENT1071	X	X	X			X					X	X	X										X
	Smart Technology	4ENT1102			X										X										
	Sound & Psychoacoustics	4ENT1125	X	X									X	X											
	Media Regulatory Framework	4ENT1088				X	X										X		X					X	
	Internet of Things	4ENT1106			X			X			X		X	X		X									
	Software Applications Practice	4ENT1081												X					X	X					
	Vision & Image Perception	4ENT1084	X	X									X	X											
	Career Skills Development	4ENT1096				X													X	X	X			X	X
Level 5	Content and Asset Management	5ENT1081			X											X							X		
	E-Enterprise and Entrepreneurship	5ENT1083				X	X											X	X		X	X			
	Markup Languages and Metadata	5ENT1049	X						X		X			X		X				X					
	Networking	5ENT1047	X					X	X	X				X						X				X	
	Interactive Design Group Project	5ENT1068												X				X		X		X	X		
	Interaction Design	5ENT1084			X		X					X							X						X
	Audio and Video Studio Practice	5ELE0085	X		X				X	X	X			X		X				X	X				
	Mini Project MIT	5ENT1071			X		X			X	X		X		X	X		X	X		X				X
	Career Planning	5ENT1082				X													X					X	
Level 6	Year Abroad	6ENT0001																							
	Semester Abroad	6ENT1051																							
	Placement Year	6AAD0015				X	X	X			X				X				X					X	
	Visualisation & Animation Technology	6ELE0076			X					X	X			X									X		
	Smart Systems	6ENT1030			X				X		X					X				X				X	
	Data Security and Biometrics	6ENT1031	X		X		X					X	X			X	X	X							X
	Advanced Content Management	6ENT1056			X					X	X					X									
	Final Year Project	6ENT1061				X	X	X	X		X				X		X	X	X	X	X	X		X	X
	Careers Portfolio	6ENT1021				X													X		X			X	

KEY TO PROGRAMME LEARNING OUTCOMES

Multimedia and Internet Technology

Knowledge and Understanding e.g.

- A1 Analytical concepts and algorithmic procedures.
- A2 The fundamental sciences appropriate to digital technologies
- A3mit The technology underpinning multimedia systems and the internet.
- A4 The professional, legal and ethical responsibilities of those working in a technical and business environment.
- A5 The impact of technological solutions on the economy and society in a global context.

Intellectual Skills e.g.

- B1 Analyse and solve engineering / computing problems using appropriate techniques;
- B2mit Model and analyse digital systems and sub-systems appropriate to multimedia and internet technology.
- B3 Select commercial software packages for specific applications.
- B4mit Specify and appraise systems, components or processes appropriate to multimedia and internet technology.
- B5 Evaluate the effectiveness of appropriate technical systems, in terms of the needs of content creators and / or potential users.

Practical Skills

- C1 Apply appropriate analytical and modelling techniques to technology based problems.
- C2 Perform experimental laboratory work and draw appropriate conclusions;
- C3 Use appropriate software tools;
- C4 Prepare technical documentation;
- C5mit Evaluate the technical performance of systems, components or processes relevant to Multimedia and Internet Technology;
- C6 Recognise risks or safety aspects pertinent to the operation of technology-based systems;
- C7 Plan and manage a project, taking into account commercial and industrial constraints.

Transferable Skills

- D1 Communicate effectively, both orally and in writing.
- D2 Use commonly available IT tools and facilities effectively
- D3 Manage time and resources effectively.
- D4 Work effectively within a team.
- D5 Retrieve, manipulate and present information effectively;
- D6 Solve problems in a logical manner.

BSc with Honours in Interactive Technology with Animatronics

		Programme Learning Outcomes (as identified in section 1 and the following page)																							
		Knowledge & Understanding					Intellectual Skills					Practical Skills							Transferable Skills						
Module Title	Module Code	A1	A2	A3ita	A4	A5	B1	B2ita	B3	B4ita	B5	C1	C2	C3	C4	C5ita	C6	C7	D1	D2	D3	D4	D5	D6	
Level 4	E-Culture	4ENT1126				X	X										X		X					X	
	Interactive Programming	4ENT1071	X	X	X			X					X	X	X										X
	Smart Technology	4ENT1102			X										X										
	Sound & Psychoacoustics	4ENT1125	X	X									X	X											
	Media Regulatory Framework	4ENT1088				X	X										X		X					X	
	Internet of Things	4ENT1106			X				X		X		X	X		X				X	X				
	Software Application Practice	4ENT1081												X					X	X					
	Vision & Image Perception	4ENT1084	X	X									X	X											
	Career Skills Development	4ENT1096				X													X	X	X		X	X	
Level 5	Content and Asset Management	5ENT1081			X											X							X		
	E-Enterprise and Entrepreneurship	5ENT1083				X	X											X	X		X	X			
	Markup Languages and Metadata	5ENT1049	X						X		X			X		X				X					
	Networking	5ENT1047	X					X	X	X				X						X				X	
	Interactive Design Group Project	5ENT1068												X					X			X	X		
	Interaction Design	5ENT1084			X		X					X							X					X	
	Audio and Video Studio Practice	5ELE0085	X		X				X	X	X			X		X				X	X				
	Mini Project ITA	5ENT1072			X		X		X	X		X		X		X		X	X		X			X	
	Career Planning	5ENT1082				X													X				X		
Level 6	Year Abroad	6ENT0001																							
	Semester Abroad	6ENT1051																							
	Placement Year	6AAD0015				X	X	X			X				X				X				X		
	Visualisation & Animation Technology	6ELE0076			X				X	X				X								X			
	Smart Systems	6ENT1030			X				X		X					X				X				X	
	Data Security and Biometrics	6ENT1031	X		X		X					X	X			X	X	X						X	
	Advanced Interface Development	6ENT1058			X				X	X						X									
	Final Year Project	6ENT1061				X	X	X	X		X				X		X	X	X	X	X		X	X	
	Careers Portfolio	6ENT1021				X													X		X		X		

KEY TO PROGRAMME LEARNING OUTCOMES

Interactive Technology with Animatronics

Knowledge and Understanding e.g.

- A1 Analytical concepts and algorithmic procedures.
- A2 The fundamental sciences appropriate to digital technologies
- A3ita The technology underpinning interactive systems.
- A4 The professional, legal and ethical responsibilities of those working in a technical and business environment.
- A5 The impact of technological solutions on the economy and society in a global context.

Intellectual Skills e.g.

- B1 Analyse and solve engineering / computing problems using appropriate techniques;
- B2ita Model and analyse digital systems and sub-systems appropriate to interactive systems.
- B3 Select commercial software packages for specific applications.
- B4ita Specify and appraise systems, components or processes appropriate to interactive systems.
- B5 Evaluate the effectiveness of appropriate technical systems, in terms of the needs of content creators and / or potential users.

Practical Skills

- C1 Apply appropriate analytical and modelling techniques to technology based problems.
- C2 Perform experimental laboratory work and draw appropriate conclusions;
- C3 Use appropriate software tools;
- C4 Prepare technical documentation;
- C5ita Evaluate the technical performance of systems, components or processes relevant to Interactive Technology with Animatronics;
- C6 Recognise risks or safety aspects pertinent to the operation of technology-based systems;
- C7 Plan and manage a project, taking into account commercial and industrial constraints.

Transferable Skills

- D1 Communicate effectively, both orally and in writing.
- D2 Use commonly available IT tools and facilities effectively
- D3 Manage time and resources effectively.
- D4 Work effectively within a team.
- D5 Retrieve, manipulate and present information effectively;
- D6 Solve problems in a logical manner.

BSc with Honours in Multimedia Systems Technology (Pre 2016 entry)

Level 4	E-Culture	4ENT1126				X	X									X		X				X		
	Interactive Programming	4ENT1071	X	X	X			X					X	X	X									X
	Smart Technology 1	4ENT1082			X										X									
	Sound & Psychoacoustics	4ENT1125	X	X									X	X										
	Media Regulatory Framework	4ENT1088				X	X									X		X						X
	Smart Technology 2	4ENT1086			X				X			X	X		X								X	
	Software Applications	4ENT1081											X					X	X					
	Vision & Image Perception	4ENT1084	X	X									X	X										
	Career Skills Development	4ENT1096				X												X	X	X			X	X
Level 5	Interaction Design	5ENT1084			X			X				X						X					X	
	Markup Languages and Metadata	5ENT1049	X						X		X			X		X			X		X			
	E-Enterprise and Entrepreneurship	5ENT1083				X	X									X	X		X	X				
	Webcasting	5ENT1045	X					X			X	X				X								
	Networking	5ENT1047	X						X	X	X			X					X				X	
	Audio and Video studio practice	5ELE0085	X		X					X	X	X			X		X			X	X			
	Content & Asset Management	5ENT1081			X																	X		
	Mini Project MST	5ENT1050						X			X	X		X		X	X	X	X	X			X	X
	Career Planning	5ENT1082				X												X					X	
Level 6	Year Abroad	6ENT0001																						
	Semester Abroad	6ENT1051																						
	Placement Year	6AAD0015				X	X	X				X				X			X				X	X
	Visualisation & Animation Technology	6ELE0076			X						X	X			X								X	
	Smart Systems	6ENT1030			X					X		X					X			X				X
	Data Security and Biometrics	6ENT1031	X		X			X					X	X			X	X	X					X
	Multimedia Systems	6ENT1034			X	X		X			X	X	X		X		X							
	Final Year Project	6ENT1061				X	X	X	X	X					X		X	X	X	X	X		X	X
	Careers Portfolio	6ENT1021				X												X		X			X	X

KEY TO PROGRAMME LEARNING OUTCOMES

Multimedia Systems Technology

Knowledge and Understanding e.g.

- A1 Analytical concepts and algorithmic procedures.
- A2 The fundamental sciences appropriate to digital technologies
- A3mst The technology underpinning multimedia systems.
- A4 The professional, legal and ethical responsibilities of those working in a technical and business environment.
- A5 The impact of technological solutions on the economy and society in a global context.

Intellectual Skills e.g.

- B1 Analyse and solve engineering / computing problems using appropriate techniques;
- B2mst Model and analyse digital systems and sub-systems appropriate to multimedia systems.
- B3 Select commercial software packages for specific applications.
- B4mst Specify and appraise systems, components or processes appropriate to multimedia systems.
- B5 Evaluate the effectiveness of appropriate technical systems, in terms of the needs of content creators and / or potential users.

Practical Skills

- C1 Apply appropriate analytical and modelling techniques to technology based problems.
- C2 Perform experimental laboratory work and draw appropriate conclusions;
- C3 Use appropriate software tools;
- C4 Prepare technical documentation;
- C5mst Evaluate the technical performance of systems, components or processes relevant to Multimedia Systems Technology;
- C6 Recognise risks or safety aspects pertinent to the operation of technology-based systems;
- C7 Plan and manage a project, taking into account commercial and industrial constraints.

Transferable Skills

- D1 Communicate effectively, both orally and in writing.
- D2 Use commonly available IT tools and facilities effectively
- D3 Manage time and resources effectively.
- D4 Work effectively within a team.
- D5 Retrieve, manipulate and present information effectively;
- D6 Solve problems in a logical manner.

BSc with Honours in Broadcast Media Technology (Pre 2016 entry)

		Knowledge & Understanding					Intellectual Skills					Practical Skills							Transferable Skills						
Module Title		Module Code	A1	A2	A3bmt	A4	A5	B1	B2bmt	B3	B4bmt	B5	C1	C2	C3	C4	C5bmt	C6	C7	D1	D2	D3	D4	D5	D6
Level 4	E-Culture	4ENT1126				X	X											X		X				X	
	Interactive Programming	4ENT1071	X	X	X			X						X	X	X									X
	Smart Technology 1	4ENT1082			X											X									
	Sound & Psychoacoustics	4ENT1125	X	X										X	X										
	Media Regulatory Framework	4ENT1088				X	X											X		X				X	
	Smart Technology 2	4ENT1086			X				X			X		X	X		X						X		
	Software Applications	4ENT1081													X					X	X				
	Vision & Image Perception	4ENT1084	X	X										X	X										
	Career Skills Development	4ENT1096				X														X	X	X		X	X
Level 5	Interaction Design	5ENT1084			X			X					X							X					X
	Markup Languages and Metadata	5ENT1049	X							X		X			X		X				X		X		
	E-Enterprise and Entrepreneurship	5ENT1083				X	X												X	X		X	X		
	Webcasting	5ENT1045	X					X			X	X					X								
	Networking	5ENT1047	X						X	X	X				X						X				X
	Audio and Video studio practice	5ELE0085	X		X					X	X	X			X		X				X	X			
	Content & Asset Management	5ENT1043			X												X								
	Mini Project BMT	5ENT1051						X			X	X		X		X	X		X	X		X			X
	Career Planning	5ENT1082				X														X					X
Level 6	Year Abroad	6ENT0001																							
	Semester Abroad	6ENT1051																							
	Placement Year	6AAD0015				X	X	X				X			X					X				X	
	Visualisation & Animation Technology	6ELE0076			X						X	X			X								X		
	Smart Systems	6ENT1030			X					X		X					X				X				X
	Data Security and Biometrics	6ENT1031	X		X			X					X	X			X	X	X						X
	Digital Media Distribution & Delivery	6ENT1033			X			X			X	X	X	X	X		X								
	Final Year Project	6ENT1061				X	X	X	X	X		X				X		X	X	X	X	X		X	X
	Careers Portfolio	6ENT1021				X														X		X		X	

KEY TO PROGRAMME LEARNING OUTCOMES

Broadcast Media Technology

Knowledge and Understanding e.g.

- A1 Analytical concepts and algorithmic procedures.
- A2 The fundamental sciences appropriate to digital technologies
- A3bmt The technology underpinning modern broadcast and media systems.
- A4 The professional, legal and ethical responsibilities of those working in a technical and business environment.
- A5 The impact of technological solutions on the economy and society in a global context.

Intellectual Skills e.g.

- B1 Analyse and solve engineering / computing problems using appropriate techniques;
- B2bmt Model and analyse digital systems and sub-systems appropriate to broadcast media technology.
- B3 Select commercial software packages for specific applications.
- B4bmt Specify and appraise systems, components or processes appropriate to broadcast media technology.
- B5 Evaluate the effectiveness of appropriate technical systems, in terms of the needs of content creators and / or potential users.

Practical Skills

- C1 Apply appropriate analytical and modelling techniques to technology based problems.
- C2 Perform experimental laboratory work and draw appropriate conclusions;
- C3 Use appropriate software tools;
- C4 Prepare technical documentation;
- C5bmt Evaluate the technical performance of systems, components or processes relevant to Broadcast Media Technology;
- C6 Recognise risks or safety aspects pertinent to the operation of technology-based systems;
- C7 Plan and manage a project, taking into account commercial and industrial constraints.

Transferable Skills

- D1 Communicate effectively, both orally and in writing.
- D2 Use commonly available IT tools and facilities effectively
- D3 Manage time and resources effectively.
- D4 Work effectively within a team.
- D5 Retrieve, manipulate and present information effectively;
- D6 Solve problems in a logical manner.

BSc with Honours in Mobile & Smart Systems (Pre 2016 entry)

		Programme Learning Outcomes (as identified in section 1 and the following page)																							
		Knowledge & Understanding					Intellectual Skills					Practical Skills							Transferable Skills						
Module Title	Module Code	A1	A2	A3mss	A4	A5	B1	B2mss	B3	B4mss	B5	C1	C2	C3	C4	C5mss	C6	C7	D1	D2	D3	D4	D5	D6	
Level 4	E-Culture	4ENT1126				X	X										X		X					X	
	Interactive Programming	4ENT1071	X	X	X			X					X	X	X										X
	Smart Technology 1	4ENT1082			X										X										
	Sound & Psychoacoustics	4ENT1125	X	X									X	X											
	Media Regulatory Framework	4ENT1088				X	X										X		X					X	
	Smart Technology 2	4ENT1086			X				X		X		X	X		X							X		
	Software Applications	4ENT1081												X					X	X					
	Vision & Image Perception	4ENT1084	X	X									X	X											
	Career Skills Development	4ENT1096				X													X	X	X		X	X	
Level 5	Interaction Design	5ENT1084			X		X					X							X					X	
	Markup Languages and Metadata	5ENT1049	X						X		X			X		X				X		X			
	E-Enterprise and Entrepreneurship	5ENT1083				X	X										X	X		X	X				
	Webcasting	5ENT1045	X				X			X	X					X									
	Networking	5ENT1047	X						X	X	X			X						X				X	
	Data-Driven Web Applications	5ENT1044					X				X														
	Mini Project MSS	5ENT1048			X		X			X	X		X		X	X	X	X	X	X		X			X
Career Planning	5ENT1082				X													X					X		
Level 6	Year Abroad	6ENT0001																							
	Semester Abroad	6ENT1051																							
	Placement Year	6AAD0015				X	X	X			X				X				X				X		
	Visualisation & Animation Technology	6ELE0076			X					X	X			X									X		
	Smart Systems	6ENT1030			X				X		X					X				X				X	
	Data Security and Biometrics	6ENT1031	X		X		X					X	X			X	X	X							X
	Smart Device Convergence & Application	6ENT1032			X	X	X			X	X	X				X									
	Final Year Project	6ENT1061				X	X	X	X	X	X				X		X	X	X	X	X	X		X	X
Careers Portfolio	6ENT1021				X													X		X		X			

KEY TO PROGRAMME LEARNING OUTCOMES

Mobile & Smart Systems

Knowledge and Understanding e.g.

- A1 Analytical concepts and algorithmic procedures.
- A2 The fundamental sciences appropriate to digital technologies
- A3mss The technology underpinning mobile smart devices.
- A4 The professional, legal and ethical responsibilities of those working in a technical and business environment.
- A5 The impact of technological solutions on the economy and society in a global context.

Intellectual Skills e.g.

- B1 Analyse and solve engineering / computing problems using appropriate techniques;
- B2mss Model and analyse digital systems and sub-systems appropriate to mobile and smart systems.
- B3 Select commercial software packages for specific applications.
- B4mss Specify and appraise systems, components or processes appropriate to mobile and smart systems.
- B5 Evaluate the effectiveness of appropriate technical systems, in terms of the needs of content creators and / or potential users.

Practical Skills

- C1 Apply appropriate analytical and modelling techniques to technology based problems.
- C2 Perform experimental laboratory work and draw appropriate conclusions;
- C3 Use appropriate software tools;
- C4 Prepare technical documentation;
- C5mss Evaluate the technical performance of systems, components or processes relevant to Mobile & Smart Systems;
- C6 Recognise risks or safety aspects pertinent to the operation of technology-based systems;
- C7 Plan and manage a project, taking into account commercial and industrial constraints.

Transferable Skills

- D1 Communicate effectively, both orally and in writing.
- D2 Use commonly available IT tools and facilities effectively
- D3 Manage time and resources effectively.
- D4 Work effectively within a team.
- D5 Retrieve, manipulate and present information effectively;
- D6 Solve problems in a logical manner.

Section 2

Programme management

Relevant QAA subject benchmarking statements
Type of programme
Date of validation/last periodic review
Date of production/ last revision of PS
Relevant to level/cohort
Administrative School

Engineering
 Undergraduate
 October 15
 May 2017
 Choose a level entering September 2017
 School of Engineering and Technology

Table 3 Course structure

Course details					
Course code	Course description				JACS
EITNC	BSc (Hons) Computer Technology and Networks				I120
Course Instances					
Instances code	Intake	Stream	Instances Year	Location:	Mode of study
CTN1S	A	Computer Technology and Networks	1	Hatfield	Full-time/sandwich
CTN2S	A	Computer Technology and Networks	2	Hatfield	Full-time/sandwich
CTN3F	A	Computer Technology and Networks	3	Hatfield	Full-time
CTN3S	A	Computer Technology and Networks	3	Hatfield	Sandwich
CTN4S	A	Computer Technology and Networks	4	Hatfield	Sandwich
CTN1P	A	Computer Technology and Networks (Part-time)	1	Hatfield	Part-time
CTN2P	A	Computer Technology and Networks (Part-time)	2	Hatfield	Part-time
CTN3P	A	Computer Technology and Networks (Part-time)	3	Hatfield	Part-time
CTN4P	A	Computer Technology and Networks (Part-time)	4	Hatfield	Part-time
CTN5P	A	Computer Technology and Networks (Part-time)	5	Hatfield	Part-time
CTN6P	A	Computer Technology and Networks (Part-time)	6	Hatfield	Part-time

Course details					
Course code	Course description				JACS
EITDMCT	BSc (Hons) Mobile and Communications Technology				H660, I120, I270
Course Instances					
Instances code	Intake	Stream	Instances Year	Location:	Mode of study
MBCT1S	A	Mobile and Communications Technology	1	Hatfield	Full-time/sandwich
MBCT2S	A	Mobile and Communications Technology	2	Hatfield	Full-time/sandwich

MBCT3S	A	Mobile and Communications Technology	3	Hatfield	Sandwich
MBCT3F	A	Mobile and Communications Technology	3	Hatfield	Full-time
MBCT4S	A	Mobile and Communications Technology	4	Hatfield	Sandwich
MBCT1P	A	Mobile and Communications Technology (Part-time)	1	Hatfield	Part-time
MBCT2P	A	Mobile and Communications Technology (Part-time)	2	Hatfield	Part-time
MBCT3P	A	Mobile and Communications Technology (Part-time)	3	Hatfield	Part-time
MBCT4P	A	Mobile and Communications Technology (Part-time)	4	Hatfield	Part-time
MBCT5P	A	Mobile and Communications Technology (Part-time)	5	Hatfield	Part-time
MBCT6P	A	Mobile and Communications Technology (Part-time)	6	Hatfield	Part-time

Course details					
Course code	Course description			JACS	
EITDMIT	BSc (Hons) Multimedia and Internet Technology			I150 and I160	
Course Instances					
Instances code	Intake	Stream	Instances Year	Location:	Mode of study
MIT1S	A	Multimedia and Internet Technology	1	Hatfield	Full-time/sandwich
MIT2S	A	Multimedia and Internet Technology	2	Hatfield	Full-time/sandwich
MIT3S	A	Multimedia and Internet Technology	3	Hatfield	Sandwich
MIT3F	A	Multimedia and Internet Technology	3	Hatfield	Full-time
MIT4S	A	Multimedia and Internet Technology	4	Hatfield	Sandwich
MIT1P	A	Multimedia and Internet Technology (Part-time)	1	Hatfield	Part-time
MIT2P	A	Multimedia and Internet Technology (Part-time)	2	Hatfield	Part-time
MIT3P	A	Multimedia and Internet Technology (Part-time)	3	Hatfield	Part-time
MIT4P	A	Multimedia and Internet Technology (Part-time)	4	Hatfield	Part-time
MIT5P	A	Multimedia and Internet Technology (Part-time)	5	Hatfield	Part-time
MIT6P	A	Multimedia and Internet Technology (Part-time)	6	Hatfield	Part-time

Course details					
Course code	Course description			JACS	
EITDITA	BSc (Hons) Interactive Technology with Animatronics			H674, H730, I140	
Course Instances					
Instances code	Intake	Stream	Instances Year	Location:	Mode of study

ITA1S		Interactive Technology with Animatronics	1	Hatfield	Full-time/sandwich
ITA2S		Interactive Technology with Animatronics	2	Hatfield	Full-time/sandwich
ITA3S		Interactive Technology with Animatronics	3	Hatfield	Sandwich
ITA3F		Interactive Technology with Animatronics	3	Hatfield	Full-time
ITA4S		Interactive Technology with Animatronics	4	Hatfield	Sandwich
ITA1P		Interactive Technology with Animatronics (Part-time)	1	Hatfield	Part-time
ITA2P		Interactive Technology with Animatronics (Part-time)	2	Hatfield	Part-time
ITA3P		Interactive Technology with Animatronics (Part-time)	3	Hatfield	Part-time
ITA4P		Interactive Technology with Animatronics (Part-time)	4	Hatfield	Part-time
ITA5P		Interactive Technology with Animatronics (Part-time)	5	Hatfield	Part-time
ITA6P		Interactive Technology with Animatronics (Part-time)	6	Hatfield	Part-time