

Study with us

## About your course

### Course(s) covered

Code	Title
CMWCSIT	<b>Modular BSc Honours Computer Science (online) – Information Technology</b> <i>including entry to the full programme and Top-Up year</i>

You can find full details of your course, module information and entry requirements in the *Programme Specification*.

### Key facts

#### Start dates

Full programme (Level 4) and Top-Up (Level 6)

Semester A intake: 21 September 2020

Semester B intake: 18 January 2021

Semester C intake: 24 May 2021

Full Programme (Level 5)

Semester A intake: 21 September 2020

Semester B intake: 18 January 2021

#### Credits:

Level 4: 120 credits

Level 5: 120 credits

Level 6: 120 credits

#### How long it takes:

Level 4: 2 years part-time (only)

Level 5: 1 year full-time or 2 years part-time

Level 6: 1 year full-time or 1-2 years part-time

### Academic Year

#### Academic Year 2020 - 2021

The University's academic year is made up of 3 semesters.

- Semester A runs from Monday 21 September 2020 to Friday 15 January 2021
- Semester B runs from Monday 18 January 2021 to Friday 21 May 2021
- Semester C runs from Monday 24 May 2021 to Friday 17 September 2021

### Important points

Applicants are required to apply directly to the University by completing the online application form for the relevant course via <https://www.herts.ac.uk/study/online-distance-learning/online-courses/undergraduate-online-courses>

The Modular BSc Honours in Computer Science (online) is a well-established and popular degree programme. This programme is designed to mirror the operation of the campus-based modular BSc Honours Computer Science.

The programme is likely to appeal to mature students who are in employment and wish to study part-time and to students from overseas who wish to gain a qualification from a British university but do not wish to spend all of their time in the UK. The final year of the programme will appeal to direct entrants who have already gained 240 credits from an HND in Computer Studies or similar qualification, both those who are newly qualified and want to continue to study, perhaps whilst in employment or seeking their first job and those who qualified some years ago and would like the opportunity to 'top up' their qualification whilst still working.

The Modular BSc Honours Computer Science (online) programme recognises a broad distinction between Computer Science (CS) and Information Technology (IT) and is structured so as to allow students to progress along the two main themes of computer science and information technology. There is a common core of compulsory material to both themes in the first and second years of study to ensure that all students have the appropriate foundation for either theme.

The information in this document is more relevant for students wanting to study for the IT award. You can find further details about the CS award in the Programme Specification or access the CS course factsheet on our website <https://www.herts.ac.uk/courses/bsc-hons-information-technology-online>

**The programme aims to provide students with the opportunities to:**

- develop a range of cognitive abilities relevant to the design, development and evaluation of programmed solutions to problems;
- develop a range of practical skills relevant to the design, development and evaluation of programmed solutions to problems;
- develop a range of transferable skills including communication, logical presentation of ideas and arguments, and independent and team working; and practice these skills within the context of their studies;
- recognise and begin to appreciate the legal, social, ethical and professional issues involved in the application of their knowledge and skills to a range of problems;
- encounter a broad range of activities drawn from a variety of problem domains.
- develop specific in depth technical abilities and skills that are relevant to the design, development and management of computing-based systems that support information handling and decision making;
- develop a broad understanding of, and practical abilities in, a range of computing disciplines.

**IT Skills required:**

Basic IT skills are a requirement for anyone wishing to study online. For example, you will need to be confident using an internet browser, communicating via email and using Microsoft Office tools (e.g. Word, Excel) or equivalent. An ability to learn and adapt to new technologies is also important, for example, you may be asked to participate in a virtual classroom session, contribute to a discussion forum or complete an online assessment/test.

**Outline Programme Structure**

Full programme

The table below is for guidance only. The expectation for part-time study is 30 credits per semester. Modules at Level 4 & 5 may not run every year and running semester might vary from year to year. You will receive an email prior to each semester to confirm the module availabilities. For Level 6, you will receive a Module choice form to confirm your choice before each semester starts.

	<b>Semester A (September to January)</b>	<b>Semester B (January to May)</b>	<b>Semester C (May to September)</b>
<b>Level 4 (Year 1 Year 2)</b>	<b>Core</b> <ul style="list-style-type: none"> <li>• Human Dimensions of Computing (30 credits)</li> <li>• Programming (30 credits)</li> </ul>	<b>Core</b> <ul style="list-style-type: none"> <li>• Platforms for Computing (30 credits)</li> <li>• Models and Methods in Computing (30 credits)</li> </ul>	<b>Core</b> <ul style="list-style-type: none"> <li>• Human Dimensions of Computing (30 credits)</li> </ul>
<b>Level 5 (Year 3 Year 4)</b>	<b>Core</b> <ul style="list-style-type: none"> <li>• Operating Systems and Computer Networks (30 credits)</li> <li>• IT in Organisations (30 credits)</li> </ul>	<b>Core</b> <ul style="list-style-type: none"> <li>• Software Development Exercise (30 credits)</li> <li>• Contemporary Issues (15 credits)</li> <li>• Databases (15 credits)</li> </ul>	Study Break

<b>Level 6 (Year 5 or Year 5 and Year 6)</b>	<b>Core</b> <ul style="list-style-type: none"> <li>• Project Planning (<i>to be taken in the semester prior to the Information Technology Project</i>) (15 credits)</li> </ul> <b>Optional</b> <ul style="list-style-type: none"> <li>• Computer Systems Security (15 credits)</li> <li>• Mobile Computing (15 credits)</li> <li>• Data Mining and Visualisation (30 credits)</li> </ul>	<b>Core</b> <ul style="list-style-type: none"> <li>• Web Scripting (30 credits)</li> <li>• Project Planning (<i>to be taken in the semester prior to the Information Technology Project</i>) (15 credits)</li> <li>• Information Technology Project (<i>suggest being taken last</i>) (30 credits)</li> </ul> <b>Optional</b> <ul style="list-style-type: none"> <li>• Quantum Computing (30 credits)</li> </ul>	<b>Core</b> <ul style="list-style-type: none"> <li>• Information Technology Project (<i>suggest being taken last</i>) (30 credits)</li> </ul> <b>Optional</b> <ul style="list-style-type: none"> <li>• User Experience Design (30 credits)</li> </ul>
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### Top-Up year

The table below is for guidance only. The expectation for part-time study is up to 30 credits per semester and the expectation for full-time study must be 60 credits per semester. Modules may not run every year in the same semester. You will receive a Module choice form to confirm your choice before each semester starts.

<b>Semester A (September to January)</b>	<b>Semester B (January to May)</b>	<b>Semester C (May to September)</b>
<b>Core</b> <ul style="list-style-type: none"> <li>• Project Planning (<i>to be taken in the semester prior to the Information Technology Project</i>) (15 credits)</li> </ul> <b>Optional</b> <ul style="list-style-type: none"> <li>• Computer Systems Security (15 credits)</li> <li>• Mobile Computing (15 credits)</li> <li>• Data Mining and Visualisation (30 credits)</li> </ul>	<b>Core</b> <ul style="list-style-type: none"> <li>• Web Scripting (30 credits)</li> <li>• Project Planning (<i>to be taken in the semester prior to the Information Technology Project</i>) (15 credits)</li> <li>• Information Technology Project (<i>suggest being taken last</i>) (30 credits)</li> </ul> <b>Optional</b> <ul style="list-style-type: none"> <li>• Quantum Computing (30 credits)</li> </ul>	<b>Core</b> <ul style="list-style-type: none"> <li>• Information Technology Project (<i>suggest being taken last</i>) (30 credits)</li> </ul> <b>Optional</b> <ul style="list-style-type: none"> <li>• User Experience Design (30 credits)</li> </ul>

### Course delivery

This course is delivered 100% online via the University's virtual learning environment StudyNet. It can be studied flexibly, which allows you to fit your studies around your work and life commitments. However, there will be specific deadlines to submit or take assessments.

***You will find full details on your assessment schedule in the relevant Module Guide, which will be published at the start of the module.***

Number of study hours will vary depending on your prior knowledge and experience with the subject. The expectation for a 15-credit module is 150 hours (equivalent to around 12 hours per week over 12 weeks).

### Method of assessment

Modules are assessed by combination of coursework (including essay, design, development of software artifact, technical report, academic report, live presentation, peer review, teamwork, video log, live demonstration, and viva) and online tests. The dates of assignment submission and online tests are fixed. The online tests are available for a fixed period of time, usually 24-hours, to ensure all students can find a convenient opportunity to complete them within that period.

If you cannot meet the assignment deadlines or test dates, you must inform the Module Leader in advance of the deadlines to get appropriate advice.

## Additional expenses

You can find full details of your course tuition fees in the *Fees and Finance Policy*.

Course materials (i.e. e-books, software) are usually included in your tuition fees unless specified otherwise.

Undergraduate study requires extensive reading and access to reference works. Recommended texts are typically available in the University's online library as eBooks. Students may wish or may be required to purchase their own copies of textbooks. The average cost of a recommended text is approximately £50 - £100. We currently estimate that the cost of expenditure on mandatory textbooks is between £200 and £400 per year, dependent on the pattern of modules students choose to study.

As part of your final year project, you may choose to purchase additional hardware or software.

### System requirements:

To study Online, you will need access to a suitable computer and a good reliable Internet connection. Most modern PCs and Macs (less than five years old) should be fine. As a guide, you need a minimum of:

Description	Mandatory/ Optional	Estimated cost (GBP) (UK prices 2016)
Desktop or laptop computer	Mandatory	Starts at £250
Display (screen resolution 1024x768 <b>minimum</b> )	Mandatory	Starts at £50
Audio (headset with microphone recommended built-in speakers and microphone if using a laptop)	Mandatory	Starts at £15
Description	Mandatory/ Optional	Estimated cost (GBP) (UK prices 2016)
Webcam (built in if using laptop)	Mandatory	£10-£50
Broadband Internet Connection (2mbps <b>minimum</b> )	Mandatory	Starts at £10/month
Microsoft Office 365 account for the duration of your studies The package will give you: <ul style="list-style-type: none"><li>• Full, installed Office applications Word, Excel, PowerPoint, Outlook, Publisher, and OneNote on up to 5 PCs or Macs.</li><li>• Office on tablets and phones for the Office experience on up to 5 tablets and 5 phones.</li><li>• Online versions of Office including Word, Excel, and PowerPoint.</li><li>• File storage and sharing with 1 TB storage.</li></ul>	Mandatory	Provided by the University at no cost to students / FREE
Microsoft's DreamSpark The University subscribes to Microsoft's DreamSpark. This gives students free access to loads of software from Microsoft.	Optional	Provided by the University at no cost to students / FREE

Full system requirements details can be found on the UH Online website <http://www.herts.ac.uk/apply/schools-of-study/uh-online/how-does-online-study-work/system-requirements>

### Assessments – remote invigilation

Our courses are specifically designed to make attending the University unnecessary, including attendance for the completion of tests. Some of our online tests may make use of third-party remote invigilation providers, also known as 'remote proctors'. These services allow us to check your identity and invigilate online tests at a distance. Typically, there are no assessment costs for students, apart from circumstances where a student has not completed the booking process within the required notice period. In such circumstances, **costs can vary between £5 and £15 (GBP)**.

### **Attendance to the UK Award Ceremony:**

On completion of your programme of studies, you will have the opportunity to attend our UK Award Ceremony. When registering for the Ceremony you will receive 1 free graduate ticket for yourself.

Attendance to the UK Award Ceremony may incur additional costs i.e. guest tickets, travel and accommodation. The exact value of these costs will depend on when you will graduate and where you are travelling from.

Details regarding attendance to the Award Ceremony can be found on the website <http://www.herts.ac.uk/ceremonies>