Programme Specification

Undergraduate Programmes

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Awarding Body/Institution	University of London
Teaching Institution	Goldsmiths, University of London
Name of Final Award and Programme Title	Foundation Year in Computing
Name of Interim Award(s)	N/A
Duration of Study/Period of Registration	1 year full-time (Foundation) followed by 3 years full-time BSc
UCAS Code(s)	See Programme Overview
QAA Benchmark Group	Computing
FHEQ Level of Award	Level 3
Programme Accredited by	N/A
Date Programme Specification last updated/approved	September 2017
Primary Department/Institute	Computing

Departments which will also be involved in teaching part of the programme
Not Applicable

Programme overview

This specification provides a summary of the main features of the Foundation Year for Computing. This includes the learning outcomes that typical students can reasonably be expected to achieve and demonstrate if they take full advantages of the learning opportunities that are provided.

This extension year leads to a 3-year Undergraduate degree in one of the following disciplines:
UCAS: G401 (Computer Science)
UCAS: IN11 (Business Computing and Entrepreneurship)
UCAS: G402 (Creative Computing)
UCAS: I611 (Games Programming)

Programme entry requirements

We do not assume any prior knowledge of Computing for this programme. Candidates under the age of 21 will be expected to have recently undertaken some form of Advanced Level (GCE or equivalent) study and achieved the equivalent of two passes (E or better) at A2 level. The only requirement for candidates who are aged 21 and over will be to pass an aptitude test.
The module will be delivered in English, and, whilst language support is available at the college, we would normally expect candidates for whom English is an additional language to have a competency level equivalent to an IELTS score of 6.0.

Aims of the programme

The purpose of the Foundation Year in Computing is to provide students with a challenging educational experience that will equip them, upon completion, to undertake undergraduate study within the Department of Computing at Goldsmiths. The programme aims to develop learners' interest in and knowledge and understanding of, the theory and practice of Computing and Information Technology. Learners will be given the opportunity to develop the critical and intellectual skills needed to be able to analyse problems, design and implement solutions, and communicate those solutions in a variety of forms.

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What you will be expected to achieve

Students who successfully complete the Foundation Year in Computing will demonstrate the following knowledge and skills:

Knowledge and Understanding		Taught by the following modules
A1	Fundamental concepts of computer programming	Foundations of Programming; Foundations of Problem Solving
A2	Fundamental mathematical techniques and how they relate to computer systems	Foundations of Mathematics for Computing
A3	The architecture of processing and file storage in a computer system	Study Skills and Introduction to the use of Computers
A4	Basic operations of operating systems	Study Skills and Introduction to the use of Computers
A5	A variety of software packages applicable to an academic, software development and business environment	Study Skills and Introduction to the use of Computers

Cognitive and Thinking Skills		Taught by the following modules
B1	Create, analyse and operate simple computer programs	Foundations of Programming
B2	Identify, and apply appropriate mathematical techniques to solve specific problems	Foundations of Mathematics for Computing
B3	Manage file and data storage within a computer system	Study Skills and Introduction to the use of Computers
B4	Use a variety of software packages applicable to a range of academic, software development and business situations	Study Skills and Introduction to the use of Computers

Subject Specific Skills and Professional Behaviours and Attitudes		Taught by the following modules
C1	Create, analyse and operate simple computer programs	Foundations of Programming
C2	Develop complete, though limited computing projects, individually and in groups	This will be taught by students doing practical work with guidance from staff in the practical modules in the first year.
C3	Manage file and data storage within a computer system	Study Skills and Introduction to the use of Computers
C4	Use a variety of software packages applicable to a range of academic, software development and business situations	Study Skills and Introduction to the use of Computers

Transferable Skills		Taught by the following modules
D1	Solve problems in a systematic, logical manner	Foundations of Problem Solving
D2	Organise information and determine relevance in a structured way	Study Skills and Introduction to the use of Computers
D3	Manage time and work to deadlines	Study Skills and Introduction to the use of Computers; Foundations of Programming; Foundations of Problem Solving; Foundations of Mathematics for Computing

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D4	Communicate ideas effectively	Study Skills and Introduction to the use of Computers

How you will learn

Modules are taught by a combination of lectures, tutorials, workshops and laboratory sessions. These will introduce you to ideas and concepts related to specific topics, and you'll be encouraged to discuss and debate the issues raised. This will enhance your academic knowledge of the subject, improve your communication skills, and enable you to develop high level practical and technical skills in computing.

But this is just a small proportion of what we expect you to do on the degree. For each hour of taught learning, we expect you to complete another 5-6 hours of independent study. This typically involves carrying out research, preparing topics for discussion, or producing project work.

This emphasis on independent learning is very important at Goldsmiths. We don't just want you to accept what we tell you without question. We want you to be inspired to find out more, to develop your own ideas, and to find the evidence that will back them up. Independent study requires excellent motivation and time management skills. These skills will stay with you for life, and are the kind of transferable skills that are highly sought after by employers.
Learning and teaching on this degree will take place through: Lectures
Tutorials
Workshops Laboratory sessions Independent learning Presentations Assessments

How you will be assessed

Unseen examinations (A1-5), coursework assignments (A1, A2, A5) and report writing (A1, A2).
A combination of unseen examinations (B/C1, B/C2), coursework assignments (B/C1-4), and report writing (B/C1, B/C4). Coursework (including report writing) and oral presentation in the Study Skills module will assess D1, D2 and D4 explicitly. All
examinations, coursework, and project reports will implicitly assess D1-4.

Marking criteria

Mark	Descriptor	Specific Marking Criteria
80-100%	I: First (Exceptional)	Represents an exceptional achievement beyond the standard requirements of a first class degree. Students' work should demonstrate considerable creative thought and be based on a critical evaluation of prior work. Work is likely to achieve some outcomes that would be expected at a higher level degree
70-79%	I: First (Excellent)	Demonstration of a thorough grasp of relevant concepts, methodology and content appropriate to the subject discipline; indication of originality in application of ideas, in synthesis of material or in implementation; insight reflects depth and confidence of understanding of the material. Students should be able to design and create computer systems that demonstrate considerable independent thought and are based on independent learning of prior work and existing technologies. Students should be able to critically evaluate their own work.
60-69%	Iii: Upper Second (Very good)	Demonstration of a sound level of understanding based on a competent grasp of relevant concepts, methodology and content; display of skill in interpreting complex material; organisation of material at a high level of competence.

		Students should be able to demonstrate the ability to independently design, implement and evaluate a high quality and complex computer systems using knowledge from across the program.
50-59%	IIii: Lower Second (Good)	Demonstration of an adequate level of understanding of relevant concepts, methodology and content; display of sufficient skill to tackle some complex problems; appropriate organisation of material. Students should demonstrate the ability to create complex computer software, making use of prior knowledge and material taught within the program
40-49%	III: Third (Pass)	Represents the overall achievement of the appropriate learning outcomes to a threshold level (honours). Demonstration of a limited level of understanding of relevant concepts, methodology and content; clear if limited attempt to tackle problems; display of some skill in organisation of material. Students should demonstrate creation of a basic, complete and working computing system/ program.
25-39%	Fail	Represents an overall failure to achieve the appropriate learning outcomes.
10-24%	Bad fail	Represents a significant overall failure to achieve the appropriate learning outcomes (shall be deemed a valid attempt and not necessarily required to be resat).
1-9%	Very bad fail	A submission that does not even attempt to address the specified learning outcomes (shall be deemed a non valid attempt and unit must be re-sat).
0%	Non submission or plagiarised	Work was not submitted or it was plagiarised

How the programme is structured

The modules run in the standard academic year. Full-time candidates take the four modules in one year. Part-time candidates take the programme over two-years, studying Study Skills and Introduction to the Use of Computers (SSUIC) and Foundation of Mathematics for Computing (FMC) in their first year, and Foundations of Problem-Solving (FPS) in their second year. Part-time candidates who fail to pass their first year will be allowed to continue to the second year, but will be required to resit their examinations in SSIUC and FMC.

Assessment tasks will be designed to ensure that a candidate's percentage score reflects the department's assessment criteria.

Academic Year of Study 1:

Module Title	Module Code	Credits	Level	Module Status	Term
Study Skills and Introduction to the Use of Computers	IS50004B	30	3	Compulsory	1,2
Foundations of Problem-Solving	IS50003C	30	3	Compulsory	1-2
Foundations of Programming	IS50001C	30	3	Compulsory	1,2
Foundation of Mathematics for Computing (FMC)	IS50002B	30	3	Compulsory	1,2

Academic support

The Department will assign a Personal Tutor to candidates on the programme. In addition to regular contact in class (if any), tutors and students have a progress meeting at the end of every academic

term, and can organise pastoral tutorial meetings on a regular or ad-hoc basis, for confidential discussions on any matters, academic or otherwise. Personal tutors and lecturers operate a system of drop-in surgery hours to ensure that additional academic and pastoral support is available to students.

Personal tutors and students can refer to and consult with the Department's Senior Tutor, Director of Studies and Head of Department—who are available for confidential meetings on any subject—as well as the College's registration and support agencies.

Students are given a programme handbook that contains useful information on all aspects of the programme.

A peer assisted learning (PAL) scheme is in place so that first year students have the opportunity to link with a second year student who can offer support and their experience on a range of academic related issues. This support is department-based so students have a common understanding of subject based knowledge.

The College's English Language Centre provides help for students for whom English is a foreign language.

Links with employers, placement opportunities and career prospects

The explosive and ever-growing use of technology in business and commerce means that there's a whole range of different career possibilities for computing graduates. In terms of job opportunities and salaries, the IT sector is well ahead of most other industrial and commercial sectors. The Foundation Year prepares you with the skills and knowledge necessary for studies in computing. If you successfully complete the Foundation Year and are admitted to one of our undergraduate degrees you'll benefit from the following skills and career possibilities.
Some of the recent graduate level careers for computing graduates have included: Application programmer
Mobile App developer
Web developer
Video game developer
Film special effects and post-production Computer music/sound engineer Interface designer
Systems analyst Database manager

Employers include:
FDM Academy Hepco Motion ACL
Jigsaw Systems Ltd KCom
Sanna Systems Ltd

The requirements of a Goldsmiths degree

Undergraduate degrees have a total value of 360 credits. They are composed of individual modules, each of which has its own credit value. Full-time students take modules to the value of 120 credits each year and part-time students not less than 45 credits and not more than 90 credits each year. Each full–time year corresponds to a level of the Framework for Higher Education Qualifications.

Year 1 = Level 4
Year 2 = Level 5
Year 3 = Level 6

Modules:
Modules are defined as:
"Optional" – which can be chosen from a group of modules

"Compulsory" – which must be taken as part of the degree
"Core" – which must be taken as part of the degree and passed with a mark of at least 40%.
Progression:

Full-time students are required to have passed modules to a minimum of 90 credits before proceeding to the next year. Part-time students normally must pass new modules to a minimum value of 45 credits before proceeding to the next year.
In addition, some programmes may specify particular modules which must be passed, irrespective of the minimum requirements, before proceeding to the next year.

Award of the degree:
In order to graduate with a classified degree, students must successfully complete modules to the value of 360 credits. However if a module which has not be defined as "core" has been failed with a mark of 35-39% and all three permitted attempts have been used, this module may be compensated (treated as if it has been passed) so long as the average mean mark for all 120 credits at that level is 45% or above. No more than 60 credits may be compensated this way across a programme and no more than 30 at any one level.

Classification:
Final degree classification will be calculated on the basis of a student's best marks for modules equivalent to 90 credits at Level 4, 105 credits at level 5 and 105 credits at level 6, applying a relative weighting of 1:3:5 to modules at level 4, 5 and 6 respectively

Degrees are awarded with the following classifications:
First Class – 70%+
Upper Second – 60-69%
Lower Second – 50-59%
Third – 40-49%

Students who, following the application of compensation and having used all their permitted resit attempts, have passed modules to the value of 300-345 credits, at least 60 of which are at level 6 may be awarded a pass degree

Intermediate Exit Points:
Some programmes incorporate intermediate exit points of Certificate of Higher Education and Diploma of Higher Education, which may be awarded on the successful completion of modules to the value of 120 credits at level 4 or 240 (120 of which at level 5) credits respectively. The awards are made without classification.

The above information is intended as a guide. For further information, please refer to the Regulations for Undergraduate Students, which may be found here: http://www.gold.ac.uk/governance/studentregulations/

Programme-specific rules and facts

Students who pass all four of the modules on the Foundation Year in Computing will be permitted to progress to any of the following undergraduate programmes offered in the Department of Computing:
• BSc Computer Science
• BSc Business Computing and Entrepreneurship
• BSc Games Programming
• BSc Creative Computing (subject to additional requirements detailed below)

Students wishing to progress to the BSc Creative Computing programme must obtain a high pass in Foundation Mathematics for Computing, and provide portfolio of original digital works (audio, image or

video). The fundamental skills and knowledge related to digital work, essential for the Creative Computing programme, are not covered in this Extension Year.

How teaching quality will be monitored

Goldsmiths employs a number of methods to ensure and enhance the quality of learning and teaching on its programmes.
Programmes and modules must be formally approved against national standards and are monitored throughout the year in departmental staff / student forums and through the completion of module evaluation questionnaires. Every programme also has at least one External Examiner who produces an annual report which comments on the standards of awards and student achievement.
This output is considered with other relevant data in the process of Annual Programme Review, to which all programmes are subject, and which aims to identify both good practice and issues which require resolution.

Every six years all programmes within a department are also subject to a broader periodic review. This aims to ensure that they remain current, that the procedures to maintain the standards of the awards are working effectively and the quality of the learning opportunities and information provided to students and applicants is appropriate.

Detailed information on all of these procedures are published on the webpages of the Quality Office (http://www.gold.ac.uk/quality/).

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