University of the West of Scotland Module Descriptor

Session: 2022/23

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Title of Module: Programming for Cyber Security

Code: COMP08101	SCQF Level: 8 (Scottish Credit and Qualifications Framework)	Credit Points: 20	ECTS: 10 (European Credit Transfer Scheme)		
School:	School of Computing, Engineering and Physical Sciences				
Module Co-ordinator:	Graham Parsonage				

Summary of Module

This module aims to build on a student's existing programming skills and introduces more advanced techniques such as working with software libraries or application programming interfaces (APIs). The module focuses on a range of cyber security scenarios and introduces programmatic tools and techniques that students can apply to a range of cyber security contexts.

Students will work with a range of libraries to build software that automates common tasks such as network scanning or network package manipulation. Students will also work with data and develop tools to support data analytics and data security. Emphasis is placed on the practical application of these techniques and students will gain insight into how software libraries can facilitate the efficient development of cyber security tools.

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 Delivery 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.

HybridC

Online with mandatory face-to-face learning on Campus

HvbridO

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) for Module Delivery

The module will **normally** be offered on the following campuses / or by Distance/Online Learning: (Provided viable student numbers permit)

Paisley:	Ayr:	Dumfries:	Lanarkshire:	London:	Distance/Online Learning:	Other:	
			✓				

Term(s) for Module Delivery						
(Provided viable s	(Provided viable student numbers permit).					
Term 1	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. Effectively use a variety of software libraries to develop cyber security tools
- L2. Employ software tools to facilitate and automate cyber security processes
- L3. Understand how software tools can be chained to accomplish complex tasks

Employability Skills and I	Employability Skills and 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 8. Understanding how software libraries and APIs can be utilised to build a range of cyber security software tools				
Practice: Applied Knowledge and Understanding	SCQF Level 8. Applying software tools to perform a range of cyber security processes.				
Generic Cognitive skills	SCQF Level 8. Applying the tools developed to solve more complex problems and scenarios.				
Communication, ICT and Numeracy Skills	SCQF Level 8. Report writing and presentation skills				
Autonomy, Accountability and Working with others	SCQF Level 8. Teamwork skills				

Pre-requisites:	Before undertaking this module the student should have undertaken the following:		
	Module Code:	Module Title:	

	Other:	
Co-requisites	Module Code:	Module Title:

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

Learning and Teaching						
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	12					
Tutorial/Synchronous Support Activity	12					
Laboratory/Practical Demonstration/Workshop	24					
Independent Study	152					
	200 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:

Materials will be made available via the module's VLE site.

(**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

Programme Board	Computing
Assessment Results (Pass/Fail)	No
Subject Panel	Business & Applied Computing
Moderator	Raman Singh
External Examiner	M Davis
Accreditation Details	
Version Number	1.02

Assessment: (also refer to Assessment Outcomes Grids below)

Assignment 40% - Portfolio of practical work

Assignment 60% - Case study and tool development

(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.)

Component 1						
Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Weighting (%) of Assessment Element	Timetabled Contact Hours	
Portfolio of practical work	✓	✓	✓	40	0	

Component 2						
Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Weighting (%) of Assessment Element	Timetabled Contact Hours	
Case study	✓	✓	✓	60	0	
	Combined	100%	0 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

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)