



## Module Descriptor

Title	Penetration Testing Programme		
Session	2025/26	Status	Published
Code	COMP11097	SCQF Level	11
Credit Points	10	ECTS (European Credit Transfer Scheme)	5
School	Computing, Engineering and Physical Sciences		
Module Co-ordinator	Gerry Creechan		
<b>Summary of Module</b>			
<p>The module uses Python (or similar) to develop in students some of the skills required to develop programs to automate existing penetration testing techniques. The module introduces methods for analysing network traffic, manipulating data or logs obtained from online databases and websites,</p> <p>This module develops a number of the key 'I am UWS' Graduate Attributes to make those who complete this module:</p> <ul style="list-style-type: none"><li>• Universal</li><li>• Critical Thinker</li><li>• Ethically-minded</li><li>• Research-minded</li><li>• Work Ready</li><li>• Problem-Solver</li><li>• Effective Communicator</li><li>• Ambitious</li><li>• Successful</li><li>• Autonomous</li><li>• Resilient</li><li>• Driven</li></ul>			

<b>Module Delivery Method</b>	<b>On-Campus<sup>1</sup></b> <input checked="" type="checkbox"/>	<b>Hybrid<sup>2</sup></b> <input type="checkbox"/>	<b>Online<sup>3</sup></b> <input type="checkbox"/>	<b>Work -Based Learning<sup>4</sup></b> <input type="checkbox"/>		
<b>Campuses for Module Delivery</b>	<input type="checkbox"/> Ayr <input type="checkbox"/> Dumfries	<input checked="" type="checkbox"/> Lanarkshire <input type="checkbox"/> London <input checked="" type="checkbox"/> Paisley	<input type="checkbox"/> Online / Distance Learning <input type="checkbox"/> Other (specify)			
<b>Terms for Module Delivery</b>	Term 1	<input checked="" type="checkbox"/>	Term 2	<input checked="" type="checkbox"/>	Term 3	<input type="checkbox"/>
<b>Long-thin Delivery over more than one Term</b>	Term 1 – Term 2	<input type="checkbox"/>	Term 2 – Term 3	<input type="checkbox"/>	Term 3 – Term 1	<input type="checkbox"/>

Learning Outcomes	
<b>L1</b>	Systematically design and implement a programming solution to a problem relating to penetration testing.
<b>L2</b>	Systematically design and implement an appropriate test strategy.
<b>L3</b>	Produce appropriate supporting documentation, including justification of design decisions and implementation solutions made during the development of the program.
<b>L4</b>	
<b>L5</b>	

Employability Skills and Personal Development Planning (PDP) Skills	
<b>SCQF Headings</b>	<b>During completion of this module, there will be an opportunity to achieve core skills in:</b>
<b>Knowledge and Understanding (K and U)</b>	<b>SCQF 11</b> Students will learn systematic and comprehensive knowledge of Programming for Penetration Testing. Students are expected to be familiar with the key technologies and techniques and their application in practice.
<b>Practice: Applied Knowledge and Understanding</b>	<b>SCQF 11</b> Students will gain in-depth, comprehensive understanding and critical awareness of knowledge of Programming for Penetration Testing, and apply this in planning, design and coding for penetration testing. They will also develop capability to apply a range of standard and specialised research skills, tools/software, development kit and related techniques

<sup>1</sup> Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

<sup>2</sup> The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

<sup>3</sup> Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

<sup>4</sup> Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

	in response to application requirements for their written assignment and lab tasks.
<b>Generic Cognitive skills</b>	<b>SCQF 11</b> 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.
<b>Communication, ICT and Numeracy Skills</b>	<b>SCQF 11</b> Working in interacting groups, students will develop communication skills as well as the ability to write technical reports and documentation.
<b>Autonomy, Accountability and Working with Others</b>	<b>Please select SCQF Level</b> Each student will generate a comprehensive report summarising his/her finding for a given scenario.

<b>Prerequisites</b>	<b>Module Code</b>	<b>Module Title</b>
	<b>Other</b>	
<b>Co-requisites</b>	<b>Module Code</b>	<b>Module Title</b>

<b>Learning and Teaching</b>	
<p>In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.</p> <p>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.</p>	
<b>Learning Activities</b> During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	<b>Student Learning Hours</b> (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
Please select	
Please select	
<b>TOTAL</b>	<b>100</b>

### Indicative Resources

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

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

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

Mohit. (2018) 2nd Ed. *Python Penetration Testing Essentials: Techniques for ethical hacking with Python*. Packt Publishing.

Seitz, J. (2014) *Black Hat Python: Python Programming for Hackers and Pentesters*. 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)**

### Attendance and Engagement Requirements

**In line with the [Student Attendance and Engagement Procedure](#), Students are academically engaged if they are regularly attending and participating in timetabled on-campus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time.**

**For the purposes of this module, academic engagement equates to the following:**

The School of Computing, Engineering and Physical Sciences considers attendance and engagement to mean a commitment to attending, and engaging in, timetabled sessions. You will scan your attendance via the scanners each time you are on-campus and you will login to the VLE several times per week. Where you are unable to attend a timetabled learning session due to illness or other circumstance, you should notify the Programme Leader that you cannot attend. Across the School an 80% attendance threshold is set. If you fall below this, you will be referred to the Student Success Team to see how we can best support your studies.

### Equality and Diversity

**The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: [UWS Equality, Diversity and Human Rights Code](#).**

Aligned with the University's commitment to equality and diversity, this module supports equality of opportunity for students from all backgrounds and learning needs. Using the VLE, material will be presented electronically in formats that allow flexible access and manipulation of content. This module complies with University regulations and guidance on inclusive learning and teaching practice. This module has lab-based teaching and as such you are advised to speak to the Module Co-ordinator to ensure that specialist assistive equipment, support provision and adjustment to assessment practice can be put in place, in accordance with the University's policies and regulations.

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

### Supplemental Information

<b>Divisional Programme Board</b>	<b>Computing</b>
<b>Overall Assessment Results</b>	<input type="checkbox"/> Pass / Fail <input checked="" type="checkbox"/> Graded
<b>Module Eligible for Compensation</b>	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.
<b>School Assessment Board</b>	Business & Applied Computing
<b>Moderator</b>	TBC
<b>External Examiner</b>	A Esfahani
<b>Accreditation Details</b>	
<b>Module Appears in CPD catalogue</b>	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
<b>Changes / Version Number</b>	1.05

<b>Assessment (also refer to Assessment Outcomes Grids below)</b>
<b>Assessment 1</b>
Coursework (100%)
<b>Assessment 2</b>
<b>Assessment 3</b>
(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 Module Handbook.)

Component 1							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
Clinical/ Fieldwork/ Practical skills assessment/ Debate/ Interview/ Viva voce/ Oral	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	100	0

Component 2							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

Component 3							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Combined total for all components						100%	0 hours

### Change Control

What	When	Who
Attendance Update & EDI Update	20/01/2025	A Adamson
External Examiner Updated	22/01/2025	A Adamson