Session: 2024/25

Title of Module: Network Pene	tration Testing		
Code: COMP11094	SCQF Level: 11 (Scottish Credit and Qualifications Framework)	Credit Points: 10	ECTS: 5 (European Credit Transfer Scheme)
School:	School of Computing	, Engineering and Ph	ysical Sciences
Module Co-ordinator:	Jose M. Alcaraz Calero		

Summary of Module

This module provides students with the knowledge and skills to enable them to test networks for vulnerabilities and resolve and prevent them. Penetration testing methodologies and techniques are covered and students will use these tools to perform and detect attacks as well as put in place measures to protect against attacks.

This module will work to develop a number of the key 'I am UWS' Graduate Attributes to make those who complete this module:

Universal

- Critical Thinker
- Ethically-minded
- Research-minded

Work Ready

- Problem-Solver
- Effective Communicator
- Ambitious

Successful

- Autonomous
- Resilient
- Driven

Module Delive	ery Method				
Face-To- Face	Blended	Fully Online	HybridC	HybridO	Work-based Learning
	✓				

Face-To-Face

Term used to describe the traditional classroom environment where the students and the lecturer meet synchronously in the same room for the whole provision.

Blended

A mode of delivery of a module or a programme that involves online and face-to-face delivery of learning, teaching and assessment activities, student support and feedback. A programme may be considered "blended" if it includes a combination of face-to-face, online and blended modules. If an online programme has any compulsory face-to-face and campus elements it must be described as blended with clearly articulated delivery information to manage student expectations

Fully Online
Instruction that is solely delivered by web-based or internet-based technologies. This term is used to describe the previously used terms distance learning and e learning.

HvbridC

Online with mandatory face-to-face learning on Campus

HybridO

Online with optional face-to-face learning on Campus

Work-based Learning

Learning activities where the main location for the learning experience is in the workplace.

Campus(es) f	or Module De	livery				
The module w (Provided vial	•		e following car	npuses / or	by Distance/Online	Learning:
Paisley:	Ayr:	Dumfries:	Lanarkshire:	London:	Distance/Online Learning:	Other:
			✓	✓		
Term(s) for	Module Deliv	ery				
(Provided via	ble student n	umbers perm	it).			
Term 1	✓	Term 2			Term 3	

Learning Outcomes: (maximum of 5 statements)

On successful completion of this module the student will be able to:

- L1. Demonstrate an understanding of the main theories, concepts and methodologies of network penetration testing.
- L2. Apply knowledge and skills to test systems for security vulnerabilities and mitigate against them.
- L3. Analyse and critically evaluate security issues so as to produce resilient network infrastructures.

Employability Skills an	nd Personal Development Planning (PDP) Skills
SCQF Headings	During completion of this module, there will be an opportunity to achieve core skills in:
Knowledge and Understanding (K and U)	SCQF Level 11. Students will learn systematic and comprehensive knowledge of Network Penetration Testing . Students are expected to be familiar with the key technologies and techniques and their application in practice.
Practice: Applied Knowledge and Understanding	SCQF Level 11. Students will gain in-depth, comprehensive understanding and critical awareness of knowledge of Network Penetration Testing, and apply this in planning, implementing, and compromising several networked hosts. They will also develop capability to apply a range of standard and specialised research skills, tools/software, development kit and related techniques in response to application requirements for their written assignment and lab tasks.
Generic Cognitive skills	SCQF Level 11. To complete their written reports and laboratory tasks, students will first build skills to integrate information and apply knowledge from various sources including technology advances informed by research and industry.
Communication, ICT and Numeracy Skills	SCQF Level 11. Working in interacting groups, students will develop communication skills as well as the ability to write technical reports and documentation.
Autonomy,	SCQF Level 11.

Accountability and Working with others	Each student will general finding for a given scena	ate a comprehensive report summarising his/her ario.
Pre-requisites:	Before undertaking this following:	module the student should have undertaken the
	Module Code:	Module Title:
	Other:	
Co-requisites	Module Code:	Module Title:

^{*} Indicates that module descriptor is not published.

Learning and Teaching

The module will be delivered by means of lectures and supervised hands-on lab work. Lectures will cover the theoretical background and practical applicability in real life problems. Concepts will be introduced by posing a practical problem and working out the needed theoretical knowledge to solve them. The delivery will encourage student participation to ensure an active learning experience. Group discussions will be held to promote critical thinking and boost informed decisions on the suitability of different state-of-the-art methods. Lab exercises will help student develop their knowledge in incremental fashion using a learning-by-doing approach. This will support the development of knowledge and understanding of the topics.

Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	Student Learning Hours (Normally totalling 200 hours): (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture/Core Content Delivery	6
Tutorial/Synchronous Support Activity	6
Laboratory/Practical Demonstration/Workshop	12
Independent Study	76
	100 Hours Total

**Indicative Resources: (eg. Core text, journals, internet access)

The following materials form essential underpinning for the module content and ultimately for the learning outcomes:

Sammons, G. (2017) Penetration Testing: Network Security for Absolute Beginners. CreateSpace Independent Publishing Platform.

White, A.K. (2017) Hacking: The Underground Guide to Computer Hacking, Including Wireless Networks, Security, Windows, Kali Linux and Penetration Testing. CreateSpace Independent Publishing Platform.

Kim, P. (2018) The Hacker Playbook 3: Practical Guide To Penetration Testing. Secure Planet LLC.

Forshaw, J. (2017) Attacking Network Protocols. No Starch Press.

(**N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)

Engagement Requirements

In line with the Academic Engagement Procedure, Students are defined as academically engaged if they are regularly engaged with timetabled teaching sessions, course-related learning resources including those in the Library and on the relevant learning platform, and complete assessments and submit these on time. Please refer to the Academic Engagement Procedure at the following link: Academic engagement procedure

Supplemental Information

supplemental imormation	
Programme Board	Computing
Assessment Results (Pass/Fail)	No
Subject Panel	Business & Deplied Computing
Moderator	Qi Wang
External Examiner	N Coull
Accreditation Details	
Version Number	1.07

Assessment: (also refer to Assessment Outcomes Grids below)

Practical Examination (40%)

Coursework (60%)

(N.B. (i) Assessment Outcomes Grids for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed.

(ii) An **indicative schedule** listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Handbook.)

Assessment Outcome Grids (Footnote A.)

L					
			Weighting (%) of Assessment Element	Timetabled Contact Hours	
>		✓	40	2	
	Learning Outcome	Learning Outcome Outcome	Learning Learning Outcome Outcome	Learning Outcome (1) Learning Outcome (2) Learning Outcome (3) Weighting (%) of Assessment Element	Learning Outcome (1) Learning Outcome (2) Learning Outcome (3) Weighting (%) of Assessment Element Timetabled Contact Hours

Component 2

Assessment Type (Footnote B.)	Learning Outcome (1)		_	Weighting (%) of Assessment Element	Timetabled Contact Hours
Report of practical/ field/ clinical work	✓	>	>	60	8
Combined Total For All Components				100%	10 hours

Footnotes

- A. Referred to within Assessment Section above
- B. Identified in the Learning Outcome Section above

Note(s):

- 1. More than one assessment method can be used to assess individual learning outcomes.
- 2. Schools are responsible for determining student contact hours. Please refer to University Policy on contact hours (extract contained within section 10 of the Module Descriptor guidance note).
 - This will normally be variable across Schools, dependent on Programmes &/or Professional requirements.

Equality and Diversity

This module is suitable for any student. The assessment regime will be applied flexibly so that a student who can attain the practical outcomes of the module will not be disadvantaged. When a student discloses a disability, or if a tutor is concerned about a student, the tutor in consultation with the School Enabling Support co-ordinator will agree the appropriate adjustments to be made.

UWS Equality and Diversity Policy

(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)