Undergraduate Programme Specification

Session	2026/27	**Last Modified**	2nd April 2026
Named Award Title	BSc Digital Development		
Award Title for Each Award	BSc Digital Development		
Date of Approval	30/05/2025		
Details of Cohort Applies to	Any new student entering at L9, 2024 onwards.		
Awarding Institution	University of the West of Scotland	**Teaching Institution(s)**	University of the West of Scotland New College Lanarkshire (NCL)
Language of Instruction & Examination		English	
Award Accredited by			
Maximum Period of Registration		2 years full-time	
Duration of Study			
Full-time	1 year	**Part-time**	2 years
Placement (compulsory)	n/a		
Mode of Study	☒ Full-time ☒ Part-time		
Campus	☐ Ayr ☐ Dumfries	☐ Lanarkshire ☐ London ☐ Paisley	☐ Online / Distance Learning ☒ Other (specify) NCL (Motherwell campus)
School	**Computing, Engineering and Physical Sciences**		
Divisional Programme Board	**Computing**		
Programme Leader	Dr Joanna Olszewska		

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:

Applicants to the programme at NCL should have completed an SQA Higher National Diploma (HND) in software development or digital design & web development. Entry to the degree with alternative titles will be subject to the programme leader's approval following matching of content.

Applicants with non-Scottish based qualifications will also be considered provided these are at an equivalent level of study and that the programme title and content is relevant. Where there is any requirement to match content, this will be the responsibility of the programme leader.

Prior experiential learning in respect of Recognition of Prior Learning (RPL) and/or Accreditation of Prior Learning (APL) will also be considered for entry to the NCL-based programme for applicants, subject to UWS requirements for entry on this basis. Further information can be found in the UWS Regulatory Framework.

In addition to the above, programme documentation will set out appropriate requirements for specific prior qualifications and/or experience, and any competitive entry requirements. The University's equality and diversity policies apply, and equivalent qualifications and/or experience will be accepted in place of those specified. Programmes which provide entry into specific professions may be obliged to meet particular requirements on admissions set by Professional, Statutory and Regulatory Bodies (PSRBs) for entry, for example for Protection of Vulnerable Groups.

Note Regulation 2.4 on contextualised admissions. Students should have a solid foundation in related areas, such as; programming languages (such as Java, Python, or JavaScript), data structures, algorithms, and/or web technologies (HTML, CSS, and JavaScript).

Or GCE

Or SQA National Qualifications / Edexcel Foundation

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
Essential requirements for entry to this programme are that the applicant has the right to live in Scotland.

General Overview
This BSc programme in Digital Development is a programme which has been developed in partnership with NCL, ensure that graduate learning is wholly aligned to job market needs. The approach adopted within the programme to teaching, learning and assessment incorporates a blended learning style promoting the objectives of the School's eLearning strategy. Learning is supported by use of the Virtual Learning Environment. As well as allowing staff to provide resources online for students such as lecture notes, online quizzes etc., the VLE is used extensively to communicate with students: via email e.g. to provide individual

feedback for both formative and summative assessment purposes; via discussion boards to supplement tutorials; and via an electronic notice board to convey module administration information. Staff also make use of the VLE to allow students to electronically submit assignments, thus allowing both staff and students to make use of software tools such as Turnitin to check for plagiarism. Formal contact with students is via lectures, tutorials and laboratory work. Classes are divided into smaller groups for laboratory work and tutorials. Seminars and group work are used where appropriate. Throughout the programme these provide the opportunity to demonstrate the application of the theoretical concepts presented in the lectures, and for students to practice such application in given scenarios.

Most modules have either one or two assessment categories. The development of analytical and problem-solving skills and the application of theory to practice are essential features of the programme and so from the very beginning of the programme there is a high emphasis on in-course assessments. Modules in which artefacts are developed often ask for a sequence of assessed deliverables, rather than a single overall submission at the end of the module, to allow for formative feedback on earlier implementation phases before later phases are completed.

This programme will be delivered over one year with students undertaking 120 credits.

Typical Delivery Method

A hybrid approach to teaching, learning and assessment is used which incorporates a blended learning style promoting the objectives of the School's eLearning strategy. Hybrid learning is supported by use of the Aula Virtual Learning Environment. As well as allowing staff to provide resources online for students such as lecture notes, online quizzes etc., Aula is used extensively to communicate with students: via email e.g. to provide individual feedback for both formative and summative assessment purposes; via discussion boards to supplement tutorials; and via an electronic notice board to convey module administration information. Staff also make use of Aula to allow students to electronically submit assignments, thus allowing both staff and students to make use of software tools such as Turnitin to check for plagiarism.

Formal contact with students is via lectures, tutorials and laboratory work. Classes are divided into smaller groups for laboratory work and tutorials and these are likely to be on campus. Seminars and group work are used where appropriate. Throughout the programme these provide the opportunity to demonstrate the application of the theoretical concepts presented in the lectures, and for students to practice such application in given scenarios.

Any additional costs

The course does not require any mandatory costs. Optional costs including purchase of textbooks (also available in the library), laptop, stationary (notepads/pens/highlighters), field trip & associated travel as well as Institute membership can amount to £600.

Graduate Attributes, Employability & Personal Development Planning

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 creative capabilities, professional understanding and critical thinking, problem-solving and communications skills, and the ability to work as an effective team member. The programme offers a thorough grounding in the principles of digital development, including data science techniques, web programming, mobile application development, and associated software engineering approaches and develops the lifelong learning skills that

students will need to stay abreast of the rapidly evolving technologies in computing and its related disciplines.

More on UWS Graduate Attributes can be found online at:
https://www.uws.ac.uk/current-students/your-graduate-attributes/

Work Based Learning/Placement Details
n/a

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:

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

Equality and Diversity
The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code.

The BSc Digital Development involves a number of modules which require the use of computing and infrastructure hardware and systems software which may not be fully accessible to all. Prospective students with physical disabilities which might limit their access to such systems should consult with the Programme Leader before enrolling on this programme, and should liaise with academic staff as appropriate when studying a module using such systems.

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	
A2	
A3	
A4	
A5	
Practice - Applied Knowledge and Understanding	
B1	
B2	
B3	
B4	
B5	
Communication, ICT and Numeracy Skills	
C1	
C2	
C3	
C4	
C5	
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	
D1	
D2	
D3	
D4	
D5	
Autonomy, Accountability and Working with Others	
E1	
E2	
E3	
E4	
E5	

Level 7 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Core Modules							

Level 7 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Option Modules							

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

SCQF LEVEL 8 Learning Outcomes	
Knowledge and Understanding	
A1	
A2	
A3	
A4	
A5	
Practice - Applied Knowledge and Understanding	
B1	
B2	
B3	
B4	
B5	
Communication, ICT and Numeracy Skills	
C1	
C2	
C3	
C4	
C5	
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	
D1	
D2	
D3	
D4	
D5	
Autonomy, Accountability and Working with Others	
E1	
E2	
E3	
E4	
E5	

Level 8 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	

				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Core Modules							

Level 8 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Option Modules							

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

SCQF LEVEL 9 Learning Outcomes (Maximum of 5 per heading)	
Knowledge and Understanding	
A1	Demonstrate a critical understanding of relevant digital principles and practice.
A2	Demonstrate a critical understanding of the scope, main areas and boundaries of the studied computing theme(s).
A3	Analyse theories, principles, concepts and terminology associated with digital development.
A4	
A5	
Practice - Applied Knowledge and Understanding	
B1	Apply project management techniques to control and monitor a software or IT project.
B2	Practise routine methods of enquiry and research associated with one or more branches of computing.
B3	Apply the principal skills, techniques, practices and/or materials associated with the computing theme(s) studied.
B4	Practise routine methods of enquiry and/or research associated with digital environment.
B5	
Communication, ICT and Numeracy Skills	
C1	Use a range of software tools to support development techniques and project management.
C2	
C3	
C4	
C5	
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	
D1	Understand and apply a range of computing concepts, principles and practices in the context of well specified scenarios, exercising judgement in the selection of tools and techniques.
D2	Draw on a range of sources in making judgements.
D3	
D4	
D5	
Autonomy, Accountability and Working with Others	
E1	Recognise and deal with the professional, economic, social, environmental, moral and ethical issues involved in the sustainable exploitation of computer technology, and be guided by the adoption of appropriate professional, ethical and legal practices.
E2	Use initiative in managing ethical and professional issues in accordance with current professional and/or ethical codes or practices.
E3	
E4	

E5	

Level 9 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
9	COMP09092	Research Methods for Computing	10	☐	☒	☐	
9	COMP09093	Professional Computing Practice	10	☒	☐	☐	
8	COMP08068	Programming for Mobile Devices	20	☐	☒	☐	
9	COMP09118	Fundamentals of Data Science	20	☒	☐	☐	
9	COMP09119	DevOps	20	☐	☒	☐	
9	COMP09020	Internet Scripting	20	☐	☒	☐	
9	COMP09007	Project Management for IT	20	☒	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Core Modules							

Level 9 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Option Modules							

Level 9 **Criteria for Progression and Award** ***Please refer to UWS Regulatory Framework for related regulations***
In line with the Regulatory Framework, for the award of the Bachelor of Science (BSc) Digital Development, at least 360 credit points must be achieved of which all core modules for L9 listed above must be passed, with a minimum of 90 credits at SCQF Level 9.

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	
A2	
A3	
A4	
A5	
Practice - Applied Knowledge and Understanding	
B1	
B2	
B3	
B4	
B5	
Communication, ICT and Numeracy Skills	
C1	
C2	
C3	
C4	
C5	
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	
D1	
D2	
D3	
D4	
D5	
Autonomy, Accountability and Working with Others	
E1	
E2	
E3	
E4	

E5	

Level 10 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Core Modules							

Level 10 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Option Modules							

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

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**
Document completed	1st April 2025	Dr Joanna Olszewska
Documented updated following ILR feedback	24th June 2025	Dr Joanna Olszewska
Document updated	2nd April 2026	Dr Joanna Olszewska