Undergraduate Programme Specification

Session	2025/26	**Last Modified**	29/05/2025
Named Award Title	BSc. (Hons) Computer Animation Arts		
Award Title for Each Award	BSc (Hons) Computer Animation Arts BSc Computer Animation Arts Dip HE Computer Animation Arts Cert HE Computer Animation Arts		
Date of Approval			
Details of Cohort Applies to	L7 - L10		
Awarding Institution	University of the West of Scotland	**Teaching Institution(s)**	University of the West of Scotland
Language of Instruction & Examination		English	
Award Accredited by		ScreenSkills Select	
Maximum Period of Registration		Authorised Interruption Guidance notes (uws.ac.uk)	
Duration of Study			
Full-time	Full Time – 4 years; based on entry to level 7.	**Part-time**	Part Time – 8 years; based on entry to level 7.
Placement (compulsory)			
Mode of Study	☒ Full-time ☒ Part-time		
Campus	☐ Ayr ☐ Dumfries	☐ Lanarkshire ☐ London ☒ Paisley	☐ Online / Distance Learning ☐ Other (specify)
School	**Computing, Engineering and Physical Sciences**		
Divisional Programme Board	**Computing**		
Programme Leader	Dr Mark Carey		

Admissions 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:

Year 1/SCQF Level 7 Entry –

Standard Entry Requirements: BCCC (90 UCAS Tariff points) including Art & Design, Photography or Graphic Communication.

Minimum Entry Requirements: CCC (63 UCAS Tariff points) including Art & Design, Photography or Graphic Communication.

Alternative Minimum Entry Requirements: CC (42 UCAS Tariff points) including Art & Design, Photography or Graphic Communication, PLUS successful completion of one of the following:

- UWS Foundation Academy
- Foundation Apprenticeship
- UWS Next Steps to University module
- Top-Up
- LEAPS

Level 2/SCQF Level 8 Entry –

Scottish Advanced Highers: CCD including Art & Design (112 UCAS tariff points).

Additional info: Applicants may be required to submit a portfolio of artwork, if not in possession of an appropriate art qualification. Applicants may also be considered with other relevant academic, vocational or professional qualifications

Or GCE
Year 1/SCQF Level 7 Entry –
A Levels: CCD (88 UCAS Tariff points) including Art & Design, Photography or Graphics.
T Level: Full T Level with Grade P (A*-C) in relevant subject (96 Tariff points)

Level 2/SCQF Level 8 Entry –
A Levels:CCC (120 UCAS Tarrif points) including Art & Design
T Level: Full T Level in relevant subject with Grade M (120 Tariff points)

Additional info: Applicants may be required to submit a portfolio of artwork, if not in possession of an appropriate art qualification. Applicants may also be considered with other relevant academic, vocational or professional qualifications

Or SQA National Qualifications / Edexcel Foundation

Year 1/SCQF Level 7 Entry –

SQA HND / BTEC Level 4 HNC / Foundation Degree: Technical games/multimedia or art-related subject to include at least an introductory component in animation such as Art & Design, Illustration, Multimedia Computing

Level 2/SCQF Level 8 Entry –
SQA HNC/BTEC Level 4 HNC: Animation subject including a substantial component in animation such as: Filmcraft & Animation; Animation; Computer Arts (must include DW9H34 3D Computer Visualisation, HG5634 Animation: An Introduction and H31E835 2D Computer Animation modules) HND Creative Animation.

SQA HND/BTEC Level 5 HND: Creative Animation; Visual Communication; Computer Art & Design; Computer Games Development

Year 3/SCQF Level 9 Entry -
SQA HND/BTEC Level 5 HND: Filmcraft and Animation, Animation, 3D Animation; Arts & Animation* Related discipline with significant animation content (3D Animation/ Motion Studies modules)

*HND must include significant 3D content.

Additional info: Applicants may be required to submit a portfolio of artwork, if not in possession of an appropriate art qualification. Applicants may also be considered with other relevant academic, vocational or professional qualifications

Other Required Qualifications/Experience

Year 1/SCQF Level 7 Entry -
Irish Leaving Certificate: H3H3H3H4 including Art & Design, Photography or Graphic Communication
International Baccalaureate: 24 points including Art qualification
Scottish Wider Access Programme: Access to STEM with Grades BBB (Refer to AO)

Year 2/SCQF Level 8 Entry -
International Baccalaureate: 28 points, including Art qualification
BTEC Extended Diploma: DDM

Additional info: Applicants may be required to submit a portfolio of artwork, if not in possession of an appropriate art qualification. Applicants may also be considered with other relevant academic, vocational or professional qualifications

Further desirable skills pre-application

General Overview
General Overview
The Computer Animation Arts programme offers students a blend of artistic and technical content that will prepare them for work in the animation industry, as well as in related creative industries such as film and TV production, visual effects, and computer games. These industries contribute hugely to the UK economy, and although Scotland has relatively few

large studios, there is a growing local demand for skilled graduates in animation, games and visual media of all kinds.

The degree programme covers all aspects of the computer animation pipeline, giving students an appreciation and understanding of the full variety of roles available to them in industry, but also allowing for specialisation in the later years. There is a strong practical focus, with the majority of assessments throughout the course involving the production of artwork, 3D models, animation, or rendered output of various kinds. This approach encourages and enables students to develop and maintain a showreel of their best work – a key pre-requisite for securing a job in animation.

In Year 1, students receive a grounding in core animation concepts and practical skills. They are introduced to the tools of 2D and 3D computer animation, and begin to develop their own animated output. Traditional drawing skills are a key element of the course, with the main aim at this level being to develop the ability to communicate ideas and stories visually and with clarity.

Years 2 and 3 include modules covering a broad range of production skills, including modelling, rigging, animation, texturing, lighting and compositing. These give students the skills base with which to create, animate and render 3D assets for a variety of purposes, from narrative animation through to computer games. In addition, students learn about creative animation techniques, such as stop motion, as well as further developing their art skills in the direction of concept art and character design.

The Honours Year (Year 4) is dedicated largely to project work, including both individual and team-based projects. The team project simulates working in a studio environment, with students taking on different roles to complete an industry-style brief. The individual project allows students to focus on their main area of interest, creating a substantial piece of work in their chosen specialism. The taught material considers advanced topics in animation, reflecting current trends and developments in industry.

The programme aligns closely to the needs of industry, and there is input throughout the course from local studios and animation professionals in the form of talks and workshops. Mentorships with local companies are available to selected students during the 4th Year project, allowing access to relevant specialist knowledge as well as providing an insight into industry workflows. Students also receive advice on portfolio production and developing their online presence over their final year in order to enhance their employability.

Typical Delivery Method

On campus in University computing labs, animation lab/green screen, and art room. Students are provided with lectures and labs activity in class sessions. Strong focus on practical skills development.

Any additional costs

Students will be expected to purchase the following items:

Graphics tablet with stylus
SD Memory Card
Drawing materials including, but not limited to, sketchbook, pencil, eraser.
Headphones with 3.5 jack

Students may also wish to consider purchasing their own computer capable of running high end graphics. such as a gaming PC. This purchase is not compulsory and computing equipment is available to all students of the programme within the designated University lab spaces.

Graduate Attributes, Employability & Personal Development Planning

The 1st year 'The Creative Computing Professional' 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). Within the module students also look at roles within the industry and start to analyse their own skill sets.

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.

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. Also in 4th year students undertake a dedicated portfolio preparation module. This module encourages detailed and targeted approaches to employment.

The course places emphasis on the University's graduate attributes and in particular "I am UWS", where graduates should be Universal, Work-Ready and Successful, encompassing academic, personal and professional skills.

Work Based Learning/Placement Details

Students have the option to pursue a work-based learning module in Level 9. The student must arrange the placement with a suitable company and will liaise with work-based learning module co-ordinator in regards to the expected fulfilment of the placement in satisfying the needs of the work based learning module.

Attendance and Engagement

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 programme, academic engagement equates to the following:

- Attending classes within the expectations of the student attendance and engagement procedure.
- Submitting coursework.
- Engaging with the supplied learning materials.

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.

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

Learning Outcomes

SCQF LEVEL 7 Learning Outcomes	
Knowledge and Understanding	
A1	Demonstrate knowledge of production issues relating to computer animation.
A2	Demonstrate awareness of the history and terminology of computer animation.
A3	Demonstrate understanding of the use of drawing for aesthetic purposes and for visual communication of ideas.
A4	Demonstrate knowledge and understanding of core concepts in cinematography and staging in visual media.
A5	Define key roles within relevant sectors of the creative industries and how these relate to each other.
Practice - Applied Knowledge and Understanding	
B1	Create and manipulate a range of digital media elements.
B2	Create simple 2D/3D animation.
B3	Use conventional drawing techniques for illustration of 2D and 3D forms.
B4	Demonstrate a range of techniques and understanding of animation principles in 2D Animation.
B5	Apply appropriate techniques in scene layout, cinematography and lighting to convey a narrative in visual form.
Communication, ICT and Numeracy Skills	
C1	Demonstrate the ability to communicate ideas both verbally and in writing.
C2	Produce a reflective account of their learning and personal development planning.
C3	Use appropriate PC applications to process and manipulate a variety of information and data.
C4	Use a variety of specialist applications for the production of media elements and animation.
C5	Plan, and begin development of, an e-portfolio to market themselves.
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	
D1	Evaluate techniques for accurate timing of action in animation.
D2	Select appropriate tools and techniques for tackling a specified content production task.
D3	Demonstrate effective communication of ideas through both visual and verbal means.
D4	
D5	
Autonomy, Accountability and Working with Others	

E1	Demonstrate autonomous working and accountability in producing suitable outputs from a set brief and within a specified timeframe.
E2	Demonstrate personal development and awareness of professionalism.
E3	Work as part of a small team to produce a specified output.
E4	Critically evaluate their own and others work, dealing with and giving constructive criticism where required
E5	

Level 7 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
7	COMP07010	Introduction to Computer Animation	20	☒	☐	☐	
7	COMP07071	The Creative Computing Professional	10	☒	☐	☐	
7	COMP07085	Visual Storytelling	10	☒	☐	☐	
7	COMP07084	3D Animation and Digital Sculpting	20	☐	☒	☐	
7	COMP07011	2D Computer Animation	20	☐	☒	☐	
7	COMP07083	Drawing for Animation	20	☐	☒	☐	
Footnotes for Core Modules							

Level 7 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
7	COMP07028	Intro to Games Development	20	☒	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Option Modules Recommended option module is from Computer Games Development programme. Students may substitute for another module of equal or greater level and credit bearing following consultation with the Programme Leader.							

Level 7
Criteria for Progression and Award
Please refer to UWS Regulatory Framework for related regulations

To progress from SCQF 7 to SCQF 8, students are normally required to obtain 120 credits and pass all core modules.

All pre-requisite modules must be passed before progression is allowed.

Students obtaining 120 credits at SCQF level 7 or above, with 100 from the programme are eligible for the award of CertHE Computer Animation Arts.

Students who achieve 120 credits at SCQF level 7 or above, but do not achieve all the core credits for the programme, may be eligible for the Certificate of Higher Education (Cert HE) in Information Technology providing credit is obtained from modules undertaken within the computing division of the School of Computing, Engineering and Physical Sciences. Where students undertake modules outside of the division or school, the award of Combined Studies shall be made.

Links: UWS Regulatory Framework; and Student Experience Policy Statement

For requirements for award – refer to Regulations 3.15-3.16 and for intermediate awards see 1.33-1.36, 1.61 and 3.27.

Regulations for progression are 3.13-3.14.

Guidance on core and optional modules and the consequences of failure in core modules. (Reg 3).

See Reg 1.21 for details of credit minima.

SCQF LEVEL 8 Learning Outcomes	
Knowledge and Understanding	
A1	Demonstrate awareness of the principles of animation.
A2	Demonstrate knowledge of software issues related to 3D modelling and animation
A3	Demonstrate knowledge of techniques for representing and manipulating images, notably through concept art.
A4	Understand the need for effective, rigorous planning in film and animation.
A5	Demonstrate an understanding of the underlying principles and terminology of 3D modelling and animation.
Practice - Applied Knowledge and Understanding	
B1	Create 3D models and animation using industry-standard software tools.
B2	Use industry standard software tools to manipulate audio, image and video data.
B3	Create and texture a 3D asset, selecting appropriate tools and techniques.
B4	Create traditional animated content through exploration of a variety of forms and practices.
B5	Use forward and/or inverse kinematics along with blends/morphing techniques to animate a character model, demonstrating an ability to show weight and giving the character the illusion of life.
Communication, ICT and Numeracy Skills	
C1	Explain how suitable workflow is applied to digital content creation using appropriate software tools.
C2	Use appropriate calculations to obtain values for audio and image parameters.
C3	
C4	
C5	
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	
D1	Assess the strengths and weaknesses of different tools for the processing of digital information.
D2	Produce a range of alternative design options for a given assignment and identify the most appropriate solution.
D3	Development of a reflective approach to problem solving.
D4	Research appropriate art techniques in application to drawing the human form and conception of ideas.
D5	
Autonomy, Accountability and Working with Others	
E1	Research appropriate art techniques in application to drawing the human form and conception of ideas.
E2	Work autonomously to deliver a short piece of animation.
E3	Demonstrate knowledge of current professional issues in the 3D content creation industry.

E4	
E5	

Level 8 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
8	COMP08090	Digital Film Making	20	☒	☐	☐	
8	COMP08089	Art for Animation 1	20	☒	☐	☐	
8	COMP08013	3D Modelling	20	☒	☐	☐	
8	COMP08088	Creative Animation	20	☐	☒	☐	
8	COMP08059	3D Computer Animation	20	☐	☒	☐	
				☐	☐	☐	
Footnotes for Core Modules							

Level 8 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
8	COMP08077	Digital Asset Development	20	☐	☒	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Option Modules							

Level 8
Criteria for Progression and Award
Please refer to UWS Regulatory Framework for related regulations

To progress from SCQF 8 to SCQF 9, students are normally required to obtain 240 credits and pass all core modules.

Students obtaining 240 credits of which 100 are at SCQF 8 or above from the programme are eligible for the award of DipHE Computer Animation Arts.

Students who achieve 240 credits, of which a minimum of 90 credits are at SCQF L8 or above, but do not achieve all the core modules for the award may be eligible for the Diploma of Higher Education (DipHE) in Information Technology providing credit is obtained from

modules undertaken within the computing division of the School of Computing, Engineering and Physical Sciences. Where students undertake modules outside of the division or school, the award of Combined Studies shall be made.

Links: UWS Regulatory Framework; and Student Experience Policy Statement.

For requirements for award – refer to Regulations 3.15-3.16 and for intermediate awards see 1.33-1.36, 1.61 and 3.27.

Regulations for progression are 3.13-3.14.

Guidance on core and optional modules and the consequences of failure in core modules. (Reg 3).

See Reg 1.21 for details of credit minima.

SCQF LEVEL 9 Learning Outcomes (Maximum of 5 per heading)	
Knowledge and Understanding	
A1	Demonstrate sufficient in-depth knowledge of a specific area of animation as to undertake a substantial practical project in this field.
A2	Have a strong understanding of the underlying principles, concepts and terminology associated with selected specialist topics within the animation domain (eg. Asset creation, material production, compositing).
A3	Demonstrate detailed knowledge of key and developing technologies associated with selected specialist topics within the animation domain.
A4	Students will expand their knowledge and understanding of historical and contemporary animation with exposure to a wide range of disciplines.
A5	
Practice - Applied Knowledge and Understanding	
B1	Develop a substantial animation product to a high standard according to an agreed specification.
B2	Demonstrate critical understanding of the pipeline processes and apply practical and theoretical knowledge to produce final outcomes.
B3	Implement and reflect on principles and key technologies associated with specialist topics within the computer animation domain.
B4	
B5	
Communication, ICT and Numeracy Skills	
C1	Implement and reflect on principles and key technologies associated with specialist topics within the computer animation domain.
C2	Produce clear and coherent written project documentation and reports, including meaningful analysis of the project, and reflection.
C3	Demonstrate awareness of the capabilities and limitations of potential software solutions in specialist areas within the animation domain.
C4	
C5	
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	
D1	Demonstrate awareness of the capabilities and limitations of potential software solutions in specialist areas within the animation domain.
D2	Identify and perform a rigorous and critically-aware project evaluation.
D3	Evaluate potential solutions to technical challenges in the computer animation domain, and determine the most appropriate choice.
D4	
D5	
Autonomy, Accountability and Working with Others	
E1	Work autonomously to develop a substantial animation product to a near-professional standard according to an agreed specification.

E2	Demonstrate the ability to reflect critically on relevant issues, with reference to both past experience and programme content.
E3	Demonstrate the ability to reflect critically on relevant issues, with reference to both past experience and programme content.
E4	
E5	

Level 9 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
9	COMP09096	Creative Technologies Professionalism	10	☒	☐	☐	
9	COMP09100	Advanced Texturing, Lighting, and Rendering	20	☒	☐	☐	
9	COMP09102	Visual Effects	20	☒	☐	☐	
9	COMP09027	Asset Production	20	☒	☒	☐	This module commecnes in week 7 of term 1 and continues into term 2, completing at week 6.
9	COMP09103	Animation History	10	☐	☒	☐	This module commences week 7 of the term, following completion of COMP09027.
9	COMP09028	Animation Project	20	☐	☒	☐	
Footnotes for Core Modules							

Level 9 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
9	COMP09101	Art for Animation 2	20	☐	☒	☐	
9	COMP09025	Computer Animation Techniques	20	☐	☒	☐	

9	WRKB09002	WBL3 - Work-Based Project	20	☒	☒	☐	Module can be taken in either term.
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	

Footnotes for Option Modules

Students may select one of the three options presented. Students can substitute for an alternative module if consultation with the Programme Leader has been undertaken and that any pre-requisite requirements are met.

Level 9
Criteria for Progression and Award
Please refer to UWS Regulatory Framework for related regulations

To progress from SCQF 9 to SCQF 10, students are normally required to obtain 360 credits and pass all core modules.

Progression with credit deficit of no more than 20 credits is permitted from SCQF 9 to SCQF 10.

Students who have completed 360 credits, of which a minimum of 90 credits are at SCQF L9 or above, including the core modules above will be eligible for the award of Bachelor of Science (BSc) in Computer Animation Arts.

Students who achieve 360 credits, of which a minimum of 90 credits are at SCQF L9 or above, but do not achieve all the core modules for the award may be eligible for the award of Bachelor of Science (BSc) in Information Technology providing credit is obtained from modules undertaken within the computing division of the School of Computing, Engineering and Physical Sciences. Where students undertake modules outside of the division or school, the award of Combined Studies shall be made.

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.

For requirements for award – refer to Regulations 3.15-3.16 and for intermediate awards see 1.33-1.36, 1.61 and 3.27.

Regulations for progression are 3.13-3.14.

Guidance on core and optional modules and the consequences of failure in core modules. (Reg 3).

See Reg 1.21 for details of credit minima.

SCQF LEVEL 10 Learning Outcomes (Maximum of 5 per heading)	
Knowledge and Understanding	
A1	Demonstrate sufficient in-depth knowledge of a specific area of animation as to undertake a substantial practical project in this field.
A2	Demonstrate sufficient in-depth knowledge of a specific area of animation as to undertake a substantial practical project in this field.
A3	Demonstrate detailed knowledge of the differing stages of the animation pipeline and how these are integrated in a studio environment.
A4	Demonstrate knowledge of current and emerging developments in animation and related industries.
A5	
Practice - Applied Knowledge and Understanding	
B1	Develop a substantial professional level animation product according to an agreed specification, applying appropriate development methodologies.
B2	Produce a personal showreel that, through its structure and level of quality, demonstrates an understanding of professional practice and the requirements of industry.
B3	Produce a personal showreel that, through its structure and level of quality, demonstrates an understanding of professional practice and the requirements of industry.
B4	Implement specific key technologies associated with specialist topics within the computer animation domain.
B5	
Communication, ICT and Numeracy Skills	
C1	Implement specific key technologies associated with specialist topics within the computer animation domain.
C2	Implement specific key technologies associated with specialist topics within the computer animation domain.
C3	Demonstrate awareness of the capabilities and limitations of potential software solutions in specialist areas within the animation domain.
C4	Produce a high quality online portfolio of appropriate design as a means of self-marketing.
C5	
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 project evaluation that demonstrates critical reflection and analysis.

D3	Evaluate potential solutions to a technical challenge in the computer animation domain, and determine the most appropriate choice.
D4	Evaluate potential solutions to a technical challenge in the computer animation domain, and determine the most appropriate choice.
D5	
Autonomy, Accountability and Working with Others	
E1	Work autonomously, while reporting to a supervisor, on a substantial development project.
E2	Demonstrate an understanding of project management fundamentals and terminology.
E3	Demonstrate personal development and awareness of professional standards in their chosen field.
E4	Work effectively and professionally as part of a small team to produce a specified output.
E5	Critically evaluate their own and others work, dealing with and giving constructive criticism where required.

Level 10 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
10	COMP10025	Animation Studio Production	20	☒	☐	☐	
10	COMP10071	Computer Animation Arts 4 Project	60	☒	☒	☐	
10	COMP10067	Professional Portfolio Production	20	☐	☒	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Core Modules							

Level 10 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
10	COMP10072	Advanced Topics in Animation	20	☒	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	

Footnotes for Option Modules

Level 10
Criteria for Award
Please refer to UWS Regulatory Framework for related regulations

Students who have completed 480 credits of which a minimum of 90 are at SCQF L10 or above, including the core modules as above, will be eligible for the award BSc (Hons) Computer Animation Arts.

Students who achieve 480 credits of which a minimum of 90 are at SCQF L10 or above, but do not achieve all the core credits for the programme may be eligible for the BSc (Hons) in Combined Studies.

Students who achieve 480 credits, of which a minimum of 90 credits are at SCQF L10 or above, but do not achieve all the core modules for the award may be eligible for the award of BSc.(Hons) in Information Technology provided credit is obtained from modules undertaken within the computing division of the School of Computing, Engineering and Physical Sciences. Where students undertake modules outside of the division or school, the award of Combined Studies shall be made.

No Distinction is awarded at Honours level (Regulation 3.25).

Links: UWS Regulatory Framework; and Student Experience Policy Statement.

Honours criteria and classification Reg 3.20 – 3.24.

Guidance on core and optional modules and the consequences of failure in core modules. (Reg 3).

See Reg 1.21 for details of credit minima.

Regulations of Assessment

Candidates will be bound by the general assessment regulations of the University as specified in the University 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 (please see Regulation 1.21), they will be eligible for a Combined Studies award (please see Regulation 1.61). 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.

Version no: 1

Change/Version Control

What	**When**	**Who**
Updated Links: • Academic Engagement Procedure • Equality and Diversity • University Regulatory Framework • Removed invalid links	19/10/2023	C Winter
Guidance Note 2023-24 provided	12/12/23	D Taylor
General housekeeping to text across sections and addition of links and some specific guidance Addition of Duration of Study and some other text – for CMA.	12/12/23	D Taylor
Updated and edited new template. Changes to some module titles to reflect changes to module descriptor.	29/05/2025	M Carey