

Programme Regulations: 2026/27

Programme Title:

Degree of Bachelor of Science with Honours in Computer Science with International Foundation Year

Codes: 1973U - Sept intake

1974U - Jan intake

Notes

- (i) *These programme regulations should be read in conjunction with the University's Taught Programme Regulations.*
- (ii) *A compulsory module is a module which a student is required to study.*
- (iii) *A core module is a module which a student must pass, and in which a fail mark may neither be carried nor compensated; such modules are designated by the board of studies as essential for progression to a further stage of the programme or for study in a further module.*
- (iv) *Unless otherwise stated, modules are not core.*
- (v) *All optional modules are offered subject to the constraints of the timetable and to any restrictions on the number of students who may be taught on a particular module. Not all modules may be offered in all years and they are listed subject to availability.*
- (vi) *Programme transfers for Student Visa may be restricted. Please refer to the Visa Team for advice.*
- (vii) *All modules are delivered in Linear mode unless stated otherwise as Block, eLearning or distance learning.*
- (viii) *Programme transfers for Student Visa students may be restricted. Please refer to the Visa Team for advice.*

1. Stage 0

- (a) All candidates shall take the following compulsory modules:

<i>Jan Intake</i>	<i>Sept Intake</i>	<i>Descriptive Title</i>	<i>Total Credits</i>	<i>Credits Sem 1</i>	<i>Credits Sem 2</i>	<i>Level</i>	<i>Type</i>
INU0502	INU0102	English for Academic Purposes (Foundation)	40	20	20	3	Core
INU0522	INU0122	Study Skills (for Foundation)	20	10	10	3	
INU0520	INU0120	Mathematics & Statistics (Foundation)	20	10	10	3	
INU0530	INU0130	Computing Science with Cybersecurity	40	20	20	3	

Resit Assessment

As an exception to the University Taught Programme Regulations re-assessment may take place before the August/September period on the recommendation of an interim progress board.

For the English for Academic Purposes (EAP) module, the following will apply:

Note: The required pass mark for the module is 60 (an average of the four subskills (reading, listening, writing and speaking)). The required competence level (as determined by UKVI regulations) in each subskill is 55. A minimum mark of 55 in all subskills as well as an average of 60 across all four components is required to pass the EAP module.

If a student has achieved a module mark of 60 or more but has one or more subskill mark of less than 55, then in line with Programme Regulations the student has not passed the module. In this case, the student will be required to re-sit only those subskills where they have failed to achieve the competence level of 55.

A student will only be granted one re-sit opportunity.

The second attempt result achieved at the subskill level will be capped at 60, but the overall module mark will be uncapped. The overall module mark will be calculated as an average of the capped mark(s) achieved at the second attempt, together with any first attempt subskill mark(s) where a re-sit was not required. This is to ensure that the University is provided with the student's actual English language competence level and that the re-sit capping penalty is only attached to those components being retaken.

2. Stage 1

(a) All candidates shall take the following compulsory modules:

<i>Code</i>	<i>Descriptive title</i>	<i>Total Credits</i>	<i>Credits Sem 1</i>	<i>Credits Sem 2</i>	<i>Level</i>	<i>Type</i>
CSC1031	Fundamentals of Computing	20	10	10	4	
CSC1032	Computer Systems Design and Architectures	20	10	10	4	
CSC1033	Foundations of Data Science	20	10	10	4	
CSC1034	Programming Portfolio 1	30	30		4	
CSC1035	Programming Portfolio 2	30		30	4	

3. Stage 2

(a) All candidates shall take the following compulsory modules:

<i>Code</i>	<i>Descriptive title</i>	<i>Total Credits</i>	<i>Credits Sem 1</i>	<i>Credits Sem 2</i>	<i>Level</i>	<i>Type</i>
CSC2031	Security Programming	20	20		5	
CSC2032	Algorithm Design and Analysis	10	10		5	
CSC2033	Software Engineering Team Project	30		30	5	
CSC2034	Introducing Contemporary Topics in Computing	30		30	5	
CSC2035	Software Systems Design and Implementation	30	30		5	

4. Stage 3

(a) All candidates shall take the following compulsory modules:

<i>Code</i>	<i>Descriptive title</i>	<i>Total Credits</i>	<i>Credits Sem 1</i>	<i>Credits Sem 2</i>	<i>Level</i>	<i>Type</i>
CSC3094	Major Project and Dissertation in Computer Science	60		60	6	

(b) All candidates shall select a further 60 credits of optional modules from the table below. Candidates may not select more than two 10 credit modules.

<i>Code</i>	<i>Descriptive title</i>	<i>Total Credits</i>	<i>Credits Sem 1</i>	<i>Credits Sem 2</i>	<i>Level</i>	<i>Type</i>
CSC3121	Distributed Systems	10	10		6	
CSC3131	Development and Operations of Systems	20	20		6	
CSC3132	Introduction to Quantum Computing	10	10		6	
CSC3231	Game Design	10	10		6	
CSC3232	Gaming Technologies and Simulations	20	20		6	
CSC3431	Engineering Biology and AI	20	20		6	
CSC3432	Biomedical Data Analytics and AI	20	20		6	
CSC3631	Cryptography	10	10		6	

CSC3632	System and Network Security	20	20		6	
CSC3731	Human Computer Interaction: Interaction Design	20	20		6	
CSC3831	Computer Vision & AI	20	20		6	
CSC3833	Data Visualization and Visual Analytics	10	10		6	
NCL3007	Career Development for Final Year Students	20	10	10	6	

(c) Candidates may take modules from other Schools to a value of 20 credits, subject to the approval of the Degree Programme Director.

5. Assessment methods

Details of the assessment pattern for each module are explained in the module outline.

6. Degree classification

Candidates will be assessed for degree classification on the basis of all the modules taken at Stages 2 and 3 with the weighting of the stages being 1:2 for Stage 2 and 3 respectively.