

PROGRAMME SPECIFICATION

1	Awarding Institution	Newcastle University
2	Teaching Institution	Newcastle University
3	Final Award	MComp (Hons)
4	Programme Title	Computer Science Computer Science with Study Abroad Computer Science with Industrial Placement Computer Science (Game Engineering) Computer Science with Industrial Placement (Game Engineering) Computing Science (Security and Resilience) Computing Science with Industrial Placement (Security and Resilience)
5	UCAS/Programme Code	G405, G406, I100, I192, I194, I610, I612
6	Programme Accreditation	British Computer Society
7	QAA Subject Benchmark(s)	Computing
8	FHEQ Level	7
9	Last updated	July 2021

10 Programme Aims

1. To produce graduates with the in-depth knowledge and skills necessary to exploit computing systems throughout their professional life. Graduates will have a clear understanding of the practical, theoretical and professional foundations of Computing Science. They will have knowledge and experience of the fundamental techniques used in modern software engineering. They will also have an understanding of the architectural concepts underpinning computer and networking hardware platforms. They will be able to apply relevant theory to the solution of practical problems and to the analysis of existing algorithms and techniques, and to recommend techniques and algorithms appropriate to specific circumstances in the areas of fundamental systems and major applications. They will also be able to appreciate, develop and evaluate new algorithms, techniques and other developments within the computing field.
2. To provide a flexible structure that allows students to follow a general programme in Computing Science for two years then specialise in their 3rd and 4th years. Students studying for the G405, G406 and I100 programmes will be able to design, build and integrate advanced networked computing systems in a range of application areas, such as mobile and wireless communications, computationally intensive financial and health applications, and business-critical enterprise applications involving multiple businesses and outsourcing. We envisage students growing into architect and chief architect roles for software product groups in start-ups or other enterprises, and being able to initiate and lead consulting efforts for field implementations of networked computing solutions. Students studying for the

I192, I194, I610, I612, programmes specialise in their last two (3rd and 4th) years in one of two areas:

- a. Students may choose to specialise in Game Engineering. These students will be able to design, develop and implement computer graphics software and applications on a variety of architectures including games consoles, graphics workstations and advanced 3D virtual reality environments, and to exploit such software and hardware in entertainment, engineering design and scientific visualisation. We envisage graduates pursuing these activities in both the entertainment and the industrial sectors; some may also seek to develop market-niche software in small or start-up companies.
 - b. Students may choose to specialise in Security and Resilience. These students will be able to design and develop software applications for secure and safety-critical systems. They will be able to work in multi-disciplinary teams in defence, security and aerospace industries. Graduates may also act as security specialists in consulting companies.
3. To provide programmes that equip students with subject-specific and transferable skills that will enable them to pursue a variety of careers within, and outside, the IT industry.
 4. To provide programmes which meet the accreditation requirements of appropriate professional bodies (including Further Learning), thus providing the basis for further professional development and lifelong learning.
 5. To provide a qualification enhancing employment prospects in the wide range of IT based careers.
 6. To provide opportunities for students with a background in computer science to acquire further knowledge, both in breadth and depth, in a range of relevant advanced computer science topics.
 7. To equip students with a range of advanced practical computing skills.
 8. To provide students with the opportunities to acquire research skills.
 9. To provide a foundation for students wishing to embark on a research career in academia or industry.
 10. To provide programmes which meet the FHEQ at Masters Levels and which takes appropriate account of the subject benchmark statements in Computing.
 11. For those students taking a programme with study abroad, to provide students with the opportunity to develop their skills within an international setting.
 12. For those students taking a programme with industrial placement, to provide students with the opportunity to develop their skills within an industrial setting.

11 Learning Outcomes

The programmes provide opportunities for students to develop and demonstrate knowledge and understanding, qualities, skills and other attributes in the following areas. The programme outcomes have references to the benchmark statements for Computing.

Knowledge and Understanding

On completing the programme students will have gained and be able to demonstrate competency in:

- A1 a diverse range of programming paradigms and languages supported by programming language principles
- A2 the principles of software engineering
- A3 the theoretical and mathematical foundations of Computer Science
- A4 techniques for the development of data representations and algorithms
- A5 computer and network organisation and hardware architecture

- A6 the legal, ethical and social aspects of professional practice, personal development, social roles and effects of computing systems
- A7 research techniques
- A8 operating effectively in teams
- A9 the principles of cybersecurity

Additionally, a student will have gained and be able to demonstrate knowledge and understanding of a range of topics depending on their compulsory or optional modules.

A student taking modules from the Game Engineering specialism will additionally have gained and be able to demonstrate knowledge and understanding of:

- A15. the technological foundations of computer games systems and virtual reality platforms
- A16. the mathematical principles and algorithmic basis of computer graphics
- A17. design issues and advanced development techniques for computer graphics and Game Engineering
- A18. human requirements and technical capabilities of modern games, graphics platforms, and virtual environments
- A19. fundamental and advanced problems and approaches in artificial intelligence, as applied to computer games, visualisation and virtual environments

A student taking modules from the Security and Resilience specialism will additionally have gained and be able to demonstrate knowledge and understanding of:

- A31. theoretical foundations of reliable systems design including fault-tolerance and fault-avoidance
- A32. cryptographic techniques

Intended learning outcomes A8-A32 may have been achieved by students of other degrees depending on the options taken at Stage 3 and stage 4.

A33-A34 reserved.

Teaching and Learning Methods

Lectures are the main way of imparting knowledge and understanding (A1-A32), but tutorials are also used. Practical classes feature prominently, especially to support the Stage 1 programming modules (A1, A2). Visiting speakers provide seminars on aspects of being an IT professional (A6). Students are expected to contribute to their own learning experience by independent reading. They are provided with references to books which are categorised as *essential*, *recommended*, and *background* reading, as well as scientific papers and other learning materials including appropriate web URLs. In addition, when taken, the study abroad will involve the development of knowledge within an international setting. In addition, when taken, an industrial placement will involve the development of knowledge within an industrial setting.

Assessment Strategy

Knowledge and understanding are assessed by means of closed and open book written examinations, and coursework, including team and individual project reports and log books (A1-A32).

Intellectual Skills
On completing any of the programmes students should have skills in the areas of: B1 carrying out the process of software development, including: the analysis of requirements; the production of specifications; and robust, reliable and secure software B2 several programming languages and paradigms B3 designing useful and usable software B4 applying theoretical concepts in the design and analysis of software A student will have additional skills depending on their compulsory or optional modules. A student taking modules from the Game Engineering specialism will additionally have skills in the areas of: B12. developing and/or implementing graphics algorithms and applications in standard software environments B13. modelling, rendering and interaction in 3D graphical environments B14 mathematical techniques for the manipulation of 3D geometry B15. implementing artificial intelligence algorithms in a declarative programming language B16-B18 reserved. A student taking modules from the Security and Resilience specialism will additionally have skills in the areas of: B23. software development for dependable systems B24. implementing cryptographic algorithms Intended learning outcomes B7-B24 may have been achieved by students of other degrees depending on the options taken at Stage 3 and stage 4. B25-B26 reserved.
Teaching and Learning Methods
B1-B4 feature prominently in all modules. In particular a team project at Stage 2 and Stage 4 gives students experience of working with others (see D7 below) to engineer a complex piece of software (B2, B4). When taken, the industrial placement will require students to produce solutions to a customer's requirements (B1-B4). Individual projects at Stage 3 and Stage 4 will require students to develop large pieces of software to a customer's requirements (B1, B2, B4). In all other modules, coursework is used to develop these skills (B1-B24).
Assessment Strategy
Subject-specific and professional skills are assessed by coursework (B1-B24).
Practical Skills
On completing any of the programmes students should have the ability to: C1 conduct investigations using the technical and professional literature C2 use tools and techniques to support software development especially in teams C3 address problems using theoretical analysis and empirical evaluation C4 interacting with people to capture requirements and communicate the results C5 produce technical documentation
Teaching and Learning Methods
All modules involve coursework, much of which involves problem solving skills (C4). This is especially so in the team and individual projects, and, when taken, the industrial placement where students need to select, evaluate and apply appropriate tools and techniques (C2). Here and elsewhere students will need to investigate possible alternatives in the technical and professional literature (C1, C3).

Assessment Strategy
Practical skills are assessed by a range of coursework (reports, design documents, etc.) (C1-C5).
Transferable/Key Skills
On completing the programme students will be able to demonstrate competency in: D1 effective communication skills D2 problem solving D3 initiative D4 adaptability D5 teamwork D6 numeracy D7 planning and organisation
Teaching and Learning Methods
Key skills feature throughout all programmes; teamwork in the Stage 2 and when taken, the industrial placement and Stage 4 team projects (D7); oral presentation, interpersonal communication, and planning and organisation in the Stage 3 and Stage 4 research methods and individual project modules, as well as the Stage 2 and Stage 4 team projects (D3, D5); written communication in all modules, but especially in the Stage 2 and Stage 4 team projects, and the Stage 3 and Stage 4 individual projects (D1); numeracy is covered by a Mathematics module at Stage 1 and exercises in the programming modules (D6); problem solving, initiative and adaptability are necessarily covered throughout all programmes (D2, D4).
Assessment Strategy
Key (transferable) skills are assessed by both written and oral presentations (D1-D7). Teamwork in the Stage 2 and Stage 4 team projects is assessed both by the module leader at team oral presentations and by a team monitor (a member of teaching staff) who attends team formal meetings (D5, D7). When taken, the industrial placement is assessed by the Module Leader with input from an industrial supervisor and on a pass/fail basis. No resit opportunity is available. Students who fail the placement are able to proceed to Stage 3 of the corresponding "without Industry" programme.

12 Programme Curriculum, Structure and Features
Basic structure of the programme
All programmes have 4 Stages and when an industrial placement is taken, an intercalating year between stages 2 and 3 and when a study abroad is taken (if it is part of the programme), the whole of Stage 3 shall be taken at a partner institution that offers an equivalent programme (curriculum, structure, features) for this stage. Students are required to take 120 credits at each Stage. In the case of students who take the study abroad option (G406) the calculation of credits will be done according to the credit conversion rules included in the partnership agreement with the partner institution. Students take compulsory modules in each of Stages 1 and 2. The teaching of these modules is split equally across semesters 1 and 2 so that students study 60 credits in each semester. Students taking one of the industrial placement degrees will take an industrial placement year between Stages 2 and 3. A wide range of optional modules is available to all students in semester 1 of Stage 3. Students study a group of compulsory modules and where available, a range of optional modules covering advanced computer science topics at Stage 4. However, all students must take the 5 credit research skills module and a 30-credit individual project module.. Relevant sections of the School's Placements Handbook which conforms to the University's Policies and Procedures for Assuring the Standards of Work-Based and

Placement Learning will apply in the case of students taking a programme with study abroad or industrial placement.
Key features of the programme (including what makes the programme distinctive) The program provides students with the opportunity to build a portfolio of work across three stages, demonstrating application of key learning outcomes in practical context. Students on G406 will study Stage 3 abroad at one of our ERASMUS or other overseas partner institutions. To gain BCS accreditation students are required to have studied Stage 2 and at least one of Stage 3 and Stage 4 at the Newcastle campus. Students must have also passed a problem-solving project at the first attempt.
Programme regulations (link to on-line version) <i>Master of Computing with Honours in:</i> G405 G406 I100 Computer Science / Computer Science with Study Abroad / Computer Science with Industrial Placement Computing Science (Security and Resilience) / Computing Science with Industrial Placement (Security and Resilience) I192 I194 Computer Science (Game Engineering) / Computer Science with Industrial Placement (Game Engineering) I610 I612

13 Support for Student Learning Generic information regarding University provision is available at the following link. https://www.ncl.ac.uk/ltts/assets/documents/qsh_progspec_generic_info.pdf
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14 Methods for evaluating and improving the quality and standards of teaching and learning Generic information regarding University provision is available at the following link. https://www.ncl.ac.uk/ltts/assets/documents/qsh_progspec_generic_info.pdf <i>Accreditation reports</i> A request for accreditation by the British Computer Society of all MComp programmes was made in 2013 and initial approval of accreditation was given, subject to a documentary submission on graduation of the first cohort. <i>Additional mechanisms</i> None.
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15 Regulation of assessment Generic information regarding University provision is available at the following link. https://www.ncl.ac.uk/ltts/assets/documents/qsh_progspec_generic_info.pdf
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In addition, information relating to the programmes is provided in:
The University Prospectus: http://www.ncl.ac.uk/undergraduate/degrees/#subject Degree Programme and University Regulations: http://www.ncl.ac.uk/regulations/docs/

Please note. This specification provides a concise summary of the main features of the programme and of the learning outcomes that a typical student might reasonably be expected to achieve if she/he takes full advantage of the learning opportunities provided.