

BSc Business Computing

Programme Specification

Awarding Institution:

University of London (Interim Exit Awards made by Goldsmiths' College)

Teaching Institution: Goldsmiths, University of London

Final Award:

Programme Name:

BSc (Hons) Business Computing (Entrepreneurship)

BSc (Hons) Business Computing (Entrepreneurship) with Work Experience

BSc (Hons) Business Computing (Systems Analysis)

BSc (Hons) Business Computing (Systems Analysis) with Work Experience

Total credit value for programme: 360

Name of Interim Exit Award(s):

Certificate of Higher Education in Business Computing

Diploma of Higher Education in Business Computing (Entrepreneurship)

Diploma of Higher Education in Business Computing (Systems Analysis)

Duration of Programme: 3 -4 years full-time or 3-6 years part-time

3 years full-time (BSc Business Computing and Entrepreneurship)

6 years part-time (BSc Business Computing and Entrepreneurship)

4 years full-time (BSc Business Computing and Entrepreneurship with Work Experience)

7 years part-time (BSc Business Computing and Entrepreneurship with Work Experience)

3 years full-time (BSc Business Computing and Systems Analysis)

6 years part-time (BSc Business Computing and Systems Analysis)

4 years full-time (BSc Business Computing and Systems Analysis with Work Experience)

7 years part-time (BSc Business Computing and Systems Analysis with Work Experience)

UCAS Code(s): IN11

HECoS Code(s):

(100366) Computer Science

(100079) Business Studies

QAA Benchmark Group

Computing; Business

FHEQ Level of Award: Level 6

Programme accredited by: Not applicable

Date Programme Specification last updated/approved: June 2021

Home Department: Computing

Department(s) which will also be involved in teaching part of the programme:

Institute for Creative and Cultural Entrepreneurship (ICCE)

Institute of Management Studies

Programme overview

The Business Computing BSc degree is a challenging degree programme that provides highly relevant, hands-on experience of digital businesses, innovative technologies, and entrepreneurship.

To ensure that you study the right modules for the career path you wish to take this program has two pathways: Entrepreneurship and Systems Analysis

Students will understand how in today's world, businesses and organisations use digital resources and computing technologies to solve real-world problems to improve business, communities, and society.

By studying for this degree students will come to intuitively understand that in this digital era, business computing systems need to adapt to changes in our environment and society to drive growth and progress.

The modules on this degree programme cover a range of topics, including, digital business, software development, start-up innovation, networking, programming, database design, information systems, organisational behaviour and marketing and promotion.

Students will be taught the complete business systems development life cycle from design thinking and product development through to business creation and commercialisation.

Students will be equipped with a deep understanding of core business competencies (finance, marketing, management and innovation) while also learning creative techniques (brand storytelling) alongside critical technical know-how (data analysis and visualisation).

When students graduate, they will be working on both small and large projects. Therefore, each year students will study a project-based module focused on building a real-world software solution in a team. In final year students will carry out an individual project and will have the opportunity to demonstrate projects, including at the annual showcase event.

Throughout the course students will be taught project management and team-based software development skills, making them ready for the world of work.

All modules will prepare students for the future as a business computing entrepreneur or global business leader with a technology focus that can exploit new trends and emerging markets.

As part of the degree, Students have the opportunity to take a year-long work placement between second year and third year. The department will support you in finding that all-important paid professional experience, in the UK or abroad.

The programme offers students the option to take two different pathways:

The Entrepreneurship pathway enables students to

- Explore how both new and established organisations can respond to the opportunities and threats associated with disruptive innovation.
- Students will develop practical computing skills and an understanding of the processes involved in creating digital start-up businesses from inception to launch.
- This pathway explores technological and innovation trends and their impact on organisations. Students will consider the economics of digital business and the characteristics of innovative businesses that succeed in a turbulent environment.

Systems Analysis is

- an industry focused pathway, designed in conjunction with industry and the business world to cover the major developments in IT today. Students will cover a wide range of topics including Business process re-engineering, Organisational behaviour, Big Data, the Internet of Things (IoT), User Experience (UX) and User Centred Design.
- Students will study a large range of modern-day IT systems including, transaction Processing Systems, Virtual reality systems, Office Automation Systems, Knowledge Management Systems, Management Information Systems, and executive Support Systems.
- Students will also study how Systems analysts are used in the decision-making processes of modern organisations. Students will gain an understanding of how Systems analyst use artificial intelligence techniques are used business and Online Analytical Processing (OLAP)

- Students will be able to develop skills using specialist IT tools which are harnessed by industry worldwide, such as JMP statistical analysis, Microsoft Project, MS SQL, Python and Tableau for data analysis.
- As organisations become ever more dependent on information technology to operate efficiently and effectively, the system analysis pathway primes you for exciting career opportunities as a consultant systems analyst in any sector, anywhere in the world.

Programme entry requirements

You will be expected to have at least BBB at A2 level, or equivalent. A levels relating to Mathematics, Computer Science, Information technology, or Business Studies are preferred, but we encourage applications from those without a formal qualification in these areas who can demonstrate relevant enthusiasm, knowledge, skills and experience.

Applicants may be called for an interview, at which time they may be asked to take a computer aptitude test. If you do not have an A2 level qualification, or equivalent, relating to the sciences, you should have a B in GCSE Mathematics, or equivalent.

Applicants whose first language is not English must have received a score of 6.0 or more in the IELTS (or equivalent) examination for written English.

Programme learning outcomes

The aim of this programme is to produce graduates who are independent, creative and reflective Business Computing practitioners and entrepreneurs. Students who successfully complete either pathway will demonstrate:

- an understanding of the roles of business professionals participating in the phases of building Business Computing systems.
- a detailed understanding of knowledge and skills necessary to create and deploy business computing systems in commercial contexts.
- the programming skills required to design and build business computing systems for Internet and mobile environments.
- an understanding of successful business systems deployed and to appreciate that such success is in no way guaranteed even when the latest technology is used.
- an understanding of and ability to apply the security, legal and ethical issues that may arise when computing systems are used in Business.
- knowledge of computing technologies across a range of core and specialist topics.

- the ability to work independently and in groups and reflectively evaluate their own work.

Students graduating with a **Certificate of Higher Education in Business Computing** taking either the **Entrepreneurship or Systems Analysis pathways** must achieve the following learning outcomes at a basic level, but are not required to achieve them at a professional level.

Knowledge and understanding

Code	Learning outcome	Taught by the following module(s)
A1	Basic knowledge of a programming language and its features The role of businesses in the digital era	Intro to Programming User Experience and the Web Business Enterprise In the Digital Era
A2	Introductory understanding of the techniques in technologies used by businesses when systems in analysis and Strategic Management	Strategic Management Business Computing Project 1 (Systems Analysis pathway)
A3	Introductory understanding of digital computing and the role entrepreneurs play in inventing and designing new digital businesses and organisations.	Understanding Entrepreneurship Business Computing Project 1 (Entrepreneurship pathway)

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
B1	Computational Problem solving	Intro to Programming User Experience and the Web
B2	Define and understand the nature, scope and deployment of a wide variety of business computing systems.	Business Enterprise in the Digital Era Business Computing Project 1 (Systems Analysis & Entrepreneurship pathways)
B3	Define and understand the role of Information technology when deployed for business computing. Understand and apply the security, legal and ethical	Business Enterprise in the Digital Era Business Computing Project 1 (Systems Analysis & Entrepreneurship pathways)

Code	Learning outcome	Taught by the following module(s)
	issues that may arise when deploying business Computing systems	

Subject specific skills and professional behaviours and attitudes

Code	Learning outcome	Taught by the following module(s)
C1	Program computer software	Intro to Programming User Experience and the Web

Transferable skills (Elements)

Code	Learning outcome	Taught by the following module(s)
D1	Have core numeracy, literacy and IT skills to a graduate level	Numeracy and IT skills are core to a computing degree and will feature throughout the curriculum.
D2	Be able to effectively present themselves and their work orally and in writing to a professional level.	Assessment throughout the programme will include considerable written and oral presentation.
D3	Being able to effectively analyse and summarise business information and formulate a software-based solution	Business Enterprise in the Digital Era Business Computing Project 1 (Systems Analysis & Entrepreneurship pathways)

The **Diploma of Higher Education in Business Computing (Entrepreneurship)** and the **Diploma of Higher Education in Business Computing (Systems Analysis)** includes all learning outcomes of the Certificate of Higher Education in Business Computing. Students graduating with a Diploma must achieve the learning outcomes of the Certificate of Higher Education to higher level characterised by greater breadth and depth of knowledge, greater independence in practical work and more critical skills in evaluation and analysis. In addition, the Diploma of Higher Education in Business Computing and Entrepreneurship and Systems Analysis pathways include the learning outcomes listed below. Learning outcomes should be achieved to the level of academic study or professional practice, within limited domains.

Knowledge and understanding

Code	Learning outcome	Taught by the following module(s)
A1	A range of topics in computing technologies across a range of core and specialist topics. Knowledge should be sufficient to apply in a professional Business Computing and Software Development	A range of compulsory and specialist modules including: Dynamic web apps Systems Analysis & Design Mobile Computing Project 2 Social Change Project (Systems Analysis & Entrepreneurship pathways)
A2	A range of topics designed to understand how systems work and operate and how organisational behaviour drives the design of modern business computer systems.	A range of compulsory and specialist modules including: Systems Analysis & Design Organisational Behaviour Information Security Networks & Infrastructure Mobile Computing Project 2 (Systems analysis pathway)
A3	A range of topics designed to understand entrepreneurial behaviour, marketing and business modelling and planning undertaken by modern companies operating in the Digital age	A range of compulsory and specialist modules including: Entrepreneurial Behaviour Systems Analysis & Design Business Modelling & Planning Marketing Management Mobile Computing Project 2 (Entrepreneurship pathway)

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
B1	Apply computational thinking to the design and implementation of computing systems. Knowledge should be sufficient to apply to practical software development problems.	This will primarily be taught in the 1st and 2nd compulsory and specialist modules. This skill will be applied across the programme but particularly in project-based modules including: Business Computing Project 2 (Systems Analysis & Entrepreneurship pathways)
B2	Analyse and evaluate computing systems and technologies with reference to efficiency, correctness and suitability to users' needs.	This will be taught across the curriculum, but primarily in the programming modules and Software Projects. (Systems Analysis & Entrepreneurship pathways)
B3	Computing systems thinking and modelling for the design and implementation of business computing systems at a professional level.	This will be taught across the curriculum, but primarily in the programming modules and Software Projects. This skill will be applied across the programme but particularly in project-based modules including Systems Analysis & Design Dynamic web apps (Systems Analysis & Entrepreneurship pathways)
B4	Work in a group to propose, plan and evaluate a significant piece of computing project work.	This will be taught in the 1st year module Business Enterprise in the Digital Era and Software Projects Business Computing Project 2 .

Subject specific skills and professional behaviours and attitudes

Code	Learning outcome	Taught by the following module(s)
C1	Effective presentation and demonstration of computing issues.	This will be taught in the 1st year module Business Enterprise in the Digital Era and the 2nd year module Mobile Computing Project 2 (Systems Analysis & Entrepreneurship pathways)
C2	Apply specific technologies, methods and tools to the analysis, design and implementation of computing software systems.	This will be taught in the 1st year modules and the 2nd year Module Mobile Computing Project 2 (Systems Analysis & Entrepreneurship pathways)
C3	Understand and apply business computing theories and approaches to real-world scenarios.	Mobile Computing Project 2 Dynamic web apps (Systems Analysis & Entrepreneurship pathways)

Transferable skills

Code	Learning outcome	Taught by the following module(s)
D1	Have core numeracy, literacy and IT skills at graduate level.	Numeracy and IT skills is core to a computing degree and will feature throughout the curriculum. (Systems Analysis & Entrepreneurship pathways)

Code	Learning outcome	Taught by the following module(s)
D2	Be able to reflect on and evaluate their work.	Students will be required to maintain a web page on which they will engage in reflective discussion of their work. (Systems Analysis & Entrepreneurship pathways)
D3	Be independent and creative workers and learners	Our degree programmes have a particular focus, unusual in computing modules, on independent and creative work, starting with 1st year programming and continuing in Projects. (Systems Analysis & Entrepreneurship pathways)
D4	Be able to work effectively in groups	Many modules will include group work but the largest scale will be the group project featured in the 1st year Module Business Enterprise in the Digital Era and the 2nd year Projects module. (Systems Analysis & Entrepreneurship pathways)
D5	Be able to present themselves and their work effectively orally and in writing	The 1st and 2nd year modules feature formative and summative presentation assessments. (Systems Analysis & Entrepreneurship pathways)

In addition to the generic Diploma learning outcomes, students graduating with **The Diploma of Higher Education in Business Computing (Entrepreneurship)**, will display the following learning outcomes.

Knowledge and understanding

Code	Learning outcome	Taught by the following module(s)
A1	A detailed understanding of the major concepts and technologies underpinning entrepreneurship and their application to designing new products, services and processes that add value and exploit opportunities.	Understanding Entrepreneurship Entrepreneurial Behaviour Modelling Digital Ventures Marketing Management
A2	Students will demonstrate knowledge of current information, theories and models, and techniques and practices in all of the major business disciplines including the general areas of Accounting and Finance, Information Technologies, Management and Marketing.	Understanding Entrepreneurship Entrepreneurial Behaviour Modelling Digital Ventures Marketing Management

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
A1	Appreciated the issues and challenges associated with entrepreneurs securing and managing financial resources in new and established organisations.	Understanding Entrepreneurship Entrepreneurial Behaviour Modelling Digital Ventures Marketing Management

In addition to the generic Diploma learning outcomes, students graduating with **The Diploma of Higher Education in Business Computing (Systems Analysis)**, will display the following learning outcomes.

Knowledge and understanding

Code	Learning outcome	Taught by the following module(s)
A1	Students will have a detailed understanding of the major concepts, technologies and techniques employed by systems analysts	Strategic Management

Code	Learning outcome	Taught by the following module(s)
	when analysing an business process-reengineering, services, product and business processes to create value.	Organisational Behaviour Information Security Networks and Operating Systems
A2	Students will demonstrate knowledge of current information, theories and models, and techniques and practices in all of the major business disciplines including the general areas of Accounting and Finance, Information Technologies, Management and Marketing.	Strategic Management Organisational Behaviour Information Security Networks and Operating Systems

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
A1	Applying a range of systems analysis techniques to to design creative strategies for pursuing, exploiting and further developing new opportunities	Strategic Management Organisational Behaviour Information Security Networks and Operating Systems

The **BSc (Hons) Business Computing and Entrepreneurship** and **BSc (Hons) Business Computing and Systems Analysis** include all learning outcomes of the Diploma of Higher Education. The learning outcomes must be achieved to a higher level characterised by greater specialist knowledge and skills as well as greater independence of thought and practical work. All learning outcomes should be achieved to the level of professional practice within the games industry and knowledge and thinking skills should be achieved to the level of academic practice. As well as the learning outcomes for the Diploma of Higher Education the **BSc (Hons) Business Computing and Entrepreneurship** and **BSc (Hons) Business Computing and Systems Analysis** have the following outcomes.

Knowledge and understanding

Code	Learning outcome	Taught by the following module(s)
A1	A wide range of topics in computing technologies across a range of core and specialist topics. Knowledge should be sufficient to apply in a professional Software Development context.	The 3rd year optional taught modules and the compulsory specialist modules Business in the Digital Economy Social responsibilities of Management Final Business computing Project (Systems Analysis & Entrepreneurship pathways)

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
B1	Propose, plan and evaluate a significant piece of project work, under supervision of an expert.	Final Business computing Project (Systems Analysis & Entrepreneurship pathways)

Subject specific skills and professional behaviours and attitudes

Code	Learning outcome	Taught by the following module(s)
C1	Presentation and demonstration of computing issues and challenges at a professional level.	This will be taught in the 1st year modules, 2nd and final year projects. (Systems Analysis & Entrepreneurship pathways)
C2	Perform market and user group research relating to the viability of a computing-based product or service	Creative and Social Enterprises and the final year project in Business Computing.

Code	Learning outcome	Taught by the following module(s)
		(Systems Analysis & Entrepreneurship pathways)
C3	<p>Research and generate a business case for a software product.</p> <p>Gain a complete understanding of the software development lifecycle including User requirement analysis, background research and project management.</p> <p>Apply prototyping techniques and Technologies to solve business and societal problems.</p> <p>Gain a detailed understanding of testing strategies and techniques and their application to real world situations.</p>	<p>This will be taught across the curriculum and in particular in the final the final year project in Business Computing.</p> <p>(Systems Analysis & Entrepreneurship pathways)</p>
C4	Execute a significant piece of computing work, under supervision of an expert.	Final project module

Transferable skills

Code	Learning outcome	Taught by the following module(s)
D1	Be able to reflect on and critically evaluate their work	<p>Students will be required to maintain a web page on which they will engage in reflective discussion of their work.</p> <p>The 3rd year optional taught modules and the compulsory specialist modules</p> <p>Business in the Digital Economy</p> <p>Social responsibilities of Management</p> <p>Final Business computing Project</p> <p>(Systems Analysis & Entrepreneurship pathways)</p>
D2	Be able to present themselves and their work orally and in writing to a professional level.	<p>This will be taught in throughout the curriculum culminating in the final year project</p> <p>The 3rd year optional taught modules and the compulsory specialist modules</p> <p>Business in the Digital Economy</p> <p>Social responsibilities of Management</p> <p>Final Business computing Project</p> <p>(Systems Analysis & Entrepreneurship pathways)</p>

In addition to the generic BSc learning outcomes, students graduating with **The BSc (Hons) Business Computing (Entrepreneurship)**, will display the following learning outcomes.

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
A1	Students will demonstrate an ability to engage in critical thinking by analysing entrepreneurial situations and constructing and selecting viable solutions to solve problems.	Case studies in technology entrepreneurship

In addition to the generic BSc learning outcomes, students graduating with **The BSc (Hons) Business Computing (Systems Analysis)**, will display the following learning outcomes.

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
A1	Students will demonstrate an ability to engage in critical thinking by analysing entrepreneurial situations and constructing and selecting viable solutions to solve problems.	Case studies in business process modelling

The above learning outcomes are in concurrence with typical learning outcomes for Computing degrees as identified by the QAA subject benchmark.

Mode of study

On Campus

Programme structure

An undergraduate honours degree is made up of 360 credits – 120 at Level 4, 120 at Level 5 and 120 at Level 6. If you're a full-time student, you will usually take Level 4 modules in the first year, Level 5 in the second, and Level 6 modules in your final year.

A standard module is worth 30 credits. Some programmes also contain 15-credit half modules or can be made up of higher-value parts, such as a dissertation or Major Project.

Level 4

First year modules get you developing real world solutions from the very beginning. You will learn technical programming and web development skills while at the same time working in teams to develop complete software products with a focus on business.

You will develop web and mobile apps that fulfil the needs of your target market, ranging from a website for a local business to an iPhone app advertising a fantasy virtual band. You will be encouraged to work independently and think creatively about your target market and how to design software for them.

In the second term, you will undertake the Business Enterprise in the Digital Era module that focuses both on business and technical aspects of Business Computing by analysing the technologies used, and business theories applied, by successful businesses across the world.

You will also have the option to choose one of the two pathways. The entrepreneurship pathway will enable you to study entrepreneurship from the point of view of the entrepreneur and business. You will gain a deeper understanding of how entrepreneurial thinking has improved industry and ways in which it has developed.

First-year students taking the Systems Analysis pathway will gain a deeper understanding of strategic management issues, how organisations can be understood as systems and how their processes can be re-engineered to prove efficiency and effectiveness.

Level 5

Modules in the second year deepen your technical abilities with modules on advanced programming, mobile development and databases, but also introduce you to practical and theoretical entrepreneurship skills. You will deepen your real-world development skills with a large-scale project developed as a team in an environment that mirrors industry practices, and learn about business models and planning.

In the second year students studying the Entrepreneurship pathway will be taught entrepreneurial behaviour, organisational behaviour business modelling and planning and how to market digital ventures.

Students taking the Systems Analysis pathway will be sought information security network infrastructures as well as the important aspects of both entrepreneurial and organisational behaviour.

Degree pathways include an optional placement year between the second and final year of study (subject to eligibility). Although we encourage you to take the opportunity of a placement year, you can also complete your degree in a straight three years.

Level 6

In the final year of study all students will be required to undertake a module in social responsibility of management and understanding business in the digital economy. These modules will provide students with all the professionalism necessary to gain good careers within the digital economy. Students will also study case studies relevant to their pathway so that they understand how businesses today operate and have become successful.

Your final year will prepare you for a major project, in which you apply your technological and business skills to solve real-world problems in innovative and practical ways. You will learn project management together with specialist computing topics from a range of optional courses. You will then undertake your final major project in which you will develop a business plan for a software or hardware product and then go on to implement that product.

If you opt for an industrial placement year, your placement tutor will assess your work. If you complete the placement year successfully, you earn the endorsement 'with work experience' on your degree certificate.

Students will decide their options in consultation with the programme leader.

Full-time mode

Academic year of study 1

Module Name	Module Code	Credits	Level	Module Type	Term
Goldsmiths 101		15	4	Compulsory	1
Introduction to Programming	IS51031B	15	4	Compulsory	1
User Experience and the Web	IS51019B	15	4	Compulsory	1
Understanding Entrepreneurship	IM51008	15	4	Compulsory (Entrepreneurship pathway)	1
Strategic Management	IM51006	15	4	Compulsory	1

Module Name	Module Code	Credits	Level	Module Type	Term
				(Systems Analysis pathway)	
Goldsmiths 101		15	4	Compulsory	2
Business Computing Project 1	IS51036A	15	4	Compulsory	2
Business Enterprise in the Digital Era	IS51010C	15	4	Compulsory	2
Introduction to Statistics for Business	IS51033A	15	4	Compulsory	2

Academic year of study 2

Module Name	Module Code	Credits	Level	Module Type	Term
Guaranteed Elective		15	5	Optional	1
Dynamic Web Applications	IS52027E	15	5	Compulsory	1
Entrepreneurial Behaviour	IM52012A	15	5	Compulsory (Entrepreneurship pathway)	1
Organisational Behaviour	IM52002	15	5	Compulsory (Systems Analysis pathway)	1
Systems Analysis & Design		15	5	Compulsory	1
Business Computing Project 2	IS52018F	15	5	Compulsory	2
Modelling Digital Ventures				Compulsory (Entrepreneurship pathway)	2
Marketing Management	IM51015A	15	5	Compulsory (Entrepreneurship pathway)	2
Information Security		15	5	Compulsory (Systems Analysis pathway)	2
Networks & Operating Systems		15	5	Compulsory (Systems Analysis pathway)	2
Social Change Project Or Option		15	5	Optional	2

Module Name	Module Code	Credits	Level	Module Type	Term

Academic year of study 3 for BSc Business (and 4 for BSc Business Computing with Work Experience)

Module Name	Module Code	Credits	Level	Module Type	Term
Final Project in Business Computing	IS53046B	45	6	Compulsory	1,2,3
Case studies in technology entrepreneurship		15	6	Compulsory (Entrepreneurship pathway)	1
Case studies business process modelling		15	6	Compulsory (Systems Analysis pathway)	1
Social responsibilities of Management		15	6	Compulsory	2
Optional modules from a list of Computing and IMS modules that will be updated every year.	Various	30	6	Compulsory	2

Part-time mode

Academic year of study 1

Module Name	Module Code	Credits	Level	Module Type	Term
Goldsmiths 101		15	4	Compulsory	1
Introduction to Programming	IS51031B	15	4	Compulsory	1
Goldsmiths 101		15	4	Compulsory	2

Academic year of study 2

Module Name	Module Code	Credits	Level	Module Type	Term
User Experience and the Web	IS51019B	15	4	Compulsory	1
Understanding Entrepreneurship	IM51008	15	4	Compulsory (Entrepreneurship pathway)	1
Strategic Management	IM51006	15	4	Compulsory (Systems Analysis pathway)	1
Business Computing Project 1	IS51036A	15	4	Compulsory	2
Business Enterprise in the Digital Era	IS51010C	15	4	Compulsory	2
Introduction to Statistics for Business	IS51033A	15	4	Compulsory	2

Academic year of study 3

Module Name	Module Code	Credits	Level	Module Type	Term
Entrepreneurial Behaviour	IM52012A	15	5	Compulsory (Entrepreneurship pathway)	1
Organisational Behaviour	IM52002	15	5	Compulsory (Systems Analysis pathway)	1
Systems Analysis & Design		15	5	Compulsory	1
Social Change Project or Option		15	5	Optional	2
Modelling Digital Ventures				Compulsory (Entrepreneurship pathway)	2
Networks & Operating Systems		15	5	Compulsory	2

Module Name	Module Code	Credits	Level	Module Type	Term
				(Systems Analysis pathway)	

Academic year of study 4

Module Name	Module Code	Credits	Level	Module Type	Term
Guaranteed Elective		15	5	Compulsory	1
Dynamic web apps	IS52027E	15	5	Compulsory	1
Business Computing Project 2	IS52018F	15	5	Compulsory	2
Technology Business Modelling & Planning				Compulsory (Entrepreneurship pathway)	2
Information Security		15	5	Compulsory (Systems Analysis pathway)	2

Academic year of study 5 for BSc Business Computing with Work Experience – part time

Module Title	Module Code	Credits	Level	Module Status	Term
Work Placement	IS53031A	0	6	Compulsory	1-3

Academic year of study 5 for BSc Business Computing part-time (and 6 for BSc Business Computing with Work Experience – part time)

Module Name	Module Code	Credits	Level	Module Type	Term
Case studies in technology entrepreneurship		15	6	Compulsory (Entrepreneurship pathway)	1
Case studies in business process modelling		15	6	Compulsory (Systems Analysis pathway)	1
Social responsibilities of Management		15	6	Compulsory	2
Optional module from a list of Computing and IMS modules that will be updated every year.	Various	15	6	Compulsory	1

Academic year of study 6 for BSc Business Computing part-time (and 7 for BSc Business Computing with Work Experience – part time)

Module Name	Module Code	Credits	Level	Module Type	Term
Final Project	IS53046B	45	6	Compulsory	1,2,3
Spreadsheet Modelling		15	6	Compulsory	2
Social responsibilities of Management		15	6	Compulsory	2
Optional module from a list of Computing and IMS modules that will be updated every year.	Various	15	6	Compulsory	2

Academic support

Placement opportunities

Our degrees include an optional industrial placement year after the second year of study. You will be responsible for securing a placement, but we can support you through this process. Although we encourage you to take the opportunity of a placement year, you can also complete your degree in three years.

We encourage and support students to gain work experience through embedded support in the curriculum and the support and guidance of Personal Tutors. Students on this programme have two options available to them for placements:

- Summer Placement which can be taken as a 3rd year elective module. Takes place in the Summer after 2nd year and is for a minimum of 6 weeks.
 - Assessment for this module is based on:
 - a report written by the student to be submitted before end of term 1 of year 3
 - a report from the workplace supervisor who was responsible for the student's work on the placement
- Year out Work Placement which allows a student to upgrade from a 3 year to a 4 year "with Work Experience" degree. Minimum duration of 10 months.
 - This is not a credit bearing module, but the University has a duty of care to the students, so two reports are required from the candidate and two reports from their workplace supervisor describing the progress throughout the placement

Employability and potential career opportunities

Graduates from this programme are expected to work in a great variety of areas, including management consultancy, information technology, creative industries, electronic commerce, banking, and general management. Many will also go on to study at postgraduate level research. Employers increasingly demand that new recruits are able to add immediate value to their organisation. Because this programme offers the option of an industrial placement year, students can demonstrate that they have already achieved a certain level of professional competence and maturity, which could help you stand out in the job market.

Students are supported from the start to the finish of this programme in order to understand the different potential career journeys they can follow and to build a portfolio of work to demonstrate their capability to gain employment or freelance work in that area. Assessment has been designed to facilitate this process through the development of transferable or soft skills listed in the section above. Regular guest lectures from industry support the development of sector knowledge and awareness of different career paths.

The Department's External Advisory Board ensures relevance of all our programmes to the current and future needs of employers. All programmes are designed in consultation with employers to make sure you develop transferable skills to improve your career opportunities and you will be applying your skills to real-world problems through live project briefs and group projects. The board and other employers attend showcase events where you can present your ideas, get feedback and build important connections.

We have dedicated employability resource within the department to build employer relations and manage additional initiatives to support your future career opportunities, including regular communication of external opportunities for mentoring and work experience and an

annual Career week (a focussed week of career support every June in the department where you can access alumni panels by programme and a range of industry talks).

Programme-specific requirements

None

Tuition fee costs

Specific programme costs

None