Programme Specification: Undergraduate

For Academic Year 2025/26

1. Course Summary

Names of programme and award title(s)	BSc (Hons) Computing [Top-Up Degree]
Award type	Single Honours
Mode of study	Full-time
Framework of Higher Education Qualification (FHEQ) level of final award	Level 6
Normal length of the programme	1 year
Maximum period of registration	The normal length as specified above plus 3 years
Location of study	Keele Campus
Accreditation (if applicable)	n/a
Regulator	Office for Students (OfS)
Tuition Fees	**UK students:** Fee for 2025/26 is £9,250 **International students:** Fee for 2025/26 is £17,700

How this information might change: *Please read the important information at http://www.keele.ac.uk/student-agreement/. This explains how and why we may need to make changes to the information provided in this document and to help you understand how we will communicate with you if this happens.*

** These fees are regulated by Government. We reserve the right to increase fees in subsequent years of study in response to changes in government policy and/or changes to the law. If permitted by such change in policy or law, we may increase your fees by an inflationary amount or such other measure as required by government policy or the law. Please refer to the accompanying Student Terms & Conditions. Further information on fees can be found at http://www.keele.ac.uk/studentfunding/tuitionfees/*

*** These fees are for new students. We reserve the right to increase fees in subsequent years of study by an inflationary amount. Please refer to the accompanying Student Terms & Conditions for full details. Further information on fees can be found at http://www.keele.ac.uk/studentfunding/tuitionfees/*

2. What is a Single Honours programme?

The Single Honours programme described in this document allows you to focus more or less exclusively on this subject. The BSc (Hons) Computing Level 6 Top-Up offers a 120-credit route to a full BSc degree for students who have previously completed a HND or equivalent computing-related qualification. Informed by research and benefitting from close interaction with industry, our year-long programme will equip you with the advanced knowledge, professional and practical skills to solve real-world problems and gain invaluable employability skills for your future career. Thus it enables you to gain, and be able to demonstrate, a distinctive range of graduate attributes.

3. Overview of the Programme

In this BSc Computing Level 6 Top-Up degree programme, you will see applications of computing to a wide range of real-world interdisciplinary problems in a rapidly changing technological landscape and high demand sector. Computer systems are now vital to business, government, science and society, and there is pressing need for graduates with the professional understanding, practical skills, and theoretical foundations to harness software and hardware technologies to solve real-world problems and develop the systems of the future.

The programme will enhance your HND (or equivalent) level of Computer Science study to that of a bachelor's level undergraduate degree (BSc). You will choose from a range of cutting-edge specialised modules in current and emerging areas of Computer Science, including Web Technologies, Data Science, Networking, Game Development, Cyber Security, and Software Development Management, as well as undertaking a 30-credit Computer Science project. The topic of your project is decided by you but guided by our experienced academic staff. The programme's flexibility allows you to showcase your creative and leadership skills through various assessment types and in particular the individual Computer Science Project. There is also an emphasis on the development of professional, academic, and transferrable skills such as communication, management, groupwork, and self-reflection, through regular sessions taught by academic and subject experts, including industrial guest lectures and sessions related to careers, placements, employability, and academic skills. Taking this degree will allow you to develop the knowledge, skills, and techniques to allow you to progress in a graduate level role, or else to pursue master's level study.

4. Aims of the programme

The broad aims of the programme are to:

- Establish expertise at the leading edge of the discipline, as informed by subject research, discipline and industry trends and market requirements;
- Prepare you for further study or research, and for employment in industry, commerce or public service;
- Develop your intellectual, practical and additional transferable skills, to enable you to gain a sound academic grounding in the discipline of Computer Science and an understanding of the professional issues relevant to your future working life.

5. What you will learn

The intended learning outcomes of the programme (what students should know, understand and be able to do at the end of the programme), can be described under the following headings:

- Subject knowledge and understanding
- Subject specific skills
- Key or transferable skills (including employability skills)

The range of opportunities for graduates with computing skills continues to expand. Many of our graduates move into employment that is directly computing-related, for example as systems analysts, software engineers and consultants. A number of graduates go on to study for higher degrees in a wide range of subject areas, at Keele and elsewhere.

Subject knowledge and understanding

Successful students will be able to demonstrate knowledge and understanding of:

- LO1.1 Computational thinking and problem solving including its relevance to everyday life.
- LO1.2 The scientific method and its applications to problem solving in this area.
- LO1.3 Essential facts, concepts, principles and theories relating to Computing and computer applications as appropriate to the programme of study.
- LO1.4 Modelling: use such knowledge and understanding in the modelling and design of computer-based systems for the purposes of comprehension, communication, prediction and the understanding of trade-offs.
- LO1.5 Requirements, practical constraints and computer-based systems (and this includes computer systems, information security, embedded, and distributed systems) in their context: recognise and analyse criteria and specifications appropriate to specific problems, and plan strategies for their solutions.
- LO1.6 Critical evaluation and testing: analyse the extent to which a computer-based system meets the criteria defined for its current use and future development.
- LO1.7 Methods and tools: deploy appropriate theory, practices and tools for the specification, design, implementation and evaluation of computer-based systems.
- LO1.8 Professional considerations: recognise 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.

Subject specific skills

Successful students will be able to:

- LO2.1 Specify, design and construct reliable, secure, innovative and usable computer-based systems.
- LO2.2 Evaluate systems in terms of quality attributes and possible trade-offs presented within the given problem.
- LO2.3 Plan and manage projects to deliver computing systems within constraints of requirements, timescale and budget.
- LO2.4 Recognise any risks and safety aspects that may be involved in the deployment of computing systems within a given context.
- LO2.5 Effectively deploy the tools used for the construction and documentation of computer applications, with particular emphasis on understanding the whole process involved in the deployment of computers to solve practical problems.
- LO2.6 Critically evaluate and analyse complex problems, including those with incomplete information, and devise appropriate solutions, within the constraints of a budget.

Key or transferable skills (including employability skills)

Successful students will have the opportunity to develop:

- LO3.1 A wide range of generic skills to ensure they become effective in the workplace, to the benefit of themselves, their employer and the wider economy
- LO3.2 Intellectual skills: critical thinking; making a case; numeracy and literacy; information literacy. The ability to construct well-argued and persuasive documents. The ability to locate and retrieve relevant ideas, and ensure these are correctly and accurately referenced and attributed.
- LO3.3 Self-management: self-awareness and reflection; goal setting and action planning; independence and adaptability; acting on initiative; innovation and creativity. The ability to work unsupervised, plan effectively and meet deadlines, and respond readily to changing situations and priorities.
- LO3.4 Interaction: reflection and communication; the ability to succinctly present rational and reasoned arguments that address a given problem or opportunity, to a range of audiences (orally, electronically or in writing).
- LO3.5 Understanding of the role of a leader in setting direction and taking responsibility for actions and decisions.
- LO3.6 Contextual awareness: the ability to understand and meet the needs of individuals, business and the community, and to understand how workplaces and organisations are governed
- LO3.7 Sustainability: recognising factors in environmental and societal contexts relating to the opportunities and challenges created by computing systems across a range of human activities.

Keele Graduate Attributes

The Keele Graduate Attributes are the qualities (skills, values and mindsets) which you will have the opportunity to develop during your time at Keele through both the formal curriculum and also through co- and extra-curricular activities (e.g., work experience, and engagement with the wider University community such as acting as ambassadors, volunteering, peer mentoring, student representation, membership and leadership of clubs and societies). Our Graduate Attributes consist of four themes: **academic expertise, professional skills, personal effectiveness, and social and ethical responsibility.** You will have opportunities to engage actively with the range of attributes throughout your time at Keele: through your academic studies, through self-assessing your own strengths, weaknesses, and development needs, and by setting personal development goals. You will have opportunities to discuss your progress in developing graduate attributes with, for example, Academic Mentors, to prepare for your future career and lives beyond Keele.

6. How is the programme taught?

Learning and teaching methods used on the programme vary according to the subject matter and level of the module. They include the following:

- **Traditional lectures** supported by copies of lecture slides in electronic form on the Keele Learning Environment
- **Online resources, activities and communities 'around' our live teaching sessions**
- **Practical sessions** in computer laboratories often supported by copies of laboratory instruction sheets
- **Web-based learning** using the University's virtual learning environment (KLE)
- **Tutorials** and directed reading on specific topics under the supervision of a member of academic staff
- **Group project** sessions in which students develop a design for a software item to a level sufficient to allow implementation to follow

Apart from these formal activities, students are also provided with regular opportunities to talk through particular areas of difficulty, and any special learning needs they may have, with their Academic Mentors or

module lecturers on a one-to-one basis.

These learning and teaching methods enable students to achieve the learning outcomes of the programme in a variety of ways. For example:

- lectures allow students to gain a systematic knowledge and understanding of computer science concepts and ideas and how to apply them to development of software and information systems.
- In-situ teaching with 'value adding' activities and resources that on-campus presence allows
- Online content that supports and feeds into the taught sessions provided.
- web-based learning and directed reading allow students to develop their interest in computer science, their ability to reflect on their own learning and to take responsibility for its development.
- group sessions enable students to develop their written and oral communication skills.
- practical sessions and group work encourage students to work both independently and in collaboration with others as well as enabling them to solve problems in new or unfamiliar environments.
- assessments that directly link to 'real' research and learning activity within our subjects as well as ones that relate better to the real-world working environment.

7. Teaching Staff

The Computer Science academic staff currently comprises Professors, Readers, Senior Lecturers, Lecturers and Teaching Fellows, of whom a number are Associate Fellows, Fellows and Senior Fellows of the Higher Education Academy. We have three research divisions, on Artificial Intelligence, Human-Centred Computing, Future Systems, and Theoretical Computer Science. More information about the Computer Science staff is available at http://www.keele.ac.uk/scm/staff/

The University will attempt to minimise changes to our core teaching teams, however, delivery of the programme depends on having a sufficient number of staff with the relevant expertise to ensure that the programme is taught to the appropriate academic standard.

Staff turnover, for example where key members of staff leave, fall ill or go on research leave, may result in changes to the programme's content. The University will endeavour to ensure that any impact on students is limited if such changes occur.

8. What is the structure of the Programme?

The academic year runs from September to June and is divided into two semesters. The number of weeks of teaching will vary from programme to programme, but you can generally expect to attend scheduled teaching sessions between the end of September and mid-December, and from mid-January to the end of April. Our degree courses are organised into modules. Each module is usually a self-contained unit of study and each is usually assessed separately with the award of credits on the basis of 1 credit = 10 hours of student effort. An outline of the structure of the programme is provided in the tables below.

There are two types of module delivered as part of your programme. They are:

- Compulsory modules - a module that you are required to study on this course;
- Optional modules - these allow you some limited choice of what to study from a list of modules;

For further information on the content of modules currently offered, please visit:
https://www.keele.ac.uk/recordsandexams/modulecatalogue/

Year	Compulsory	Optional	
		Min	Max
Level 6	75	30	30

Module Lists

Level 6

Compulsory modules	Module Code	Credits	Period
Web Technologies (L6)	CSC-30077	15	Semester 1
Third Year Double Project - ISP	CSC-30014	30	Semester 1-2
Communications and Networks	CSC-30012	15	Semester 2
Advanced Web Technologies	CSC-30025	15	Semester 2

Optional modules	Module Code	Credits	Period
Games Computing	CSC-30019	15	Semester 1
Data Ethics and Security	CSC-30045	15	Semester 1
Cyber Security	CSC-30057	15	Semester 1
Software Development Management	CSC-30069	15	Semester 1
Flexible Work Placement (Level 6)	NAT-30008	15	Semester 1-2
Advanced Databases and Applications	CSC-30002	15	Semester 2
Database Technologies and Applications	CSC-30079	15	Semester 2

Level 6 Module Rules

Any student that enters the course that has completed an introductory Databases module previously can select the optional module CSC-30002 Advanced Databases and Applications.

Any student that have not studied an introductory Databases module should select the optional module CSC-30079 Database Technologies and Applications.

Students can only select one of the modules CSC-30002 or CSC-30079, they can not study both together.

Learning Outcomes

The table below sets out what students learn in the programme and the modules in which that learning takes place. Details of how learning outcomes are assessed through these modules can be found in module specifications.

Level 6

The table below sets out what students learn in the programme and the modules in which that learning takes place. Details of how learning outcomes are assessed through these modules can be found in module specifications.

Subject Knowledge and Understanding	
Learning Outcome	**Module in which this is delivered**
Computational thinking and problem solving including its relevance to everyday life.	All modules
An understanding of the scientific method and its applications to problem solving in this area.	All modules
Knowledge and understanding: demonstrate knowledge and understanding of essential facts, concepts, principles and theories relating to Computing and computer applications as appropriate to the programme of study.	All modules
Modelling: use such knowledge and understanding in the modelling and design of computer-based systems for the purposes of comprehension, communication, prediction and the understanding of trade-offs.	All modules
Requirements, practical constraints and computer-based systems (and this includes computer systems, information, security, embedded, and distributed systems) in their context: recognise and analyse criteria and specifications appropriate to specific problems, and plan strategies for their solutions.	All modules
Critical evaluation and testing: analyse the extent to which a computer-based system meets the criteria defined for its current use and future development.	Third Year Double Project - ISP - CSC-30014 Software Development Management - CSC-30069 Database Technologies and Applications - CSC-30079
Methods and tools: deploy appropriate theory, practices and tools for the specification, design, implementation and evaluation of computer-based systems.	All modules
Professional considerations: recognise 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.	Cyber Security - CSC-30057 Software Development Management - CSC-30069 Web Technologies (L6) - CSC-30077 Communications and Networks - CSC-30012 Advanced Web Technologies - CSC-30025 Advanced Databases and Applications - CSC-30002 Data Ethics and Security - CSC-30045 Third Year Double Project - ISP - CSC-30014

Subject Specific Skills	
Learning Outcome	**Module in which this is delivered**
Specify, design and construct reliable, secure, innovative and usable computer-based systems.	All modules
Evaluate systems in terms of quality attributes and possible trade-offs presented within the given problem.	Advanced Web Technologies - CSC-30025 Third Year Double Project - ISP - CSC-30014 Software Development Management - CSC-30069
Plan and manage projects to deliver computing systems within constraints of requirements, timescale and budget.	Advanced Databases and Applications - CSC-30002 Database Technologies and Applications - CSC-30079 Advanced Web Technologies - CSC-30025 Third Year Double Project - ISP - CSC-30014 Web Technologies (L6) - CSC-30077 Software Development Management - CSC-30069 Data Ethics and Security - CSC-30045 Games Computing - CSC-30019 Cyber Security - CSC-30057
Recognise any risks and safety aspects that may be involved in the deployment of computing systems within a given context.	Data Ethics and Security - CSC-30045 Cyber Security - CSC-30057 Software Development Management - CSC-30069 Web Technologies (L6) - CSC-30077 Advanced Databases and Applications - CSC-30002 Communications and Networks - CSC-30012 Advanced Web Technologies - CSC-30025 Database Technologies and Applications - CSC-30079 Third Year Double Project - ISP - CSC-30014
Deploy effectively the tools used for the construction and documentation of computer applications, with particular emphasis on understanding the whole process involved in the effective deployment of computers to solve practical problems.	Games Computing - CSC-30019 Data Ethics and Security - CSC-30045 Cyber Security - CSC-30057 Software Development Management - CSC-30069 Web Technologies (L6) - CSC-30077 Third Year Double Project - ISP - CSC-30014 Advanced Web Technologies - CSC-30025 Database Technologies and Applications - CSC-30079 Advanced Databases and Applications - CSC-30002
Critically evaluate and analyse complex problems, including those with incomplete information, and devise appropriate solutions, within the constraints of a budget.	Third Year Double Project - ISP - CSC-30014 Database Technologies and Applications - CSC-30079 Advanced Web Technologies - CSC-30025 Communications and Networks - CSC-30012 Games Computing - CSC-30019 Web Technologies (L6) - CSC-30077 Software Development Management - CSC-30069 Cyber Security - CSC-30057 Advanced Databases and Applications - CSC-30002

Key or Transferable Skills (graduate attributes)	
Learning Outcome	**Module in which this is delivered**
A wide range of generic skills to ensure they become effective in the workplace, to the benefit of themselves, their employer and the wider economy.	All modules
Intellectual skills: critical thinking; making a case; numeracy and literacy; information literacy. The ability to construct well-argued and grammatically correct documents. The ability to locate and retrieve relevant ideas, and ensure these are correctly and accurately referenced and attributed.	Database Technologies and Applications - CSC-30079 Advanced Web Technologies - CSC-30025 Communications and Networks - CSC-30012 Third Year Double Project - ISP - CSC-30014 Web Technologies (L6) - CSC-30077 Software Development Management - CSC-30069 Cyber Security - CSC-30057 Games Computing - CSC-30019 Advanced Databases and Applications - CSC-30002
Self-management: self-awareness and reflection; goal setting and action planning; independence and adaptability; acting on initiative; innovation and creativity.	Advanced Web Technologies - CSC-30025 Communications and Networks - CSC-30012 Third Year Double Project - ISP - CSC-30014 Software Development Management - CSC-30069
Interaction: reflection and communication: the ability to succinctly present rational and reasoned arguments that address a given problem or opportunity, to a range of audiences (orally, electronically or in writing).	All modules
Team working and management: the ability to recognise and make best use of the skills and knowledge of individuals to collaborate. To be able to identify problems and desired outcomes and negotiate to mutually acceptable conclusions. To understand the role of a leader in setting direction and taking responsibility for actions and decisions.	Software Development Management - CSC-30069 Third Year Double Project - ISP - CSC-30014
Contextual awareness: the ability to understand and meet the needs of individuals, business and the community, and to understand how workplaces and organisations are governed.	Advanced Databases and Applications - CSC-30002 Database Technologies and Applications - CSC-30079 Advanced Web Technologies - CSC-30025 Communications and Networks - CSC-30012 Software Development Management - CSC-30069 Web Technologies (L6) - CSC-30077 Third Year Double Project - ISP - CSC-30014
Sustainability: recognising factors in environmental and societal contexts relating to the opportunities and challenges created by computing systems across a range of human activities.	Software Development Management - CSC-30069 Third Year Double Project - ISP - CSC-30014

9. Final and intermediate awards

This is a Level 6 only programme so students are not eligible for intermediate awards. On completion of the 120 credits at Level 6, students will graduate with a BSc (Hons) Computing degree. If a student leaves the award prior to completion of the relevant credits no qualification will be awarded. Module credits will be awarded on successful completion of the relevant modules.

10. How is the Programme Assessed?

The wide variety of assessment methods used on this programme at Keele reflects the broad range of knowledge and skills that are developed as you progress through the degree programme. Teaching staff pay particular attention to specifying clear assessment criteria and providing timely, regular and constructive feedback that helps to clarify things you did not understand and helps you to improve your performance. The following list is representative of the variety of assessment methods used on your programme:

- **Online examinations** taken during a 28-hour assessment window.
- **Class tests** are taken during the course of a module, usually in a lecture slot. They are intended to assess a student's current understanding and subject knowledge in that module in a structured and focused manner. Some taught compulsory modules may have class tests as part of the assessment profile.
- **Coursework** normally consists of assignments designed to assess student's knowledge and understanding of the module material. Some of these assignments may be computer based; others take the form of individual reports, essays or group projects.
- **Tutorial** Participation, whereby students may be asked to make contributions based on the subject material, either orally or as a written solution, sometimes in consultation with their peers.
- **Dissertations** are formal reports of work carried out by students undertaking a project. Projects are capstone assessments and involve the integration and application of theoretical knowledge and problem-solving skills to an identified programming need and/or research problem within the discipline. Dissertations describe product and process in extended detail. Projects can be related to real-world problems, sometimes in conjunction with an industrial collaborator.
- **Oral presentations** and reports assess a student's ability to communicate their knowledge and understanding, both visually and orally, to both general and academic audiences. The presentation will be via a Poster Event for the project, as well as a demonstration of the final deliverable.

Marks are awarded for summative assessments designed to assess your achievement of learning outcomes. You will also be assessed formatively to enable you to monitor your own progress and to assist staff in identifying and addressing any specific learning needs. Feedback, including guidance on how you can improve the quality of your work, is also provided on all summative assessments within three working weeks of submission, unless there are compelling circumstances that make this impossible, and more informally in the course of tutorial and seminar discussions.

11. Contact Time and Expected Workload

This contact time measure is intended to provide you with an indication of the type of activity you are likely to undertake during this programme. The data is compiled based on module choices and learning patterns of students on similar programmes in previous years. Every effort is made to ensure this data is a realistic representation of what you are likely to experience, but changes to programmes, teaching methods and assessment methods mean this data is representative and not specific.

Undergraduate courses at Keele contain an element of module choice; therefore, individual students will experience a different mix of contact time and assessment types dependent upon their own individual choice of modules. The figures below are an example of activities that a student may expect on your chosen course by year stage of study. Contact time includes scheduled activities such as: lecture, seminar, tutorial, project supervision, demonstration, practical classes and labs, supervised time in labs/workshop, fieldwork and external visits. The figures are based on 1,200 hours of student effort each year for full-time students.

Activity

	Scheduled learning and teaching activities	**Guided independent Study**	**Placements**
Year 3 (Level 6)	19.1%	80.9%	0%

12. Accreditation

This programme does not have accreditation from an external body.

13. University Regulations

The University Regulations form the framework for learning, teaching and assessment and other aspects of the student experience. Further information about the University Regulations can be found at: http://www.keele.ac.uk/student-agreement/

If this programme has any exemptions, variations or additions to the University Regulations these will be detailed in an Annex at the end of this document titled 'Programme-specific regulations'.

14. What are the typical admission requirements for the Programme?

See the relevant course page on the website for the admission requirements relevant to this programme: https://www.keele.ac.uk/study/

English for Academic Purposes

Please note: All new international students entering the university will provide a sample of Academic English during their registration Using this sample, the Language Centre may allocate you to an English language module which will become compulsory. *NB:* students can take an EAP module only with the approval of the English Language Programme Director and are not able to take any other Language modules in the same academic year.

English Language Modules at Level 6:

- Business - ENL-90003 Academic English for Business Students (Part 1); ENL-90004 Academic English for Business Students (2); ENL-90005 Advanced Business English Communication
- Science - ENL-90013 Academic English for Science Students
- General - ENL-90006 English for Academic Purposes 2; ENL-90001 English for Academic Purposes 3; ENL-90002 English for Academic Purposes 4

Recognition of Prior Learning (RPL) is considered on a case-by-case basis and those interested should contact the Programme Director. The University's guidelines on this can be found here: https://www.keele.ac.uk/qa/programmesandmodules/recognitionofpriorlearning/

15. How are students supported on the programme?

Support for student learning on the Programme is provided in the following ways:

- Module lecturers, teaching fellows and computing laboratory demonstrators are responsible for providing support for learning on the modules. They also give individual feedback on coursework assignments and more general feedback on examinations. Students do not normally need to make a formal appointment to meet a member of staff. Some staff have dedicated office hours when they guarantee to be in their room and available for enquiries. Other staff have an open-door policy, which means students can drop in at any time. Many staff have both.
- Every student is allocated to an Academic Mentor who is responsible for reviewing and advising on students' academic progress in Computer Science.
- Academic Mentors also act as a first point of contact for students on non-academic issues which may affect their learning and can refer students on to a range of specialist health, welfare and financial services co-ordinated by the University's Student Services.
- The Faculty has a team of Student Experience & Support Officers (SESOs). They are there to provide support for students and students can book an appointment with a SESO at any time. If you have an issue that is affecting your academic studies, then you can arrange a meeting with a SESO to discuss it. You may also be referred to speak to a SESO by your academic mentor.
- You will be allocated an individual project supervisor for your Third Year Double Project - ISP. There will be regular online group meetings with the Programme Director to keep track of progress and to identify any problems early.

16. Learning Resources

Computer Science is taught in lecture theatres, teaching rooms and computer laboratories. The learning resources available to students on the Programme include:

Dedicated networked PC laboratories within the School of Computer Science and Mathematics, which use the Microsoft Windows and GNU/Linux operating systems and provide a wide range of supported software. The School buildings are accessible 24 hours a day (via a purchasable key fob). Students have individual email accounts and file stores on University and School servers. Additional facilities are provided for final year projects.

The Keele Learning Environment (KLE) which provides easy online access to a range of learning resources including lecture notes and other resources supplied in modules.

The extensive collection of books and journals relevant to undergraduate study held in the University Library. Much of this material is also accessible online to Keele students from anywhere in the world with a University username and password.

17. Additional Costs

There is a small cost associated with purchasing a key fob for access to the Colin Reeves building out of hours (less than £10). No other costs expected.

These costs have been forecast by the University as accurately as possible but may be subject to change as a result of factors outside of our control (for example, increase in costs for external services). Forecast costs are reviewed on an annual basis to ensure they remain representative. Where additional costs are in direct control of the University we will ensure increases do not exceed 5%.

As to be expected there will be additional costs for inter-library loans and potential overdue library fines, print and graduation. We do not anticipate any further costs for this programme.

18. Quality management and enhancement

The quality and standards of learning in this programme are subject to a continuous process of monitoring, review and enhancement.

- The School Education Committee is responsible for reviewing and monitoring quality management and enhancement procedures and activities across the School.
- Individual modules and the programme as a whole are reviewed and enhanced every year in the annual programme review which takes place at the end of the academic year.
- The programmes are run in accordance with the University's Quality Assurance procedures and are subject to periodic reviews under the Revalidation process.

Student evaluation of, and feedback on, the quality of learning on every module takes place every year using a variety of different methods:

- The results of student evaluations of all modules are reported to module leaders and reviewed by the Programme Committee as part of annual programme review.
- Findings related to the programme from the annual National Student Survey (NSS), and from regular surveys of the student experience conducted by the University, are subjected to careful analysis and a planned response at programme and School level.
- Feedback received from representatives of students in all three years of the programme is considered and acted on at regular meetings of the Student Staff Voice Committee.

The University appoints senior members of academic staff from other universities to act as external examiners on all programmes. They are responsible for:

- Approving examination questions
- Confirming all marks which contribute to a student's degree
- Reviewing and giving advice on the structure and content of the programme and assessment procedures

Information about current external examiner(s) can be found here:
http://www.keele.ac.uk/qa/externalexaminers/currentexternalexaminers/

19. The principles of programme design

The programme described in this document has been drawn up with reference to, and in accordance with the guidance set out in, the following documents:

a. UK Quality Code for Higher Education, Quality Assurance Agency for Higher Education:
http://www.qaa.ac.uk/quality-code
b. QAA Subject Benchmark Statement: https://www.qaa.ac.uk/docs/qaa/sbs/sbs-computing-22.pdf
c. Keele University Regulations and Guidance for Students and Staff: http://www.keele.ac.uk/regulations

20. Annex - Programme-specific regulations

Programme Regulations: BSc (Hons) Computing [Top-Up degree]

Final Award and Award Titles	BSc (Hons) Computing
Intermediate Award(s)	n/a
Last modified	n/a
Programme Specification	https://www.keele.ac.uk/qa/programmespecifications

The University's Academic Regulations which can be found on the Keele University website (https://www.keele.ac.uk/regulations/)[1] apply to and regulate the programme, other than in instances where the specific programme regulations listed below over-ride them. These programme regulations list:

- *Exemptions* which are characterised by the omission of the relevant regulation.
- *Variations* which are characterised by the replacement of part of the regulation with alternative wording.
- *Additional Requirements* which set out what additional rules that apply to students in relation to this programme.

The following **exemptions, variations** and **additional requirements** to the University regulations have been checked by Academic Services and have been approved by the Faculty Education Committee.

A) EXEMPTIONS

The clause(s) listed below describe where an exemption from the University's Academic Regulations exists:

For the whole duration of their studies, students on this Programme are exempt from the following regulations:

- **No exemptions apply.**

B) VARIATIONS

The clause(s) listed below describe where a variation from the University's Academic Regulations exists:

Variation 1: Project module CSC-30014 condonement

The 30-credit module "CSC-30014 - This Year Double Project - ISP" cannot be condoned. This module is a keystone of the degree. This is the only module thus affected. All other modules are subject to the usual University condonement rules (link).

Additional Requirements

There are no additional requirements.

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[1] References to University Regulations in this document apply to the content of the University's Regulatory Framework as set out on the University website here https://www.keele.ac.uk/regulations/.

Version History

This document

Date Approved: 05 August 2025

What's Changed

Minor amendments to wording of the learning outcomes. Making CSC-30079 optional and adding in CSC-30002 as an additional optional module for students with prior database experience.

Previous documents

Version No	Year	Owner	Date Approved	Summary of and rationale for changes
1	2025/26	MARK TURNER	06 May 2025	
1	2024/25	PAUL BELL	26 September 2024	