Undergraduate Programme Specification

Session	2026/27	**Last Modified**	24/07/2026
Named Award Title	BSc (Hons) Web and Mobile Development (Sandwich Avail)		
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 Approval	30/05/2025		
Details of Cohort Applies to	6 years full-time, 8 years part-time. Please note that part-time students wishing BCS Accreditation must complete the course within 6 years.		
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		British Computer Society (BCS)	
Maximum Period of Registration		6 years full-time, 8 years part-time. Part-time students wishing BCS Accreditation must complete the course within 6 years. Authorised Interruption Guidance Notes (uws.ac.uk)	
Duration of Study			
Full-time	6 years	**Part-time**	8 years
Placement (compulsory)	n/a		
Mode of Study	☒ Full-time ☒ Part-time		
Campus	☐ Ayr ☐ Dumfries	☐ Lanarkshire ☐ London ☒ Paisley	☐ Online / Distance Learning ☒ Other (specify) ISMT Nepal.
School	**Computing, Engineering and Physical Sciences**		
Divisional Programme Board	**Computing**		

Programme Leader	Dr Pablo Salva-Garcia

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: SQA Highers: Standard Entry Requirements: BCCC (90 UCAS Tariff points) including Higher Maths OR Computing Science OR equivalent. Minimum Entry Requirements: CCCC (84 UCAS Tariff points) including Higher Maths OR Computing Science OR equivalent.

• Year 2 - SQA Advanced Highers: CCD including Computing or evidence of programming (112 UCAS Tariff points)
Also including Maths and English at least at Intermediate 2 / National 5.

Or GCE
• Year 1: GCE-A Levels: CCD (88 UCAS Tariff points) including Maths OR Computing Science OR equivalent. Also, Maths and English at least at GCSE.
• Year 2: GCE-A Levels: BBC (112 UCAS Tariff points) including Maths OR Computing Science OR equivalent. Also, Maths and English at least at GCSE.

Or SQA National Qualifications / Edexcel Foundation
An appropriate HNC/HND award. The level of entry and/or credit awarded being subject to the content of the HN programme.
• Year 1: SQA HNC/BTEC Level 4 HNC in relevant discipline.
• Year 2: SQA HNC/BTEC Level 4 HNC in relevant discipline. Entry with an HND with a 'C' in the Graded Unit.
• Year 3: SQA HND/BTEC Level 5 HND in relevant discipline. Entry with at least a 'B' in the Graded Unit.

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).

Typical Delivery Method

Full-time students will typically be assigned weekly online reading tasks to prepare for their weekly 1-hour on-campus class sessions, usually followed by a 3-hour lab session.

Any additional costs
N/A

Graduate Attributes, Employability & Personal Development Planning
The programme is designed to actively support the development of graduate attributes in line with the UWS framework, helping students become Universal, Work-ready, and Successful across academic, personal, and professional dimensions.

At Level 7, students begin their journey with the core module ASPIRE 1: Foundations for Success, which supports the transition into university life and introduces key skills needed for success during and beyond their studies. Through interactive workshops, collaborative projects, and guided self-reflection, students explore their values, strengths, and future goals; building confidence, communication, and teamwork skills in the process. The module also introduces important themes such as digital skills, equality, diversity and inclusion (EDI), and sustainability, while promoting active engagement with personal development planning. From Trimester 2 onwards, PDP is embedded within module assessments and learning activities, enabling students to develop employability skills in context.

As students progress through the programme, they are encouraged to critically reflect on individual and group work—developing as critical thinkers and effective communicators. The Honours Project, completed in the final year (Level 10), provides the opportunity to showcase high-level skills in problem-solving, innovation, and professionalism, aligning closely with the UWS graduate attribute themes.

Students are also exposed to a range of professional contexts through strong industry engagement. This includes interactions with employers and alumni via guest lectures, networking events, company visits, and participation in the Industrial Advisory Board. These activities develop professional attributes such as collaboration, ambition, and enterprise, while deepening their understanding of technological developments and real-world applications.

Students undertaking placements or work-based learning further enhance their employability by developing skills valued by industry, such as digital literacy, adaptability, resilience, and leadership potential.

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.

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:

Students are expected to attend their timetabled classes and to engage fully with the learning activities which form each module. An attendance level of 80% is generally expected across all modules.

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 programme 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.

Module Co-ordinators will ensure that language is inclusive and culturally sensitive within any university-created material. However, some external resources, such as textbooks or websites, may still contain outdated or non-inclusive terminology, and students will be made aware of this.

The programme complies with University regulations and guidance on inclusive learning and teaching practice. In all cases you are advised to speak to the relevant 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.

Module Co-ordinators will ensure that teaching resources support the mode of delivery for all modules. For lab-based modules that follow blended delivery, in lieu of accessing physical devices or hardware, emulators and suitable virtual software will be made available, ensuring that all students have access to the necessary tools and resources.

More information on the University's EDI policies can be accessed at:
https://www.uws.ac.uk/about-uws/uws-commitments/equality-diversity-inclusion/

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	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.
C4	
C5	
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.
D3	
D4	
D5	
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.
E4	
E5	

Level 7 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
7	APPD07001	ASPIRE	20	☒	☐	☐	***1**
7	COMP07009	Introduction to Web Development	20	☒	☐	☐	***1**
7	COMP07086	Fundamentals of Computing Systems	10	☒	☐	☐	***1**
7	MATH07005	Maths for Computing	10	☐	☒	☐	***1**
7	COMP07088	Database Systems	20	☐	☒	☐	***1**
7	COMP07027	Introduction to Programming	20	☒	☒	☐	***1,*2,*3**

Footnotes for Core Modules

***1**. The specified delivery terms (T1, T2, T3) apply exclusively to Paisley campus, students enrolled at ISMT Nepal undertake identical module content. However, the sequence of delivery is subject to variation corresponding to their individual entry and onboarding schedules.

***2**. At Paisley campus, the module COMP07027 is delivered as a 20-credit course spanning Terms 1 and 2 in a continuous, long-thin format.

***3**. At ISMT Nepal, the delivery of COMP07027 is compressed into a single term—specifically Term 1, Term 2, or Term 3, determined by the student's point of enrolment and onboarding.

Level 7 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
7	COMP07075	Security Fundamentatls	20	☐	☒	☐	***1**
7	COMP07012	CCNA1: Introduction to Networks	20	☐	☒	☐	***1**

Footnotes for Option Modules

***1.** The specified delivery terms (T1, T2, T3) apply exclusively to Paisley campus, students enrolled at ISMT Nepal undertake identical module content. However, the sequence of delivery is subject to variation corresponding to their individual entry and onboarding schedules.

This programme is built mostly around the 100+20 model, and the optional module is a free option - the above are recommended options only. Choose 1 module (20 credits) from the list or other modules in consultation with the Programme Leader.

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

- Students who achieve 120 credits at SCQF level 7, including the core modules above, will be eligible for the exit award:
  - Cert HE Information Technology
- Students who achieve 120 credits at SCQF level 7, but do not achieve all the core credits for the programme may be eligible for:
  - Certificate of Higher Education (Cert HE) Information Technology.

SCQF LEVEL 8 Learning Outcomes	
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.
C4	
C5	
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.
D4	
D5	
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.
E3	

E4	
E5	

Level 8 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
8	COMP08103	Intermediate Programming	20	☒	☐	☐	***1,*2**
8	COMP08074	Operating Systems	20	☒	☐	☐	***1**
8	COMP08034	Structures & Algorithms	20	☒	☒	☐	***1,*4**
7	COMP07027	Introduction to Programming	20	☒	☒	☐	***1,*2,*3**
8	APPD08001	ASPIRE 2: Shaping Your Future	20	☐	☒	☐	***1,*5**
8	COMP08068	Programming for Mobile Devices	20	☐	☒	☐	***1**

Footnotes for Core Modules

***1.** The specified delivery terms (T1, T2, T3) apply exclusively to Paisley campus, students enrolled at ISMT Nepal undertake identical module content. However, the sequence of delivery is subject to variation corresponding to their individual entry and onboarding schedules.
***2**: Students progressing from Level 7 to 8 must select COMP08103 Intermediate Programming. However, direct entrants must select COMP07027 Introduction to Programming.

***3**. At Paisley campus, the module COMP07027 is delivered as a 20-credit course spanning Terms 1 and 2 in a continuous, long-thin format. At ISMT Nepal, the delivery of COMP07027 is compressed into a single term—specifically Term 1, Term 2, or Term 3, determined by the student's point of enrolment and onboarding.

***4**. At Paisley campus, the module COMP08034 is delivered as a 20-credit course spanning Terms 1 and 2 in a continuous, long-thin format. At ISMT Nepal, the delivery of COMP08034 is compressed into a single term—specifically Term 1, Term 2, or Term 3, determined by the student's point of enrolment and onboarding.

***5**: After 2025/2026 COMP08002 Database Development was replaced by ASPIRE 2 in Term 2; Database Development will continue as optional module.

Level 8 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
7	MATH07005	Maths for Computing	10	☐	☒	☐	***1, *2**
8	COMP08053	WBL 2 - Group Project	20	☐	☒	☐	***1**
8	WRKB08002	WBL 2 - Work Placement	20	☐	☒	☐	***1**
8	COMP08002	Database Development	20	☒	☐	☐	***1**
				☐	☐	☐	

				☐	☐	☐	

Footnotes for Option Modules:

***1.** The specified delivery terms (T1, T2, T3) apply exclusively to Paisley campus, students enrolled at ISMT Nepal undertake identical module content. However, the sequence of delivery is subject to variation corresponding to their individual entry and onboarding schedules.

***2.** Level 7 Applied Mathematics for Computing is recommended for direct entrants. This is additional credit/and is optional. (130 credits in L8 instead of 120).

This programme is built mostly around the 100+20 model, and the optional module is a free option - the above are recommended options only. Choose 1 module (20 credits) from the list or other modules in consultation with the Programme Leader.

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

- Students who achieve 240 credits, at least 90 credits at SCQF-8, including the core modules above, will be eligible for the exit award:
  - 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:
  - Diploma of Higher Education (DipHE) in Information Technology.

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.
B4	
B5	
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.
C4	
C5	
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.
D4	
D5	
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.
E4	
E5	

Level 9 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
9	COMP09093	Professional Computing Practice	10	☒	☐	☐	***1**
9	COMP09006	Web Site Development	20	☒	☐	☐	***1**
9	COMP09092	Research Methods in Computing	10	☐	☒	☐	***1**
9	COMP09020	Internet Scripting	20	☐	☒	☐	***1**
9	COMP09023	Web Server Technology	20	☐	☒	☐	***1**
9	COMP09078	Advanced Programming for Mobile Devices	20	☐	☒	☐	***1, *2**
8	COMP08068	Programming for Mobile Devices	20	☐	☒	☐	***1, *2**

Footnotes for Core Modules:

***1.** The specified delivery terms (T1, T2, T3) apply exclusively to Paisley campus, students enrolled at ISMT Nepal undertake identical module content. However, the sequence of delivery is subject to variation corresponding to their individual entry and onboarding schedules.

***2.** Students progressing from Level 8 to 9 must select COMP09078 Advanced Programming for Mobile Devices. However, Direct Entrants must select COMP08068 Programming for Mobile Devices instead. (Choose one)

Level 9 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
9	COMP09119	DevOps	20	☐	☒	☐	***1**
9	COMP09120	Cloud Services and Architectures	20	☒	☐	☐	***1**
				☐	☐	☐	
				☐	☐	☐	

Footnotes for Option Modules:

***1.** The specified delivery terms (T1, T2, T3) apply exclusively to Paisley campus, students enrolled at ISMT Nepal undertake identical module content. However, the sequence of delivery is subject to variation corresponding to their individual entry and onboarding schedules.

This programme is built mostly around the 100+20 model, and the optional module is a free option - the above are recommended options only. Choose 1 module (20 credits) from the list or other modules in consultation with the Programme Leader.

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

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 of which a minimum of 90 credits are at SCQF L9 or above, including the core modules above will be eligible for the award:

- Bachelor of Science (BSc) in Web & Mobile Development

• 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 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.

•Distinction will be awarded in line with University Regulations and no imported credit can be used. (Regulations 3.25 & 3.26)

SCQF LEVEL 10 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.
B4	
B5	
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.
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 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.
D5	
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.
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.
E4	
E5	

Level 10 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
10	COMP10034	Computing Honours Project	40	☒	☒	☐	***1**
10	COMP10013	Dynamic Web Technologies	20	☒	☐	☐	***1**
10	COMP10015	Server-Side Systems	20	☐	☒	☐	***1**
10	COMP10020	Internet Technologies	20	☒	☐	☐	***1**
10	WRKB10001	WBL 4 - Industrial Project	40	☒	☒	☐	***1, *2**

Footnotes for Core Modules:

***1.** The specified delivery terms (T1, T2, T3) apply exclusively to Paisley campus, students enrolled at ISMT Nepal undertake identical module content. However, the sequence of delivery is subject to variation corresponding to their individual entry and onboarding schedules.

***2.** WBL 4 - Industrial Project (WRKB10001), a 40-credit module, is offered as a core alternative to Internet Technologies (20 credits, taught in Term 1) and a 20-credit optional taught module in Term 2, for students who are employed by a company who can provide a suitable industrial project. WRKB10001 is available for Paisley Campus only.

Level 10 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
10	COMP10066	HCI & User Experience Design (UXD)	20	☒	☐	☐	***1**
9	COMP09078	Advanced Programming for Mobile Devices	20	☐	☒	☐	***1**
9	MARK09021	Digital Marketing and Analytics	20	☐	☒	☐	***1**
9	COMP09119	DevOps	20	☐	☒	☐	***1**

Footnotes for Option Modules:

***1.** The specified delivery terms (T1, T2, T3) apply exclusively to Paisley campus, students enrolled at ISMT Nepal undertake identical module content. However, the sequence of delivery is subject to variation corresponding to their individual entry and onboarding schedules.

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

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) 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:
  - 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 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
Update to entry requirements.	19/04/2022	Mark Davison
Updated Links: •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
•Entry requirements updated. •Removed the optional module COMP07063 at L7.	13/06/2024	Pablo Salva-Garcia
New template 202425	16/08/2024	Pablo Salva-Garcia
New template 202425; APPD07001 (ASPIRE) added at L7. COMP07086 added at L7 COMP09119 DevOps added as optional at L9 & L10 Update code for module COMP09021 Digital Marketing and Analytic Intermediate Programming Replace Objected Oriented Programming	05/03/2025	Pablo Salva-Garcia
ILR changes: -Removed the word “single” from the named award title. -Updated Date of Approval to June 2025 (ILR date). -Refined the Graduate Attributes section to align with UWS framework and reduce length. -Added content on Equality and Diversity, highlighting programme alignment with university policy. -Included Distinction statement for Level 9 awards, referencing University Regulations.	18/06/2025	Pablo Salva-Garcia
- A. Session to 2026/2027 - Full CITP clarified in Award Accreditation - COMP08002 Database Development is replaced by APPD08001 ASPIRE 2. COMP08002 will continue as optional. - In Level 10, COMP10013 is moved to Term 1 and COMP10015 to Term 2.	15/04/2027	Pablo Salva-Garcia
- Added footnotes for ISMT Nepal.	24/07/2026	Pablo Salva-Garcia