

Programme Regulations: 2026/27

Programme Titles:

Degree of Bachelor of Science with Honours in Computer Science – UCAS Code: G400

Degree of Bachelor of Science with Honours in Computer Science with Industrial Placement – UCAS Code: G401*

Degree of Bachelor of Science with Honours in Computer Science with Industrial Placement – UCAS Code: 1946U

Degree of Bachelor of Science with Honours in Computer Science with International Study Year – Code: 1898U

Notes

- (i) These programme regulations should be read in conjunction with the University's Taught Programme Regulations.
- (ii) 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.
- (iii) A compulsory module is a module which a student is required to study.
- (iv) 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.
- (v) Unless otherwise stated, modules are not core.
- (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- (viii) Programme coded G401 is withdrawn from entry as of September 2025.

1. Stage 1

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

Code	Descriptive title	Total Credits	Credits Sem 1	Credits Sem 2	Level	Type
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	

2. Stage 2

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

Code	Descriptive title	Total Credits	Credits Sem 1	Credits Sem 2	Level	Type
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	

3. Intercalating Year

(i) Industrial Placement - G401 and 1946U only

Upon completion of Stage 2 and before entering Stage 3, all candidates shall spend the equivalent of one academic year in a placement approved by the Placement Coordinator. If a candidate is not successful in securing an approved placement, or fails the assessment of the placement year, then the candidate will be required to transfer to Stage 3 of G400.

<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>
ICM0043	Intercalating Module for Computing Science Programmes	120	60	60	6	

(ii) International Study Year – 1898U only

On completion of Stage 2 and before entering Stage 3, candidates may as part of their studies for the degree spend a year abroad at an appropriate exchange partner institution. Permission to undertake a year abroad is subject to the approval of the Degree Programme Director. Students who are required to re-sit their Stage 2 assessment must delay the start of their placement until they have done so. Students who fail Stage 2 may not complete a year abroad.

<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>	<i>Mode</i>
ISY3000	International Study Year	120	60	60	6		

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	

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.