BSc (Hons) Computer Science;

BSc (Hons) Computer Science with Work Experience

Programme specification

1. Programme details

Item	Information
a) Programme name (incl. pathways):	BSc Computer Science BSc Computer Science (Artificial Intelligence and Data Science) BSc Computer Science (Software Engineering) BSc Computer Science (Cybersecurity) BSc Computer Science (User Experience) BSc Computer Science with Work Experience BSc Computer Science (Artificial Intelligence and Data Science) with Work Experience BSc Computer Science (Software Engineering) with Work Experience BSc Computer Science (Cybersecurity) with Work Experience BSc Computer Science (User Experience) with Work Experience
b) Programme code(s)	510102, and 510112 for Work Experience
c) Programme credit value(s)	360 or 480 with work experience CATS 180 or 240 with work experience ECTS
d) Programme author(s)	Sean McGrath
e) Entry requirements	Applicants will normally be expected to have BBB-CCC at A level, or an equivalent qualification. A levels or equivalent study in Mathematics, Computer Science, Information Technology or Business are welcomed, but applicants without these subjects are encouraged to apply where they can demonstrate relevant interest, knowledge, skills or experience.

	Applicants without an A-level or equivalent qualification in a scientific or technical subject should normally hold GCSE Mathematics at grade B/6, or equivalent. Applicants may be invited to interview and may be asked to complete a computing aptitude task. Applicants whose first language is not English should normally achieve IELTS 6 overall, or an equivalent English-language qualification, in accordance with Goldsmith's admissions requirements.
f) Academic year effective from	2027/28

2. Programme Aims & Overview

Aims

The BSc Computer Science programme aims to produce graduates who are technically capable, critically aware, and equipped to apply computing to real-world problems. Whichever route a student follows, the programme shares a common intent to combine rigorous technical foundations with creative, ethical and socially engaged practice.

Overview

BSc Computer Science is a three-year full-time honours programme that equips students with the technical knowledge, practical skills and critical awareness needed to design and build the computational systems that shape modern life. It combines a rigorous grounding in the core of the discipline including programming, algorithms, computer architecture, and the mathematics that underpins them, with hands-on experience of contemporary tools, web technologies and software development practice from the very first term.

The programme is built around a shared computer science core and a set of specialist routes, allowing students to develop broad, transferable expertise while also pursuing an area that matches their interests and career ambitions. Alongside the general Computer Science degree, students may follow one of four named routes:

- Computer Science (Artificial Intelligence and Data science)
- Computer Science (Software Engineering)
- Computer Science (Cybersecurity)
- Computer Science (User experience)

All routes mainly share a common first year, so that students build the same solid foundation before their specialism develops through Years 2 and 3.

Study is organised into 15-credit modules, with students taking 120 credits in each year of study. The first year (Level 4) establishes the essentials: Introduction to Programming, Web Development, Logic and Computer Architecture, Mathematics of Computing, and professional practice, together with the first of the programme's project modules. The second year (Level 5) deepens both theory and practice through modules such as Software Development and Design, Algorithms, Networks and Operating Systems, and Cybersecurity Engineering, with students beginning to diverge along their chosen route. The final year (Level 6) offers a wide range of advanced and specialist options, including Deep Learning, Cryptography, Generative Artificial Intelligence, and accessible interface design, enabling students to tailor their studies and engage with topics at the current edge of the field.

A distinctive feature of the programme is its sustained emphasis on applied project-based learning. A dedicated computing project runs through each year, developing students' ability to work on substantial problems both independently and in teams, and the degree culminates in a major final project worth 45 credits. This capstone allows students to investigate a topic of their choice in depth, to demonstrate

independent enquiry and technical achievement, and to produce work of genuine professional or research value.

Equally distinctive is the programme's commitment to the ethical, social and human dimensions of computing. Rather than treating these as an afterthought, modules such as ethical computing, and human-computer interaction are woven through the curriculum, encouraging students to reflect on the professional, societal and environmental implications of the systems they create. Graduates leave not only as capable technologists but as thoughtful practitioners prepared to use computing responsibly.

On completion, students are well placed to enter a wide range of careers across the technology sector, in software development, data science and analytics, security, user experience design, and beyond, as well as to pursue entrepreneurial ventures or progress to postgraduate study and research. The breadth of the core, combined with the depth of the specialist routes, is designed to give graduates both the immediate employability and the adaptable, lifelong learning skills that a fast-changing discipline demands.

3. External reference

Item	Information
a) FHEQ Level of Award:	6
b) UCAS Code(s):	Computer science G400, Artificial Intelligence and Data Science G4I4, Cybersecurity G4CS, Software Engineering I300, User Experience G4I1
c) HECoS Code(s):	100366
d) QAA Benchmark group:	Computing

4. Awards

Item	Information
a) Awarding institution:	Goldsmiths, University of London
b) Teaching institution:	Goldsmiths, University of London
c) Home School:	Computing **If other, name here:** Click or tap here to enter text.
d) School(s) also involved in teaching of the programme:	1. Computing 2. Choose an item. 3. Choose an item. **If other, name here:** Click or tap here to enter text.
e) Entry awards:	☐ Foundation Cert ☐ CertHE ☐ DipHE ☐ PGCert ☐ PGDip
f) Interim exit awards:	☐ Foundation Cert ☒ CertHE ☒ DipHE ☐ PGCert ☐ PGDip
g) Final awards:	BSc Computer Science BSc Computer Science (Artificial Intelligence and Data Science) BSc Computer Science (Software Engineering)

Item	Information
	BSc Computer Science (Cybersecurity) BSc Computer Science (User Experience) BSc Computer Science with Work Experience BSc Computer Science (Artificial Intelligence and Data Science) with Work Experience BSc Computer Science (Software Engineering) with Work Experience BSc Computer Science (Cybersecurity) with Work Experience BSc Computer Science (User Experience) with Work Experience

5. Delivery

Item	Information	
a) Language of study:	English	
b) Valid intake points in year:	☐ January ☒ Sept/Oct ☐ Other If other, specify: Click or tap here to enter text.	
c) Mode of study:	On Campus Indicate the overall balance of teaching modes in the rows below. Row d) shows total hours of directed learning, with e) and f) showing how this is broken down in in-person vs. online learning, in hours and percentages.	
d) Total hours directed learning/year	**1200 per year and the whole programme is 3600 or 4800 for work experience**	
e) In-person hours	720	100%
f) Online hours	0	0%
g) Pace of study:	☒ Full time ☒ Part time	
h) Duration of programme	Full time: 3 ☒years ☐months Part time: 6 ☒years ☐months	
i) External accreditation:	N/A	
j) Apprenticeship Standard:	N/A	

6. Programme Learning Outcomes

Also, see the curriculum map at the end of document.

For UG exit awards, Learning Outcomes must be achieved in the level indicated below:

- CertHE = Level 4
- DipHE = Level 5

Learning outcomes are grouped in categories of:

- **Declarative learning** - knowledge, thinking & facts (D1-3)
- **Functional learning** - application of knowledge, thinking & facts (F1-3)
- **Professional and transferable skills and behaviours** (P1-3)

On successful completion of the programme, you will be able to:

	Learning Outcome	Level	Graduate Attribute
D1	Demonstrate a systematic understanding of the core principles and foundations of computer science, including programming, algorithms and data structures, computer architecture and systems, and the mathematical concepts that underpin the discipline.	4	Diversity of perspective
D2	Critically explain and evaluate the theories, methods and technologies relevant to their chosen area of study computer science, artificial intelligence and data science, software engineering, cybersecurity, or user experience, and locate this specialist knowledge within the wider field of computing.	5	Diversity of perspective
D3	Critically appraise the professional, ethical, legal, social and environmental issues associated with computing, including the responsible design, deployment and use of computational systems and data, and the risks arising from their failure or misuse.	6	Diversity of perspective
F1	Analyse computational problems, and design, implement, test and evaluate effective, usable and secure software and systems solutions using appropriate tools, techniques, languages and methodologies.	5	Responsible agency
F2	Apply specialist knowledge and methods to complex problems within their chosen route, selecting and justifying suitable approaches under conditions of incomplete information and technical uncertainty, and critically evaluating the results.	6	Responsible agency

	Learning Outcome	Level	Graduate Attribute
F3	Plan, conduct and deliver substantial individual and collaborative projects, exercising independent enquiry, sound judgement and critical reflection, taking account of user needs and the commercial, organisational and resource context, and integrating knowledge and skills from across the programme.	5	Collaboration
P1	Communicate ideas, arguments, designs and technical information clearly and effectively to a range of specialist and non-specialist audiences, using appropriate written, oral and visual forms.	5	Political in the personal
P2	Work effectively both independently and as part of a team, managing time, tasks and resources, and demonstrating the professional conduct, ethical judgement, collaboration and project-management skills expected in the workplace.	5	Collaboration
P3	Take responsibility for their own continuing professional development, learning independently and adapting to new tools, technologies and contexts to sustain their capability in a rapidly changing field and to progress to graduate employment or postgraduate study.	6	Political in the personal

7. Programme Structure

For Undergraduate programmes (UG), each level must amount to at least **120 CATS** (60 ECTS).

Postgraduate (PGT) programmes must amount to at least 180 CATS (90ECTS), with exception to interim exit awards.

Programmes are staged in **Phases**, where each Phase relates to an exit award.

Compulsory modules must be taken by all students.

Option modules – you must choose one or more of the options available to this programme at this level and point. The option modules available from this list may vary from year to year, depending on student numbers and staff availability. Selection takes place during your studies, not before.

Programme structure notes (where relevant):

The programme offers a series of specialist pathways, which students select on application. Students may also choose the BSc Computer Science degree without a named pathway, which allows a wider selection of optional modules.

An undergraduate honours degree comprises 360 credits: 120 at Level 4, 120 at Level 5 and 120 at Level 6. Full-time students take Level 4 modules in their first year, Level 5 in their second, and Level 6 in their final year. A standard module is worth 15 credits, and the final-year project is worth 45 credits.

Students may also take an optional year-long work placement, worth an additional 120 credits. Taken between the second and final years, the placement is assessed by a placement tutor. Students who complete the placement year successfully receive the endorsement 'with work experience' on their degree certificate.

Students decide their optional modules in consultation with the programme leader.

The list of modules offered is updated annually to ensure its relevance and alignment with current industry requirements.

Part-time students can consult the programme leader to determine the most suitable approach for selecting the number of modules to take, as well as which modules to study in each year.

Pathway	Acronym
Computer Science	CS
Computer Science (Artificial Intelligence and Data Science)	AI
Computer Science (Software Engineering)	SE
Computer Science (Cybersecurity)	CY
Computer Science (User Experience)	UX

Phase 1 (FT)

Module Name	Code	Credit	Level	Type	Term	Year PT	Pathway
Mathematics for Computing	TBC	15	4	Compulsory	1	Y1	All
Introduction to Programming	IS51031	15	4	Compulsory	1	Y1	All
Web Development	TBC	15	4	Compulsory	1	Y2	All
Logic, Electronics and Computer Architecture	TBC	15	4	Compulsory	1	Y2	All
Computing Project 1	IS51036	15	4	Compulsory	2-3	Y2	All
Introduction to Artificial Intelligence	TBC	15	4	Compulsory	2	Y2	CS, AI, SE, and CY.
Professional Practice for Computing	IS51046	15	4	Compulsory	2	Y1	All
Algorithms 1	IS51043	15	4	Compulsory	2	Y1	CS, AI, SE, and CY.
Physical Computing	TBC	15	4	Compulsory	2	Y2	UX
Introduction to Statistics	IS51033	15	4	Compulsory	2	Y1	UX

Phase 2 (FT)

Module Name	Module Code	Credit	Level	Module Type	Term	Year PT	Pathway
Software Development and Design	IS52060	15	5	Compulsory	1	Y3	All
Full Stack Web Development	TBC	15	5	Option - Core	1	Y4	Compulsory for CS, AI, SE, and CY. Optional for UX
Data Programming for Artificial Intelligence	IS52061	15	5	Option - Core	1	Y4	Compulsory for CS, AI, and SE. Optional for UX
Human Computer Interaction Theory Practice and Application	IS52046	15	5	Option - Core	1	Y4	Compulsory for UX. Optional for CS
Goldsmiths Elective	Various	15	5	Option - Shared	1	Y4	UX
Cybersecurity Engineering	TBC	15	5	Option - Core	1	Y3	Compulsory for CY and UX. Optional for CS
Machine Learning	TBC	15	5	Option - Core	1	Y4	Compulsory for AI and CY. Optional for CS, and UX
Algorithms 2	IS52054	15	5	Option - Core	1	Y4	Compulsory for SE Optional for CS.
Networks and Operating Systems	IS52062	15	5	Option - Core	2	Y4	Compulsory for SE, and CY. Optional for CS and UX
Ethical Applied Artificial Intelligence	TBC	15	5	Option - Core	2	Y3	Compulsory for AI and CY. Optional for CS and UX
Advanced Machine Learning	TBC	15	5	Option - Core	2	Y4	Compulsory for AI. Optional for CS, and UX
Object Oriented Programming	TBC	15	5	Option - Core	2	Y3	Compulsory for SE. Optional for CS and UX

Module Name	Module Code	Credit	Level	Module Type	Term	Year PT	Pathway
Digital Signal Processing	IS52041	15	5	Option - Shared	2	Y4	Optional for All
Goldsmiths' Social Change Project	CC52001	15	5	Compulsory	2	Y3	All
Computing Project 2	IS52018	15	5	Compulsory	2-3	Y4	All

Phase 3 (FT)

Module Name	Module Code	Credit	Level	Module Type	Term	Year PT	Pathway
Deep Learning	TBC	15	6	Option - Core	1	Y5	Compulsory for AI. Optional for CS, SE, CY, and UX
Network and System Security	IS53077	15	6	Option - Core	1	Y5	Compulsory for CY. Optional for CS, AI, SE, and UX
Cloud Computing and Security	TBC	15	6	Option - Core	1	Y6	Compulsory for SE, and CY. Optional for CS, AI, and UX
DevOps and Reliability Engineering	TBC	15	6	Option - Core	1	Y5	Compulsory for SE. Optional for CS, AI, CY, and UX
Mobile Development	TBC	15	6	Option - Core	1	Y5	Compulsory for SE. Optional for CS, AI, CY, and UX
Digital Product Innovation and Venture Creation	TBC	15	6	Option - Shared	1	Y5	All
Ethical Computing for the Social Economy	IS53068	15	6	Option - Core	1	Y5	Compulsory for UX, Optional for CS, AI, SE, and CY
Accredited Work Experience	IS53044	15	6	Elective	Multi	Y6	All
Designing Accessible Interfaces	IS53079	15	6	Option - Core	2	Y6	Compulsory for UX Optional for CS, AI, SE, and CY

Module Name	Module Code	Credit	Level	Module Type	Term	Year PT	Pathway
Advanced Data Techniques	TBC	15	6	Option - Core	2	Y5	Compulsory for AI, Optional for CS, SE, CY and UX
Generative Artificial Intelligence	TBC	15	6	Option - Core	2	Y5	Compulsory for AI, Optional for CS, SE, CY and UX
Cryptography	IS53078	15	6	Option - Core	2	Y5	Compulsory for CY. Optional for CS, AI, SE, and UX
Extended Object Oriented Programming	TBC	15	6	Option - Shared	2	Y5	Optional for CS, AI, SE, and UX
Final Project	IS53080	45	6	Compulsory	1-2-3	Y6	All

8. Learning, Teaching & Assessment

Learning & Teaching methods

Teaching will be via a range of formats to be as relevant as possible to the topic and learning outcomes. This may be through workshops, practical labs, lectures and seminars. It may have a mix of in-person and online activities, designed to give you the best learning experience and to make the most out of your learning experience. You are expected to attend all of your timetabled learning activities.

Specifically, this programme will be taught in the following ways:
On this programme, theoretical concepts are covered in lectures, while practical work is delivered through laboratory sessions. At Level 4 (Year 1), students are introduced to the fundamental concepts of computer science, supported by a higher number of contact hours. At Levels 5 and 6, the emphasis shifts towards applied and independent learning.

At every level, students take a project module in which they work on industry-relevant projects, developing the skills required for employment, such as teamwork and critical thinking.

Independent study is supported by the VLE, library resources, specialist computing facilities, formative tasks, peer learning, tutorials, personal tutoring and project supervision.

Assessment modes and approaches

You will be assessed in a range ways throughout your course. These will be both Formative (for feedback and development), and Summative (required to pass and progress to the next level). Summative assessments are compulsory.

Feedback is a crucial part of your learning and development in this programme. You will receive feedback both on your Formative (work in progress) tasks/assessments, and your Summative (graded) assessments. This feedback will help the assessment to be a part of your learning, not just a test. It may be verbal, written or video based. Please engage with this feedback to improve your future work.

Specifically, this programme will be assessed in the following ways:
Assessment is designed to test academic understanding, technical capability, and professional practice. Methods include portfolio and in person exam.

Assessment becomes progressively more independent. Level 4 provides structured tasks and guided project work; Level 5 requires more substantial application, analysis and collaborative delivery; Level 6 requires integrated professional judgement through the Final Project.

Formative activities include draft work, demonstrations, exercises, peer review, presentations in progress, prototype testing and tutorial discussion. Feedback may be written, verbal, audio-visual or delivered through practical critique and is intended to help students improve subsequent work.

Exams may take a variety of forms, including project-based assessments and in-class examinations, depending on the learning outcomes of the module.

Students are expected to use generative AI tools transparently, critically and responsibly, to verify outputs, protect confidential or personal data and maintain academic integrity.

The assessment diet below is the proposed programme-level balance for compulsory learning. It will be checked alongside module specifications and deadline mapping before final delivery in 2027/28 to ensure variety, manageable timing, an appropriate balance of individual and group work and opportunities to act on feedback.

Assessment diet (number of assessments for compulsory modules)

Mode	Level 3	Level 4	Level 5	Level 6	Level 7	Total
Coursework	0	0	0	0	0	0
Exam	0	0	1	0	0	1
Live	0	0	0	0	0	0
Portfolio (multi-modal)	0	8	2	1	0	11
Practical / multimedia	0	0	0	0	0	0
Written	0	0	1	0	0	1
TOTAL:	**0**	**8**	**4**	**1**	**0**	**13**
Of which…	**Individual:**	**11**	**Group:**	**2**		

9. Other information

Item	Information
a) Assessment regulations	https://www.gold.ac.uk/gam/taught-programmes/assessment/
b) Placement opportunities	Students registered on the work-experience pathway complete the 120-credit Work Placement between Level 5 and the final academic stage. The placement may be undertaken in the UK or abroad, subject to approval and the relevant placement requirements.
c) Programme-specific requirements	There are no additional programme-specific academic requirements beyond those stated in the programme and module specifications. Students are expected to attend and engage with scheduled lectures, seminars, laboratories, workshops, tutorials, project supervision and group activity.

Item	Information
	Students undertaking the work-experience pathway must satisfy placement approval, professional conduct, health and safety, right-to-work or visa, and any employer-specific requirements.
d) Programme specific costs and resources	No compulsory programme-specific charges are currently anticipated beyond normal study costs. Students require regular access to a computer and reliable internet connection for independent study. Goldsmiths provides access to computing laboratories, specialist software, library resources and the institutional VLE. Optional activities, personal equipment upgrades, travel and costs associated with placements may create additional expenditure. Current information should be confirmed through the programme handbook and Goldsmiths fees and funding guidance.
e) Employability and potential career opportunities	The programme is designed to produce graduates who are work-ready and equipped to progress within a rapidly evolving digital sector. Employability is embedded throughout the curriculum rather than treated as a separate strand: technical modules are aligned with current industry practice, tools and standards, and assessment frequently takes the form of authentic tasks that mirror professional activity, such as software development projects, technical reports, presentations and portfolio work. At every level, students undertake a project module in which they work on industry-relevant briefs, individually and in teams. These develop not only technical competence but also the professional skills employers consistently identify as essential, including teamwork, communication, project management, problem-solving, critical thinking and the ability to work to a client specification and deadline. The final-year project allows students to demonstrate independent research, technical depth and professional judgement, and provides substantial evidence of capability for prospective employers. Students are further supported through engagement with employers and the wider profession. This may include guest lectures from industry practitioners, employer-set project briefs, industrial advisory input into curriculum design, participation in hackathons and competitions, and the opportunity to gain recognised vendor and professional certifications alongside the degree. Students are encouraged to undertake a placement year or summer internship, and are supported in doing so by the University's Careers and Employability Service, which provides

Item	Information
	guidance on CV preparation, applications, interviews and assessment centres. Personal tutors and project supervisors also support students in reflecting on their skills development and articulating it to employers.

10. Academic support

There is a range of support available to you to give you the best possible chance of success in this programme.

Please see your tutors and student portal/VLE for details of what's available and how to access this support.

11. Curriculum map

Programme Learning Outcomes assessed by each module:

Module name	Code	Type	D1	D2	D3	F1	F2	F3	P1	P2	P3
Mathematics for Computing	TBC	Compulsory	☒	☐	☐	☐	☒	☐	☐	☐	☐
Introduction to Programming	IS51031	Compulsory	☒	☐	☐	☒	☐	☐	☐	☐	☒
Web Development	TBC	Compulsory	☒	☐	☐	☒	☐	☐	☒	☐	☐
Logic, Electronics and Computer Architecture	TBC	Compulsory	☒	☐	☐	☐	☒	☐	☐	☐	☐
Computing Project 1	TBC	Compulsory	☐	☐	☐	☒	☒	☒	☒	☒	☒
Introduction to Artificial Intelligence	TBC	Compulsory	☒	☒	☐	☐	☒	☐	☐	☐	☐
Professional Practice for Computing	TBC	Compulsory	☐	☐	☒	☐	☐	☐	☒	☒	☒
Algorithms 1	IS51043	Compulsory	☒	☐	☐	☐	☒	☐	☐	☐	☐
Physical Computing	TBC	Compulsory	☒	☐	☐	☒	☐	☐	☒	☒	☐
Introduction to Statistics	IS51033	Compulsory	☒	☐	☐	☒	☐	☐	☒	☐	☐
Software Development and Design	IS52060	Compulsory	☒	☐	☐	☒	☒	☐	☒	☒	☐
Full Stack Web Development	TBC	Option - Core	☐	☒	☐	☒	☒	☐	☒	☒	☐
Data Programming for Artificial Intelligence	IS52061	Option - Core	☐	☒	☐	☒	☒	☐	☐	☐	☐
Human Computer Interaction Theory Practice and Application	IS52046	Option - Core	☐	☒	☒	☒	☒	☐	☒	☐	☐
Cybersecurity Engineering	TBC	Option - Core	☒	☒	☒	☒	☒	☐	☐	☐	☐
Machine Learning	TBC	Compulsory	☐	☒	☐	☒	☒	☐	☐	☐	☐
Algorithms 2	IS52054	Option - Core	☒	☐	☐	☐	☒	☐	☐	☐	☐
Computing Project 2	IS52018	Compulsory	☐	☐	☐	☒	☒	☒	☒	☒	☒
Goldsmiths' Social Change Project	CC52	Compulsory	☐	☐	☒	☐	☐	☒	☒	☒	☒
Ethical Applied Artificial Intelligence	TBC	Option - Core	☐	☒	☒	☐	☒	☐	☒	☒	☐
Networks and Operating Systems	IS52062	Option - Core	☒	☒	☐	☐	☒	☐	☐	☐	☐

Module name	Code	Type	D1	D2	D3	F1	F2	F3	P1	P2	P3
Advanced Machine Learning	TBC	Option - Core	☐	☒	☐	☒	☒	☐	☐	☐	☐
Object Oriented Programming	TBC	Option - Core	☒	☐	☐	☒	☒	☐	☐	☐	☐
Deep Learning	TBC	Option - Core	☐	☒	☐	☒	☒	☐	☐	☐	☐
Network and System Security	IS53077	Option - Core	☐	☒	☒	☒	☒	☐	☐	☐	☐
Digital Signal Processing	IS52041	Option - Shared	☒	☐	☐	☒	☒	☐	☐	☐	☐
Designing Accessible Interfaces	IS53079	Option - Core	☐	☒	☒	☒	☒	☐	☒	☐	☐
Cloud Computing and Security	TBC	Option - Core	☒	☒	☐	☒	☒	☐	☐	☐	☐
DevOps and Reliability Engineering	TBC	Option - Core	☒	☒	☐	☒	☒	☐	☐	☒	☐
Mobile Development	TBC	Option - Core	☐	☒	☐	☒	☒	☐	☒	☐	☐
Digital Product Innovation and Venture Creation	TBC	Option - Core	☐	☐	☒	☐	☒	☒	☒	☒	☒
Accredited Work Experience	IS53044	Elective	☐	☐	☐	☐	☐	☐	☒	☒	☒
Ethical Computing for the Social Economy	IS53068	Option - Core	☐	☒	☒	☐	☐	☐	☒	☒	☒
Advanced Data Techniques	TBC	Option - Core	☐	☒	☐	☒	☒	☐	☐	☐	☐
Generative Artificial Intelligence	TBC	Option - Core	☐	☒	☒	☒	☒	☐	☐	☐	☐
Cryptography	IS53078	Option - Core	☒	☒	☐	☐	☒	☐	☐	☐	☐
Extended Object Oriented Programming	TBC	Option - Core	☒	☐	☐	☒	☒	☐	☐	☐	☐
Final Project	IS53080	Compulsory	☒	☒	☒	☒	☒	☒	☒	☒	☒