University of the West of Scotland

Undergraduate Programme Specification

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Named Award Title:	**BSc (Hons) Web and Mobile Development (Sandwich Avail) Single**
Award Title for Each Award:	**BSc (Hons) Web and Mobile Development (Sandwich Avail)** **BSc Web and Mobile Development (Sandwich Avail)** **Dip HE Web and Mobile Development** **Cert HE Web and Mobile Development**
Date of Validation:	February 2024
Details of Cohorts Applies to:	All students September 2023 onwards
Awarding Institution/Body:	University of the West of Scotland
Teaching Institution:	University of the West of Scotland
Language of Instruction & Examination:	English
Award Accredited By:	BCS
Maximum Period of Registration:	6 years full-time, 8 years part-time. Please note that part-time students wishing BCS Accreditation must complete the course within 6 years.
Mode of Study:	Full Time Part Time
Campus:	Paisley
School:	School of Computing, Engineering and Physical Sciences
Programme Board	Computing
Programme Leader:	Dr Pablo Salva-Garcia

Admission Criteria

Candidates must be able to satisfy the general admission requirements of the University of the West of Scotland as specified in Chapter 2 of the University Regulatory Framework together with the following programme requirements:

SQA National Qualifications

SQA National Qualifications
Standard Entry Requirements: ABBB (114 UCAS Tariff points) including Higher Maths OR Computing Science OR equivalent.

Minimum Entry Requirements: BBBB (108 UCAS Tariff points) including Higher Maths OR Computing Science OR equivalent.

Also including Maths and English at least at Intermediate 2 / National 5.

or GCE

A Levels: BBC (112 UCAS Tariff points) including Maths OR Computing Science OR equivalent (112 UCAS Tariff points). Also Maths and English at least at GCSE.

or SQA National Qualifications/Edexcel Foundation

An appropriate HNC/HND award.

Year 2 entry with an HND with an 'C' in the Graded Unit.

Year 3 entry with at least a 'B' in the Graded Unit.

The level of entry and/or credit awarded being subject to the content of the HN programme.

Or Other Required Qualifications/Experience

Applicants may also be considered with other academic, vocational or professional qualifications deemed to be equivalent.

Further desirable skills pre-application

Students should ideally have a basic knowledge of computers.

General Overview

The growth in use of the Internet, Mobile Internet and the World Wide Web has radically altered the way individuals and organisations communicate and conduct business. Smartphone, tablet and web technologies allow millions of users to access unprecedented resources; establish social-networks; provide online support for workgroups, vendors and remote users; and ensure safe and secure internet transactions: quite simply, such technologies have transformed, and will continue to transform, our lives.

To support this high-technology growth sector, there is a growing demand for skilled personnel who are able to direct, establish and maintain an appropriate mobile/web presence for large, as well as small to medium-sized, enterprises. Throughout the programme you will gain experience in: information systems design and analysis; using the latest tools for developing web & mobile solutions; establishing and maintaining secure web servers; and designing, developing and interacting with business database systems.

The Web and Mobile Development programme is available as a Single degree programme with options (subject to timetabling constraints).

The BSc (Hons) Web and Mobile Development is recognised by the British Computer Society (BCS) fully meeting the educational requirements for Chartered IT Professional registration.

There are opportunities for both gaining a sandwich degree through a full-time placement lasting for a full academic session and for shorter part-time placements in second and third year.

Students with an Honours degree may consider entry to Masters degrees in specialisms of computing or telecommunications, or postgraduate research.

The teaching, learning and assessment strategy is designed to help students master the learning outcomes and also to allow them to demonstrate their highest level of competency. Many of the learning outcomes of the programme are practical in nature and a large proportion of class time is spent in computing laboratories engaging with the appropriate software tools acquiring practical knowledge and understanding through a variety of activities. The theoretical and societal/historical knowledge and understanding underpinning the subject is mainly engendered through lectures, tutorials, seminars and by individual study. In turn the practical classes reinforce the underpinning knowledge. Active learning is promoted through a number of practical assignments. A number of classes and assignments will involve problem solving through analysis, evaluation and the synthesis of a solution, the complexity of this process increasing in level from year to year. Knowledge and understanding is assessed partly through class tests and exams and also by the structure it gives to practical work assignments and by reflective practice exercises. The applied knowledge and understanding will be obtained largely through practical work both individually and in groups. Students are expected to undertake independent study both to supplement and consolidate what is being taught in formal classes. Much of the teaching is supported by the Aula virtual learning environment and other online materials developed by staff. The framework provided to students for independent study develops as students become increasingly independent. In early years the students are expected to complete exercises the nature of which is well specified. As they progress through the course and develop increasing

independence the nature of the tasks becomes more challenging. In each module scheduled labs and exercises enable students to monitor their own progress. The assessment methods address the full range of skills by combining coursework and exam appropriate for the outcomes being assessed. The nature of the programme ensures that ICT skills are developed in most modules. Communication skills are developed through the use of reports, presentations etc. Numeracy and data handling skills appear in many programming exercises. Practical work is a mix of individual and group work that develops the ability to work independently and as part of a group taking on different roles as required. Students can complete many laboratory activities off campus by installing public domain software or remotely accessing specialist servers for particular modules. Additional hours are also allocated to the development of key learning skills and PDP (see Section 28).

Graduate Attributes, Employability & Personal Development Planning

The 1st year 'Professional Development in Computing' module is core for this programme. This module covers the development of a number of key transferable skills as well as providing a foundation upon which students will base their future Personal Development Planning (PDP). The support for the PDP elements within this module is also the responsibility or the School's Personal Tutors (normally the year leader for the programme). Students are scheduled to have PDP meetings with their Personal Tutor each trimester.

From trimester 2 of year 1 onwards PDP is embedded in the taught modules of the programme, rather than as a separate subject. Students develop their PDP through module assessments that are intended to contribute to the student's engagement with personal development planning and the development of skills related to employability in their specialist area.

As students progress through the programme, they are typically required to produce reflective and critical evaluation of the work that they have created within an individual or group context. Feedback on this work will be given by teaching staff and supplemented by guidance on the e-portfolio by personal tutors.

PDP and employability skills culminate in the Honours project which gives students the opportunity to display the high-level skills they have developed through the programme and to produce an important component of their portfolio.

The programme has strong links with graduates & employers. Students have continuous opportunities to interact with employers & graduates through LinkedIn or at events such as Industrial Advisory Board meetings, company visits, talks by guest speakers and student/industry business networking events. Such opportunities are generally open to students in all years of the programme and are useful for developing knowledge of commercial perspectives, employment opportunities and technological developments.

Graduates of the programme will be Universal, Work-ready and Successful across the three dimensions, academic, personal and professional which encapsulate the breadth of the learning experience at University level. The programme aims to develop the student's intellectual and imaginative capabilities, professional understanding, and judgement, problem-solving and communications skills, and ability to work as an effective team member. The programme offers a thorough grounding in the mutual interdependence of web browsers (& other clients), web servers and database servers in a networked environment that includes frameworks and APIs.

The employability skills and attributes which students will gain experience in developing, applying and reflecting upon during the sandwich placement will be those identified by The Council For Industry and Higher Education (CIHE) (2006) as the key competencies which employers value as defined below:

Cognitive skills (attention to detail, analysis, and judgment):

- Demonstrate the use of their knowledge, understanding and skills, in both identifying and analysing problems and issues and formulating, evaluating, and applying evidence-based solutions and arguments.

- Undertake critical analysis, evaluation and/or synthesis of ideas, concepts information and issues.

- Identify and analyse routine professional problems and issues.

- Draw on a range of sources in making judgments.

Generic competencies (planning & organisation, influencing, written communication, questioning, listening, teamworking, interpersonal sensitivity, organisational sensitivity and lifelong learning and development)

- Well-developed skills for the gathering, evaluation, analysis and presentation of information, ideas, concepts, and quantitative and/or qualitative data, drawing on a wide range of current sources. This will include the use of ICT as appropriate to the subject(s).

- Communication of the results of their own and other work accurately and reliably in a range of different contexts using the main specialist concepts and techniques of the subject(s).

- Identifying and addressing their own learning needs including being able to draw on a range of current research, development, and professional materials.

- Interpreting, using, and evaluating numerical and graphical data to achieve goals targets.

- Making formal and informal presentations on standard/mainstream topics in the subject/discipline to a range of audiences.

- Work under guidance with qualified practitioners.

- Practice in ways which take account of own and others' roles and responsibilities.

- Take some responsibility for the work or others and for a range of resources.

- Personal capabilities (creativity, decisiveness, initiative, adaptability/flexibility, achievement orientation, tolerance for stress and leadership)

- Application of their subject and transferable skills to contexts where criteria for decisions and the scope of the task may be well defined but where personal responsibility, initiative and decision-making is also required.

- Exercising autonomy and initiative in some activities at a professional level

Technical ability (knowledge of key trends in modern technology and experience of using modern technology)

- Use of a range of IT applications to support and enhance work.

Practical and professional elements (professional expertise, process operation and image)

- Show familiarity and competence in the use of routine materials, practices, and skills and of a few that are more specialised, advanced and complex.

- Practise in a range of professional level contexts which include a degree of unpredictability.

- Deal with ethical and professional issues in accordance with current professional and/or ethical codes or practices, seeking guidance where appropriate

Work Based Learning/Placement Details

The Programme Leader is frequently contacted by employer and clients for freelance work seeking students on the programme for employment, internships, or freelance work. The Programme Leader heavily encourages students to take up these opportunities.

There are a range of opportunities for work-based learning within the programme.

- There is an opportunity for second-year students to undertake the module COMP08063 Work-Related Learning (Comp) module while undertaking a part time placement in a company in the second trimester. Continuing third year students may choose to take the COMP09016 Placement Project (Computing) as an optional module.

- An alternative is a thick sandwich either between L8 and L9 or between L9 and L10 where a placement of at least 36 weeks duration is undertaken on a full-time basis, leading to a sandwich award. The 40-credit, module must be agreed and documented according to the COMP0001 Sandwich Placement: Computing module descriptor for this option.

- WRKB10001 (WBL 4 – Industrial Project (40 Point) is offered to Honours students in relevant full-time employment replacing Internet Technologies core and the optional module.

Note that participation in the Work-Related Learning, Placement Project and Sandwich Placement modules is subject to the availability of suitable placements with external bodies.

Engagement

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.

Where a programme has Professional, Statutory or Regulatory Body requirements these will be listed here:

The engagement and attendance requirements of individual modules are detailed in the module descriptors.

Equality and Diversity

Further information on the institutional approach to Equality, Diversity and Inclusion can be accessed at the following link: https://www.uws.ac.uk/about-uws/uws-commitments/equality-diversity-inclusion/

Programme structures and requirements, SCQF level, term, module name and code, credits and awards (Chapter 1, Regulatory Framework)

Outcomes should incorporate those applicable in the relevant QAA Benchmark statements.

SCQF LEVEL 7	
Learning Outcomes (Maximum of 5 per heading)	
Knowledge and Understanding	
A1	Show understanding of the history, background, uses and potential of the internet and world wide web.
A2	Demonstrate awareness of the technological, business, legal and organisational of E Business.
A3	Demonstrate understanding of markup and programming languages.
A4	Demonstrate knowledge of the design and usability issues for content to be delivered onto a variety of platforms.
A5	Demonstrate knowledge of object-based software development.
Practice - Applied Knowledge and Understanding	
B1	Create and manipulate a range of digital media elements.
B2	Create simple web pages incorporating a variety of standard elements.
B3	Integrate several digital media elements to make up a coherent presentation.
B4	Demonstrate a range of techniques in web design and development.
B5	Use a modern program development environment and demonstrate familiarity with the tools it provides to compile, execute, debug and document the software.
Communication, ICT and Numeracy Skills	
C1	Demonstrate the ability to communicate ideas both verbally and in writing.
C2	Construct a reflective learning log.
C3	Use standard and selected specialized software applications to process and manipulate a variety of information and data.
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	
D1	Understand problem solving strategies for programming and software development.
D2	Demonstrate skills associated with problem solving in the context of programming and software development.
Autonomy, Accountability and Working With Others	
E1	Demonstrate an understanding of project management fundamentals and terminology.
E2	Demonstrate personal development and awareness of professionalism.
E3	Work as part of a small team to produce a specified output.

Core Modules

SCQF Level	Module Code	Module Name	Credit	Term 1	Term 2	Term 3	Footnotes
7	COMP07067	Professional Development in Computing	10	✓			
7	COMP07009	Introduction to Web Development	20	✓			
7	COMP07061	Computing Systems	20	✓			
7	MATH07005	Mathematics for Computing	10		✓		
7	COMP07012	CCNA1: Introduction to Networks	20		✓		
7	COMP07027	Introduction to Programming	20	✓	✓		long/thin delivery

* Indicates that module descriptor is not published.

Optional Modules

SCQF Level	Module Code	Module Name	Credit	Term 1	Term 2	Term 3	Footnotes
		Choose 1 module (20 credits) from the list below or other modules in consultation with Programme Leader					
7	COMP07063	Business Technology and Enterprise	20		✓		
7	COMP07013	Design for Interaction	20		✓		

* Indicates that module descriptor is not published.

Footnotes

This programme is built mostly around the 100+20 model, and the optional module is a free option - the above are recommended options only.

Criteria for Progression and Award

Standard UWS progression regulations will apply. Distinction will be awarded in line with University Regulations and no imported credit can be used. (Regulations 3.35 & 3.26). Links: UWS Regulatory Framework; and Student Experience Policy Statement.

- Students who achieve 120 credits at SCQF level 7, including the core modules above, will be eligible for the exit award - **Cert HE Web & Mobile Development**
- Students who achieve 120 credits at SCQF level 7, but do not achieve all the core credits for the programme may be eligible for the **Certificate of Higher Education (Cert HE) in IT.**

Outcomes should incorporate those applicable in the relevant QAA Benchmark statements.

SCQF LEVEL 8	
Learning Outcomes (Maximum of 5 per heading)	
Knowledge and Understanding	
A1	Knowledge and understanding of major topics and modern approaches to software development.
A2	Demonstrate knowledge of the principles of web & mobile design.
A3	Demonstrate limited knowledge of specialised data storage, markup, processing, and transformation techniques.
A4	Demonstrate knowledge of appropriate software, design, and delivery requirements for the deployment of an interactive product
A5	Demonstrate an understanding of the process of software development and the role of analysis within that process
Practice - Applied Knowledge and Understanding	
B1	Create functional web pages using both raw code and industry-standard software tools.
B2	Create interactive elements for information delivery and gaming.
B3	Demonstrate competence in the use of modern object-oriented analysis approaches in software development.
B4	Adapt standard techniques and use some advanced techniques when working with a relational database management system.
B5	Develop content for web & mobile platforms using HTML5/JavaScript and develop a web-based multimedia presentation using a defined range of technologies
Communication, ICT and Numeracy Skills	
C1	Use specialised software to obtain and process information.
C2	Produce an analysis report using standard business software and CASE tools
C3	Use and evaluate numerical data.
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	
D1	Assess the relative benefits of visual development tools as opposed to raw coding as the solution to specific web (& mobile) development tasks.
D2	Evaluate alternative design options for a given assignment and identify the most appropriate solution.
D3	Development of an analytical approach to problem solving.
Autonomy, Accountability and Working With Others	
E1	Work autonomously to deliver a product incorporating interactive elements.
E2	Demonstrate knowledge of current professional issues in the internet industries.

Core Modules

SCQF Level	Module Code	Module Name	Credit	Term 1	Term 2	Term 3	Footnotes
8	COMP08033	Object Oriented Analysis	20	✓			
8	COMP08074	Operating Systems	20	✓			
8	COMP08034	Structures & Algorithms	20	✓	✓		
7	COMP07027	Introduction to Programming	20	✓	✓		**Core for Direct Entrants**
8	COMP08002	Database Development	20	✓			
8	COMP08068	Programming for Mobile Devices	20		✓		

* Indicates that module descriptor is not published.

Footnotes - NA

Optional Modules

SCQF Level	Module Code	Module Name	Credit	Term 1	Term 2	Term 3	Footnotes
		Choose 1 module (20 credits) from the list below or other modules in consultation with Programme Leader					
7	MATH07005	Mathematics for Computing	10	✓			Optional but recommended for direct entry
8	COMP08053	WBL 2 - Group Project (20 point)	20		✓		Recommended Option
8	WRKB08002	WBL 2 - Work Placement (20 point)	20		✓		

* Indicates that module descriptor is not published.

Footnotes:

- Level 8 "Mathematics for Computing" is recommended for direct entrants. This is additional credit/and is optional. (130 credits in L8 instead of 120).
- WBL2 – Group work/Work placement is optional. Direct entrants need not complete this or other optional modules provided they meet progression regulations (120 credits of which no more than 20 at L7).
- This programme is built mostly around the 100+20 model, and the optional module is a free option - the above are recommended options only.

Criteria for Progression and Award

Standard UWS progression regulations will apply. Distinction will be awarded in line with University Regulations and no imported credit can be used. (Regulations 3.35 & 3.26). Links: UWS Regulatory Framework; and Student Experience Policy Statement.

- Students who achieve 240 credits, at least 90 credits at SCQF-8, including the core modules above, will be eligible for the exit award:
    - o **Diploma of Higher Education (DipHE) in Web & Mobile Development.**
- Students who achieve 240 credits, at least 90 credits at SCQF-8 or above, but do not achieve all the core credits for the programme may be eligible for:
    - o **Diploma of Higher Education (DipHE) in Information Technology.**

Outcomes should incorporate those applicable in the relevant QAA Benchmark statements.

SCQF LEVEL 9 Learning Outcomes (Maximum of 5 per heading)	
Knowledge and Understanding	
A1	Demonstrate knowledge multi-tier systems integrating aspects of client, network, server and database principles.
A2	Demonstrate knowledge of the design issues for database driven online content and apply suitable development strategies for a given project.
A3	Demonstrate knowledge that covers and integrates the principal features of server-side scripting for the web.
A4	Demonstrate critical understanding and knowledge of the main and some specialised XHTML/HTML5/CSS/JS techniques.
A5	Demonstrate knowledge of current ethical issues in computing.
Practice - Applied Knowledge and Understanding	
B1	Carry out key tasks integrating client, server and database authoring using industry standard techniques.
B2	Apply the practical database skills which are at the forefront of dynamic web technologies.
B3	Practice routine methods of enquiry in areas of technology or professional and ethical issues.
Communication, ICT and Numeracy Skills	
C1	Use appropriate software tools to support development activities and project management.
C2	Report on research findings.
C3	Understand and apply suitable algorithms in developing web and mobile applications.
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	
D1	Demonstrate ability to analyse and select appropriate delivery mechanisms for interactive output.
D2	Identify and analyse sources of information to support software development.
D3	Apply suitable development strategies and scripting methods to interactive online applications.
Autonomy, Accountability and Working With Others	
E1	Plan and develop a functional product with reference to a given or open specification.
E2	Demonstrate awareness of current professional issues in software development.
E3	Deal with ethical issues in accordance with current professional practice.

Core Modules

SCQF Level	Module Code	Module Name	Credit	Term 1	Term 2	Term 3	Footnotes
9	COMP09096	Creative Technologies Professionalism	10	✓			
9	COMP09006	Web Site Development	20	✓			
9	COMP09092	Research Methods in Computing	10		✓		
9	COMP09020	Internet Scripting	20		✓		
9	COMP09023	Web Server Technology	20		✓		
9	COMP09078	Advanced Programming for Mobile Devices	20		✓		Continuing
		OR					
8	COMP08068	Programming for Mobile Devices	20		✓		Core for Direct Entrants

* Indicates that module descriptor is not published.

Optional Modules

SCQF Level	Module Code	Module Name	Credit	Term 1	Term 2	Term 3	Footnotes
9	COMP09050	Database Applications	20	✓			

* Indicates that module descriptor is not published.

Criteria for Progression and Award

Standard UWS progression regulations will apply. Distinction will be awarded in line with University Regulations and no imported credit can be used. (Regulations 3.35 & 3.26). Links: UWS Regulatory Framework; and Student Experience Policy Statement. Students may not progress to the Honours level of the programme until they have met the requirements for BSc.

- Students who have completed 360 credits, including at least 190 at SCQF-8 or above, and at least 100 credits at SCQF-9, including the core modules above will be eligible for the award:
  - **Bachelor of Science (BSc) in Web & Mobile Development**
- Students who achieve 360 credits (including at least 180 credits at SCQF-8 or above and at least 90 credits at SCQF-9), but do not achieve all the core credits for the programme may be eligible:
  - **Bachelor of Science (BSc) in Information Technology**.
- To be eligible for the award of a sandwich degree, a candidate must have satisfied the requirements for the award of the BSc Web & Mobile Development and have accumulated 36 weeks of appropriate industrial placement experience via the COMP00001 module.
- Progression to SCQF Level 10 is subject to academic advice, to module prerequisites and to timetable constraints.

Outcomes should incorporate those applicable in the relevant QAA Benchmark statements.

	SCQF LEVEL 9 Learning Outcomes (Maximum of 5 per heading)
	Knowledge and Understanding
A1	Demonstrate sufficient in-depth and integrated knowledge over the principal areas of internet technology as to undertake a substantial web/mobile/internet related product.
A2	Demonstrate critical understanding of network security and security in an n-tier computing environment.
A3	Have a strong understanding of the underlying principles, concepts and terminology associated with selected specialist topics within web/mobile/internet technology (eg. Distributed computing, web and database server administration, data-driven websites).
A4	Demonstrate detailed knowledge of selected key technologies associated with selected specialist topics within web/mobile/internet technology.
A5	Demonstrate knowledge of current and emerging developments in the subject area and related industries.
	Practice - Applied Knowledge and Understanding
B1	Develop a substantial internet-based product to a high standard according to an agreed specification.
B2	Use accepted standards to develop applications.
B3	Demonstrate the ability to produce event and data driven online content using current specialised technologies.
	Communication, ICT and Numeracy Skills
C1	Prepare and present an oral presentation for a professional-level audience discussing in detail a product.
C2	Development process.
C3	Produce clear and coherent documentation using text and images.
C4	Produce meaningful analysis of user evaluation data.
	Generic Cognitive Skills - Problem Solving, Analysis, Evaluation
D1	Carry out detailed background and market research to produce an appropriate product specification.
D2	Perform a rigorous and critically-aware project evaluation.
D3	Evaluate potential solutions to technical challenges and determine the most appropriate choice.
D4	Demonstrate awareness of the capabilities and limitations of potential software solutions in specialist areas of n-tier computing.
	Autonomy, Accountability and Working With Others
E1	Work autonomously to develop a substantial multimedia product to a near-professional standard according to an agreed specification.

					Term			
	E2	Demonstrate the ability to reflect critically on relevant issues, with reference both to experience and programme content.						
	E3	Work effectively in a group to explore professional-level issues in the multimedia domain.						

Core Modules

SCQF Level	Module Code	Module Name	Credit	Term			Footnotes
				1	2	3	
10	COMP10034	Computing Honours Project	40	✓	✓		
10	COMP10013	Dynamic Web Technologies	20		✓		
10	COMP10015	Server-Side Systems	20	✓			
10	COMP10020	Internet Technologies	20	✓			
		OR					
10	WRKB10001	WBL 4 - Industrial Project (40 Point)	40	✓	✓		

* Indicates that module descriptor is not published.

Footnotes

- Added WBL 4 - Industrial Project (40 Point) core alternative to Internet Technologies (taught, TR1) and taught optional module (TR2) for offered to students in relevant full-time employment.

Optional Modules

SCQF Level	Module Code	Module Name	Credit	Term			Footnotes
				1	2	3	
		Choose 1 module (20 credits) from the list below or other modules in consultation with Programme Leader					
9	MARK09019	Digital Project	20		✓		
10	COMP10066	HCI & User Experience Design (UXD)	20	✓			
9	COMP09078	Advanced Programming for Mobile Devices	20		✓		
9	COMP09050	Database Applications	20	✓			

* Indicates that module descriptor is not published.

Footnotes

- "WBL4 – Industrial placement" (WRKB10001) is an option only available to students who are in employment within a relevant company. These students must also complete the "Computing Honours Project" (COMP10034) which is core.

- This programme is built mostly around the 100+20 model, and the optional module is a free option - the above are recommended options only

Criteria for Award

Standard UWS progression regulations will apply. Distinction will be awarded in line with University Regulations and no imported credit can be used. (Regulations 3.35 & 3.26). Links: UWS Regulatory Framework; and Student Experience Policy Statement.

- Students who have completed 480 credits, including at least 300 at SCQF-8 or above, at least, at least 210 at SCQF-9 or above, and at least 120 at SCQF-10 including core modules as outlined above, will be eligible for the award:

    o **BSc (Hons) Web & Mobile Development.**

- Students who achieve 480 credits (including at least 270 at SCQF-8 or above, at least 180 at SCQF-9 or above, and at least 90 at SCQF-10 or above) but do not achieve all the core credits for the programme may be eligible for the award:

    o **BSc (Hons) in Information Technology.**

- To be eligible for the award of a sandwich degree, a candidate must have satisfied the requirements for the award of the BSc (Hons) Web & Mobile Development and have accumulated 36 weeks of appropriate industrial placement experience.

Regulations of Assessment

Candidates will be bound by the general assessment regulations of the University as specified in the UWS Regulatory Framework.

An overview of the assessment details is provided in the Student Handbook and the assessment criteria for each module is provided in the module descriptor which forms part of the module pack issued to students. For further details on assessment please refer to Chapter 3 of the Regulatory Framework.

To qualify for an award of the University, students must complete all the programme requirements and must meet the credit minima detailed in Chapter 1 of the Regulatory Framework.

Combined Studies

There may be instances where a student has been unsuccessful in meeting the award criteria for the named award and for other more generic named awards existing within the School. Provided that they have met the credit requirements in line with the SCQF credit minima (see Regulation 1.21), they will be eligible for an exit award of CertHE / DipHE or BA / BSc in Combined Studies.

- For students studying BA, BAcc, or BD awards the award will be BA Combined Studies.
- For students studying BEng or BSc awards, the award will be BSc Combined Studies.

Changes/ Version Control

Changes made to the programme since it was last published:

What	When	Who
Update to entry requirements.	19/04/2022	Mark Davison
<u>Updated Links:</u> • Academic Engagement Procedure • Equality and Diversity • University Regulatory Framework • Removed invalid links	05/02/2024	Pablo Salva-Garcia
General housekeeping to text across sections and addition of links and some specific guidance. • Update PL name. • Updated the terms in which modules are delivered. • Corrected typos and improved the overall layout. • Replaced old, broken links with new ones.	05/02/2024	Pablo Salva-Garcia

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