Programme Specification: Undergraduate

For Academic Year 2026/27

1. Course Summary

Names of programme and award title(s)	BSc (Hons) Computer Science with Software Engineering BSc (Hons) Computer Science with Software Engineering with International Year (see Annex for details) BSc (Hons) Computer Science with Software Engineering with Work Placement Year (see Annex for details)
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	3 years, or 4 years with either the International Year or Work Placement Year
Maximum period of registration	The normal length as specified above plus 3 years
Location of study	Keele Campus
Accreditation (if applicable)	This programme is seeking accreditation with the British Computer Society.
Regulator	Office for Students (OfS)
Tuition Fees	**UK students:** Fee for 2026/27 is £9,790* **International students:** Fee for 2026/27 is £18,200** The fee for the international year abroad is calculated at 15% of the standard year fee The fee for the work placement year is calculated at 20% of the standard year fee

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/*

*** 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. In keeping with Keele's commitment to breadth in the curriculum, the programme also gives you the opportunity to take some modules in other disciplines and in modern foreign languages as part of a 360-credit Honours degree. Thus it enables you to gain, and be able to demonstrate, a distinctive range of graduate attributes.

3. Overview of the Programme

In a rapidly advancing world where technology has become increasingly central to all of our lives, it is more essential than ever to ensure that the software underpinning this technology is designed and developed to be secure, reliable, usable and maintainable. Software Engineering is the branch of computer science that is focused on the designing, developing, testing and maintenance of software applications.

Computer Science with Software Engineering is designed to equip you with the technical expertise to be able to effectively manage software engineering activities, including the techniques and processes to undertake team-based agile development of software systems, based on the needs of clients and users. You will learn how to build software systems that are easier to maintain and can be updated as the requirements of the system change or as technologies evolve.

Here at Keele, we strive to ensure that all our students develop essential academic and professional skills in *Software Engineering*, including opportunities for experiential learning through a variety of placement opportunities both within the UK and more broadly across the international community. Key graduate outcomes that you can expect to develop include:

1. **The foundations of Software Engineering**, including definition of the problem, software design, implementation and maintenance, software testing, change management and documentation.
2. **Programming and software development:** write code in modern computer languages such as Python, build problem-solving skills, programming ability, and build a human-centric approach for developing software and applications.
3. **The key principles of system security**: information security, and designing and implementing safety-critical systems
4. **Ethics and Career Readiness:** develop a robust understanding of both legal and ethical challenges and the potential impact of software on society, while gaining key skills to help you compete post-graduation.

As a successful graduate, you will be able to pursue professional careers in technology across a broad range of fields, including becoming a software engineer, systems analyst, IT consultant, Web developer, software architect, information systems manager, software tester, or project manager. Alternatively, you may decide to push the boundaries of what we know through further study at masters or PhD level, specialising in software engineering or computer science.

4. Aims of the programme

The broad aims of the programme are to enable you to:

- Gain knowledge and understanding of *Computer Science with Software Engineering* through both guided study and independent research.
- Develop and evidence a range of key employability and professional skills including programming, problem-solving, software design and development, artificial intelligence, cloud computing, data ethics, and critical thinking applicable to complex software engineering scenarios.
- Undertake a range of individual and group-led projects that are informed by current research, industry requirements, and societal needs.
- Gain relevant experience and insight into a range of different career pathways associated with *Software Engineering*.

By enrolling on the Computer Science with Software Engineering programme, you will be able to specialise in the software engineering discipline of computer science by taking a range of modules and a final year project related to the specialism. You will develop your foundational computational problem-solving skills, programming ability, and fundamental computer science background in the first year, without assumption of prior programming experience or advanced mathematical knowledge. In later years, you will build upon foundational topics in current and emerging areas of Computer Science and Software Engineering, including data science, artificial intelligence, software development management, cyber security, databases, and web development. These later years offer you additional flexibility through the choice of optional modules and allow you to showcase your creative and leadership skills through various assessment types, and in particular, the individual third year project undertaken in the Research and Development Project in Software Engineering module. There is also an emphasis on the development of your professional, academic, transferable and teamwork skills, through regular sessions taught by academic and subject experts, including industrial guest lectures and sessions related to careers, placements, employability, and academic skills.

The BSc Computer Science (Software Engineering) pathways allow you to specialise in a distinctive area of

computer science by taking a range of pre-defined modules and a final year project related to the specialism. This provides a clear focus for the degree if you wish to pursue particular areas of the computer science field. By following the Software Engineering pathway, you will learn the effective management of software engineering activities, use AI to support software engineering process, including the techniques and processes to undertake team-based agile development of software systems, based on the needs of clients and users.

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)

Subject knowledge and understanding

Successful students will be able to:

- Essential facts, concepts, principles and theories relating to *Computer Science and Software Engineering* as appropriate to the programme of study.
- Software Development Life Cycles (SLDC), including knowledge of different SLDCs and the ability to critically evaluate and select the appropriate life cycle for a software project.
- Software design and modelling, and the ability to use such knowledge and understanding in the modelling and design of software systems for the purposes of comprehension, communication, prediction and the understanding of trade-offs.
- Requirements, practical constraints and computer (and this includes computer systems, information security, embedded, and distributed systems) and software systems in their context: recognise and analyse criteria and specifications appropriate to specific problems, and plan strategies for their solutions.
- Professional considerations: recognise the professional, economic, social, environmental, moral and ethical issues involved in the sustainable exploitation of computer technology and software systems and be guided by the adoption of appropriate professional, ethical and legal practices.
- Information security issues including the analysis of cybercrime and its impact on individuals, organisations, and society.
- Critical evaluation and testing: analyse the extent to which a software system meets the criteria defined for its current use and future development.

Subject specific skills

Successful students will be able to:

- Specify, design and construct reliable, secure and usable software-based systems.
- Apply appropriate theory, practices, and tools for the specification, design, implementation, and evaluation of software systems and computational artefacts.
- Evaluate software systems in terms of quality attributes and possible trade-offs presented within the given problem.
- Critically analyse and apply concepts, principles, and practices of Computer Science and Software Engineering to real-world problems, demonstrating effective judgement and adaptability in the selection and use of appropriate tools and techniques.
- Recognise any risks and safety aspects that may be involved in the deployment of software systems within a given context.
- Plan and manage projects to deliver computing infrastructure and software systems within constraints of requirements, timescale and budget.

Key or transferable skills (including employability skills)

Successful students will be able to:

- Work in a proactive and effective manner, individually and as a member of a team, to communicate effectively, manage tasks, and plan projects.
- Practice within a legal and ethical framework with due consideration for data management, security, equality diversity and inclusion, and sustainability.
- Critically reflect on performance to support continued professional development, including goal setting, action planning, independence, adaptability, innovation, time management, and creativity.
- Discuss how workplaces and organisations are governed to meet the needs of individuals, businesses, and wider communities.

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, environmental 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?

Diversity, flexibility, and inclusivity are at the heart of our education strategy. Learning and teaching methods used on the programme vary according to the subject matter and level of the module. They include the following:

Digital learning resources: Digital learning resources are designed to support in person teaching, ensuring that all core content is recorded. Our aim is to offer a more inclusive learning environment that gives you more flexibility to decide how, when, and where to study.

Live, campus-based interactive lectures: Delivered by experts in the field, including external guest speakers. Interactive lectures focus on active learning and aim to provide opportunities for you to discuss key content and consolidate your learning.

Live, campus-based tutorials and workshops: Often designed to support those areas that we know can be difficult, such as statistics. Tutorials and workshops are often delivered in small groups designed to promote social learning, develop a sense of community, and to give you an opportunity to apply your knowledge and deepen your understanding of core issues through discussion with other students and your tutors.

Live, online drop-in sessions: Provide opportunities for you to raise questions in a safe and flexible environment.

Practicals: Take place in sophisticated computer laboratories and are designed to give you first-hand experience in a range of computer science and software engineering techniques.

Apart from these formal activities, we operate an open-door policy so you can ask for a meeting with any of our tutors across the year to discuss particular areas of difficulty or concern. You will also have access to specialist advice and support through our Academic Mentors, Disability Inclusion Tutors, Student Experience and Support Officers, and a range of central services including Counselling and Mental Health, Careers and Employability, and Student Finance.

7. Teaching Staff

University life is not just about the content of your degree. It is also an opportunity to network and to meet people working in fields that excite you. Our staff include world-leading researchers, practitioners, and experts in learning and teaching that choose to specialise in pedagogic research. This rich diversity of staff expertise ensures that our programmes remain current and delivered to the very highest educational standards. You can find out more about our staff using the following link: (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. Each semester will generally have 12 weeks of teaching, and an additional 3 weeks of final assessments. Details of each semester can be found using the following link: https://www.keele.ac.uk/students/academiclife/keydates/.

Our programme is 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;

Global Challenge Pathways

This programme includes the option for you to take a Global Challenge Pathway. These modules offer you an exciting opportunity to work with students and staff from different disciplines to explore topical global issues such as power and conflict, health inequalities, climate change, generative AI, social justice, global citizenship, and enterprise from different perspectives.

Global Challenge Pathways can be taken as one 15-credit module at Levels 5 and 6. For more information about our Global Challenge Pathways please visit:
https://www.keele.ac.uk/study/undergraduate/globalchallengepathways/

Modern Languages or Certificate in TESOL

Alternatively, you could choose to study modules with the University Language Centre. The Language Centre offers three pathways; The Language Specialist, The Language Taster, and The Trinity Certificate in Teaching English to Speakers of Other Language (TESOL). Language Centre modules are available separately for students at Levels 4 and 5. At Level 6 they are included within the Global Challenge Pathways.

If you choose the Language Specialist pathway, you will automatically be enrolled on a Semester 2 Modern Language module as a continuation of your language of choice as a faculty funded 'additional' module. Undertaking a Modern Languages module in Semester 2 is compulsory if you wish to continue to the Language Specialist Global Challenge Pathway the following academic year.

For more information about Language Centre option modules available to you please visit the following webpages.

For Level 4 and 5 students please visit: https://www.keele.ac.uk/study/languagecentre/languagecentreoptions/

For Level 6 students please visit: https://www.keele.ac.uk/students/academiclife/global-challenge-pathways/

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

A summary of the credit requirements per year is as follows:

Year	Compulsory	Optional	
		Min	Max
Level 4	120	0	0
Level 5	90	30	30
Level 6	75	45	45

Module Lists

Level 4

Compulsory modules	Module Code	Credits	Period
Agile Minds: Development and the Professional World	CSC-10083	30	Semester 1
Computational Foundations	CSC-10087	15	Semester 1
Problem Solving and Computer Programming	CSC-10084	30	Semester 1-2
Introduction to Cybercrime: Systems, Society, and Security	CSC-10085	15	Semester 2
Fundamentals of Computer Systems	CSC-10086	30	Semester 2

Level 5

Compulsory modules	Module Code	Credits	Period
Web Technologies and Databases	CSC-20109	30	Semester 1
Human-Centred Software Engineering	CSC-20097	30	Semester 1-2
Cloud and Distributed Computing	CSC-20105	30	Semester 1-2

Optional modules	Module Code	Credits	Period
Selected Topics in Software Engineering	CSC-20123	15	Semester 1
Flexible Work Placement (Level 5)	NAT-20011	15	Semester 1-2
Computer Graphics and Animation	CSC-20079	15	Semester 2
Artificial Intelligence and Machine Learning	CSC-20101	30	Semester 2

Level 6

Compulsory modules	Module Code	Credits	Period
Software Engineering Practice	CSC-30099	30	Semester 1
Research and Development Project in Software Engineering	CSC-30109	30	Semester 1-2
Engineering the Future: AI & Emergent Practice	CSC-30135	15	Semester 2

Optional modules	Module Code	Credits	Period
Advanced Artificial Intelligence and Data Ethics	CSC-30103	30	Semester 1
Advanced Web Development and Databases	CSC-30105	30	Semester 1-2
Flexible Work Placement (Level 6)	NAT-30008	15	Semester 1-2
Professional Experience in Education	NAT-30012	15	Semester 1-2
Cybersecurity and Applications	CSC-30101	30	Semester 2
Research and Communication Skills in Software Engineering	CSC-30139	15	Semester 2

Level 6 Module Rules

CSC-30103 can be taken if students have taken the L5 prerequisite Artificial Intelligence and Machine Learning (CSC-20101)

Due to professional body requirements, *Research and Development Project in Software Engineering* cannot be condoned. Students unable to reach the 40% pass threshold for this module may be able to repeat the year either in full or on a modular basis.

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.

Subject Knowledge and Understanding	
Learning Outcome	**Module in which this is delivered**
Essential facts, concepts, principles and theories relating to Computer Science and Software Engineering as appropriate to the programme of study.	All core modules
Software Development Life Cycles (SLDC), including knowledge of different SLDCs and the ability to critically evaluate and select the appropriate life cycle for a software project.	Web Technologies and Databases - CSC-20109 Selected Topics in Software Engineering - CSC-20123 Software Engineering Practice - CSC-30099 Research and Development Project in Software Engineering - CSC-30109 Research and Communication Skills in Software Engineering - CSC-30139

Subject Knowledge and Understanding	
Learning Outcome	**Module in which this is delivered**
Software design and modelling, and the ability to use such knowledge and understanding in the modelling and design of software systems for the purposes of comprehension, communication, prediction and the understanding of trade-offs.	Agile Minds: Development and the Professional World - CSC-10083 Problem Solving and Computer Programming - CSC-10084 Introduction to Cybercrime: Systems, Society, and Security - CSC-10085 Computer Graphics and Animation - CSC-20079 Human-Centred Software Engineering - CSC-20097 Cloud and Distributed Computing - CSC-20105 Web Technologies and Databases - CSC-20109 Selected Topics in Software Engineering - CSC-20123 Software Engineering Practice - CSC-30099 Cybersecurity and Applications - CSC-30101 Advanced Web Development and Databases - CSC-30105 Research and Development Project in Software Engineering - CSC-30109 Research and Communication Skills in Software Engineering - CSC-30139
Requirements, practical constraints and computer (and this includes computer systems, information security, embedded, and distributed systems) and software systems in their context: recognise and analyse criteria and specifications appropriate to specific problems, and plan strategies for their solutions.	Agile Minds: Development and the Professional World - CSC-10083 Human-Centred Software Engineering - CSC-20097 Web Technologies and Databases - CSC-20109 Software Engineering Practice - CSC-30099 Advanced Artificial Intelligence and Data Ethics - CSC-30103 Advanced Web Development and Databases - CSC-30105
Professional considerations: recognise the professional, economic, social, environmental, moral and ethical issues involved in the sustainable exploitation of computer technology and software systems and be guided by the adoption of appropriate professional, ethical and legal practices.	Problem Solving and Computer Programming - CSC-10084 Fundamentals of Computer Systems - CSC-10086 Computer Graphics and Animation - CSC-20079 Web Technologies and Databases - CSC-20109 All modules except
Information security issues including the analysis of cybercrime and its impact on individuals, organisations, and society.	Agile Minds: Development and the Professional World - CSC-10083 Introduction to Cybercrime: Systems, Society, and Security - CSC-10085 Cloud and Distributed Computing - CSC-20105 Cybersecurity and Applications - CSC-30101 Advanced Web Development and Databases - CSC-30105
Critical evaluation and testing: analyse the extent to which a software system meets the criteria defined for its current use and future development.	Agile Minds: Development and the Professional World - CSC-10083 Human-Centred Software Engineering - CSC-20097 Web Technologies and Databases - CSC-20109 Software Engineering Practice - CSC-30099 Advanced Web Development and Databases - CSC-30105 Research and Development Project in Software Engineering - CSC-30109 Research and Communication Skills in Software Engineering - CSC-30139

Subject Specific Skills	
Learning Outcome	**Module in which this is delivered**
Specify, design and construct reliable, secure and usable software-based systems.	Fundamentals of Computer Systems - CSC-10086 Artificial Intelligence and Machine Learning - CSC-20101 All modules except
Apply appropriate theory, practices, and tools for the specification, design, implementation, and evaluation of computer-based systems and computational artefacts.	Agile Minds: Development and the Professional World - CSC-10083 Problem Solving and Computer Programming - CSC-10084 Artificial Intelligence and Machine Learning - CSC-20101 Web Technologies and Databases - CSC-20109 Software Engineering Practice - CSC-30099 Advanced Artificial Intelligence and Data Ethics - CSC-30103 Advanced Web Development and Databases - CSC-30105
Evaluate software systems in terms of quality attributes and possible trade-offs presented within the given problem.	Agile Minds: Development and the Professional World - CSC-10083 Human-Centred Software Engineering - CSC-20097 Cloud and Distributed Computing - CSC-20105 Web Technologies and Databases - CSC-20109 Selected Topics in Software Engineering - CSC-20123 Software Engineering Practice - CSC-30099 Cybersecurity and Applications - CSC-30101 Advanced Web Development and Databases - CSC-30105 Research and Development Project in Software Engineering - CSC-30109 Research and Communication Skills in Software Engineering - CSC-30139
Critically analyse and apply concepts, principles, and practices of Computer Science and Software Engineering to real-world problems, demonstrating effective judgement and adaptability in the selection and use of appropriate tools and techniques.	All core modules
Recognise any risks and safety aspects that may be involved in the deployment of software systems within a given context.	Agile Minds: Development and the Professional World - CSC-10083 Human-Centred Software Engineering - CSC-20097 Cloud and Distributed Computing - CSC-20105 Web Technologies and Databases - CSC-20109 Software Engineering Practice - CSC-30099 Advanced Web Development and Databases - CSC-30105 Research and Development Project in Software Engineering - CSC-30109 Research and Communication Skills in Software Engineering - CSC-30139
Plan and manage projects to deliver computing infrastructure and software systems within constraints of requirements, timescale and budget.	Fundamentals of Computer Systems - CSC-10086 All modules except

Key or Transferable Skills (graduate attributes)	
Learning Outcome	**Module in which this is delivered**
Work in a proactive and effective manner, individually and as a member of a team, to communicate effectively, manage tasks, and plan projects.	Agile Minds: Development and the Professional World - CSC-10083 Selected Topics in Software Engineering - CSC-20123 Software Engineering Practice - CSC-30099 Research and Development Project in Software Engineering - CSC-30109
Practice within a legal and ethical framework with due consideration for data management, security, equality diversity and inclusion, and sustainability.	Selected Topics in Software Engineering - CSC-20123 Advanced Artificial Intelligence and Data Ethics - CSC-30103 Research and Development Project in Software Engineering - CSC-30109
Critically reflect on performance to support continued professional development, including goal setting, action planning, independence, adaptability, innovation, time management, and creativity.	Agile Minds: Development and the Professional World - CSC-10083 Selected Topics in Software Engineering - CSC-20123 Research and Development Project in Software Engineering - CSC-30109 Research and Communication Skills in Software Engineering - CSC-30139
Discuss how workplaces and organisations are governed to meet the needs of individuals, businesses, and wider communities.	Agile Minds: Development and the Professional World - CSC-10083 Web Technologies and Databases - CSC-20109 Selected Topics in Software Engineering - CSC-20123 Research and Development Project in Software Engineering - CSC-30109 Research and Communication Skills in Software Engineering - CSC-30139

9. Final and intermediate awards

Credits required for each level of academic award are as follows:

Honours Degree **BSc (Hons) Computer Science with Software Engineering**	360 credits	You will require at least 120 credits at levels 4, 5 and 6 You must accumulate at least 270 credits in your main subject (out of 360 credits overall), with at least 90 credits in each of the three years of study, to graduate with a named single honours degree in this subject.
Diploma in Higher Education	240 credits	You will require at least 120 credits at level 4 or higher and at least 120 credits at level 5 or higher
Certificate in Higher Education	120 credits	You will require at least 120 credits at level 4 or higher

Ordinarily, you will graduate with the degree title *BSc (Hons) Computer Science with Software Engineering*. However, alternative titles are awarded in the following situations:

International Year option: in addition to the above students must pass a module covering the international year in order to graduate with a named degree including the 'international year' wording. Students who do not complete, or fail the international year, will be transferred to the three-year version of the programme.

Work Placement Year option: in addition to the above students must pass a non-credit bearing module covering the work placement year in order to graduate with a named degree including the 'with Work Placement Year' wording. Students who do not complete, or fail the work placement year, will be transferred to the three-year version of the programme.

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.

Our assessment strategy will help you to develop and evidence your ability to:

Provide evidence-based solutions to current scientific problems. This is assessed through a range of essays, reports, and other assignments.

Present scientific findings. These are reports or experimental projects that test your ability to pose scientific hypotheses, design experiments, understand methodologies, present findings, analyse data and situate your work in the current literature. Other assessments will also develop your skills in accessing, manipulating and presenting the outcomes of computational investigations.

Communicate effectively with a range of audiences. These can include written reports or oral presentations.

Work professionally. Your final year, independent research project will give you an opportunity to demonstrate a range of professional skills such as leadership, innovation, time keeping, communication and the ability to work safely and ethically.

Work effectively in a team. These can include group presentations and team-based projects.

Solve problems in a time-limited fashion. Often in the work environment we are asked to solve problems in a relatively short amount of time. Invigilated examinations will help you to evidence these skills.

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 1 (Level 4)	24.3%	75.7%	0%
Year 2 (Level 5)	25.5%	74.5%	0%
Year 3 (Level 6)	17.1%	76.7%	6.3%

12. Accreditation

This programme is seeking accreditation with the British Computer Society.

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. This will replace any GCP modules. *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 4:

- Business - ENL-90003 Academic English for Business Students (Part 1); ENL-90004 Academic English for Business Students (2)
- 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

English Language Modules at Level 5:

- Business - ENL-90003 Academic English for Business Students (Part 1); ENL-90004 Academic English for Business Students (2)
- 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

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?

We operate an open-door policy. This means that you can contact any of our staff via email to request a meeting or discus any problem that you may be experiencing. You can also contact any of the following people for additional advice or support:

- Programme Director or Director of Education for programme-, discipline- or School-related issues
- Module Lead for module-related issues
- Demonstrators for help during computer labs
- Academic Mentors for academic help and guidance
- Student Experience and Support Officers for more personal or pastoral help
- Early Resolution Officer to help advocate for you, for example, if you would like to raise a complaint
- Student Voice are a group of students from your programme that can advocate for you to the school

Student Services also offer a comprehensive range of specialist services that help you at any time from enrolment to graduation. The following link will provide more information: https://www.keele.ac.uk/students/studentservices/

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 Computing 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. Other Learning Opportunities

Study abroad (semester)

Students on the programme have the potential opportunity to spend a semester abroad in their second year studying at one of Keele's international partner universities. Please note that students cannot take both a Global Challenge Pathway (GCP) and the semester abroad option.

Exactly which countries are available depends on the student's choice of degree subjects. An indicative list of countries is on the website (http://www.keele.ac.uk/studyabroad/partneruniversities/); however this does not guarantee the availability of study in a specific country as this is subject to the University's application process for studying abroad.

No additional tuition fees are payable for a single semester studying abroad but students do have to bear the costs of travelling to and from their destination university, accommodation, food and personal costs. Depending on the destination they are studying at additional costs may include visas, study permits, residence permits, and compulsory health checks. Students should expect the total costs of studying abroad to be greater than if they study in the UK, information is made available from the Global Education Team throughout the process, as costs will vary depending on destination.

Whilst students are studying abroad any Student Finance eligibility will continue, where applicable students may be eligible for specific travel or disability grants. Students who meet external eligibility criteria may be eligible for grants as part of this programme. Students studying outside of this programme may be eligible for income dependent bursaries at Keele. Students travel on a comprehensive Keele University insurance plan, for which there are currently no additional charges. Some governments and/or universities require additional compulsory health coverage plans; costs for this will be advised during the application process.

Study Abroad (International Year)

A summary of the International Year, which is a potential option for students after completion of year 2 (Level 5), is provided in the Annex for the International Year.

Work Placement Year

Students have the opportunity to apply directly for the 4-year 'with Work Placement Year' degree programme or to transfer onto the 4-year degree programme at the end of Year-1 and in Year-2 at the end of Semester 1. Students who are initially registered for the 4-year degree programme may transfer onto the 3-year degree programme at any point in time, prior to undertaking their year-long placement. Eligibility rules are included in the Annex.

Students wishing to take the work placement year should meet with the Programme Director to obtain their signature to confirm agreement before they will be allowed to commence their placement.

International students who require a Tier 4 visa must check with the Immigration Compliance Team prior to commencing any form of placement.

A summary of the Work Placement Year, which is a potential option for students after completion of year 2 (Level 5), is provided in the Annex for the Work Placement Year.

18. Additional Costs

As to be expected there will be additional costs for inter-library loans and potential overdue library fines, print and graduation.

Additional travel costs may also be incurred if an external project is undertaken in the third year. However, any such costs would be discussed with you before the project was selected. It would be possible for you to select an internal project that would not incur any additional costs.

If you elect to take one of the following optional modules:

- NAT-20011 Flexible Work Placement (Level 5)
- NAT-30010 Work Placement Year
- NAT-30012 Professional Experience in Education,
- NAT-30008 Flexible Work Placement (Level 6)

then you will have to bear the costs of travelling to and from your placement provider, and if necessary, accommodation, food and personal costs. Depending on the placement provider additional costs may include parking permits, travel and transport, suitable clothing, DBS checks, and compulsory health checks.

A small stipend may be available from the placement provider for work placements, but this will need to be explored on a placement-by-placement basis as some organisations, such as charities, may not have any extra money available. Students should budget with the assumption that their placement will be unpaid.

International students who require a Tier 4 visa should check with the Immigration Compliance team prior to commencing any type of paid placement to ensure that they are not contravening their visa requirements.

Key fob for accessing the building out of hours: £6.50

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.

19. 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/

20. 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: Computing (2022)
c. Keele University Regulations and Guidance for Students and Staff: http://www.keele.ac.uk/regulations
d. Accreditation criteria, British Computer Society (2022)

21. Annex - International Year

Computer Science with Software Engineering with International Year

International Year Programme

Students registered for this Single Honours programme may either be admitted for or apply to transfer during their period of study at Level 5 to the International Year option. Students accepted onto this option will have an extra year of study (the International Year) at an international partner institution after they have completed Year 2 (Level 5) at Keele.

Students who successfully complete both the second year (Level 5) and the International Year will be permitted to progress to Level 6. Students who fail to satisfy the examiners in respect of the International Year will normally revert to the standard programme and progress to Level 6 on that basis. The failure will be recorded on the student's final transcript.

Study at Level 4, Level 5 and Level 6 will be as per the main body of this document. The additional detail contained in this annex will pertain solely to students registered for the International Year option.

International Year Programme Aims

In addition to the programme aims specified in the main body of this document, the international year programme of study aims to provide students with:

1. Personal development as a student and a researcher with an appreciation of the international dimension of their subject
2. Experience of a different culture, academically, professionally and socially

Entry Requirements for the International Year

Students may apply to the 4-year programme during Level 5. Admission to the International Year is subject to successful application, interview and references from appropriate staff.

The criteria to be applied are:

- Academic Performance (an average of 55% across all modules in Semester 1 at Level 5 is normally required. Places on the International Year are then conditional on achieving an average mark of 55% across all Level 5 modules. Students with up to 15 credits of re-assessment who meet the 55% requirement may progress to the International Year. Where no Semester 1 marks have been awarded performance in 1st year marks and ongoing 2nd year assessments are taken into account)
- General Aptitude (to be demonstrated by application for study abroad, interview during the 2nd semester of year 2 (Level 5), and by recommendation of the student's Academic Mentor, 1st and 2nd year tutors and programme director)

Students may not register for both an International Year and a Placement Year.

Student Support

Students will be supported whilst on the International Year via the following methods:

- Phone or Skype conversations with Study Abroad tutor, in line with recommended Academic Mentoring meeting points.
- Support from the University's Global Education Team

Learning Outcomes

In addition to the learning outcomes specified in the main text of the Programme Specification, students who complete a Keele undergraduate programme with International Year will be able to:

1. Describe, discuss and reflect upon the cultural and international differences and similarities of different learning environments
2. Discuss the benefits and challenges of global citizenship and internationalisation
3. Explain how their perspective on their academic discipline has been influenced by locating it within an international setting.
4. Demonstrate the use of critical thinking skills, augmented by creativity and curiosity, in discussing the application of their International Year studies to Computer Science with Software Engineering.

In addition, students who complete the International Year will be able to:

These learning outcomes will all be assessed by the submission of a satisfactory individual learning agreement, the successful completion of assessments at the partner institution and the submission of the reflective portfolio element of the international year module.

Regulations

Students registered for the International Year are subject to the programme-specific regulations (if any) and the University regulations. In addition, during the International Year, the following regulations will apply:

Students undertaking the International Year must complete 120 credits, which must comprise *at least 40%* in the student's discipline area.

This may impact on your choice of modules to study, for example you will have to choose certain modules to ensure you have the discipline specific credits required.

Students are barred from studying any module with significant overlap to the Level 6 modules they will study on their return. Significant overlap with Level 5 modules previously studied should also be avoided.

Additional costs for the International Year

Tuition fees for students on the International Year will be charged at 15% of the annual tuition fees for that year of study, as set out in Section 1. The International Year can be included in your Student Finance allocation, to find out more about your personal eligibility see: www.gov.uk

Students will have to bear the costs of travelling to and from their destination university, accommodation, food and personal costs. Depending on the destination they are studying at additional costs may include visas, study permits, residence permits, and compulsory health checks. Students should expect the total costs of studying abroad be greater than if they study in the UK, information is made available from the Global Education Team throughout the process, as costs will vary depending on destination.

Students who meet external eligibility criteria may be eligible for grants as part of this programme. Students studying outside of this programme may be eligible income dependent bursaries at Keele.

Students travel on a comprehensive Keele University insurance plan, for which there are currently no additional charges. Some Governments and/or universities require additional compulsory health coverage plans; costs for this will be advised during the application process.

22. Annex - Work Placement Year

Computer Science with Software Engineering with Work Placement Year

Work Placement Year summary

Students registered for this programme may either be admitted for or apply to transfer during their studies to the 'with Work Placement Year' option (NB: for Combined Honours students the rules relating to the work placement year in the subject where the placement is organised are to be followed). Students accepted onto this programme will have an extra year of study (the Work Placement Year) with a relevant placement provider after they have completed Year 2 (Level 5) at Keele.

Students who successfully complete both the second year (Level 5) and the Work Placement Year will be permitted to progress to Level 6. Students who fail to satisfactorily complete the Work Placement Year will normally revert to the 3-year programme and progress to Level 6 on that basis. The failure will be recorded on the student's final transcript.

Study at Level 4, Level 5 and Level 6 will be as per the main body of this document. The additional detail contained in this annex will pertain solely to students registered for the Work Placement Year option.

Work Placement Year Programme Aims

In addition to the programme aims specified in the main body of this document, the Work Placement Year aims to provide students with:

1. Insight and hands-on experience of the workplace within industrial, academic, or public contexts either in the UK or abroad.

Entry Requirements for the Work Placement Year

Admission to the Work Placement Year is subject to successful application, interview and references from appropriate staff. Students have the opportunity to apply directly for the 4-year 'with work placement year' degree programme, or to transfer onto the 4-year programme at the end of Year-1 and in Year-2 at the end of Semester 1. Students who are initially registered for the 4-year degree programme may transfer onto the 3-year degree programme at any point in time, prior to undertaking the year-long work placement. Students who fail to pass the work placement year, and those who fail to meet the minimum requirements of the work placement year module, (* or equivalent, work placement), will be automatically transferred onto the 3-year degree programme.

* We recommend where possible students undertake a placement of between 9 - 12 months on a full-time basis to maximize academic and personal growth. However, the Work Placement Year mandates a minimum of 24 weeks in duration, ideally on a full-time basis, but no less than 21 hours per week. This enables those undertaking an unpaid placement to work on a part-time basis alongside.

The criteria to be applied are:

- A good University attendance record and be in 'good academic standing'.
- Academic Performance (an average of 50% across all modules in Semester 1 at Level 5 is normally required. Places on the Work Placement Year are then conditional on achieving an average mark of 50% across all Level 5 modules. Students with up to 15 credits of re-assessment who meet the 50% requirement may progress to the Work Placement Year. Where no Semester 1 marks have been awarded performance in 1st year marks and ongoing 2nd year assessments are taken into account)
- Students undertaking work placements will be expected to complete a Health and Safety checklist prior to commencing their work experience and will be required to satisfy the Health and Safety regulations of the company or organisation at which they are based.
- *(International students only)* Due to visa requirements, it is not possible for international students who require a Tier 4 Visa to apply for direct entry onto the 4-year with Work Placement Year degree programme. Students wishing to transfer onto this programme should discuss this with student support, the academic tutor for the work placement year, and the Programme Lead. Students should be aware that there are visa implications for this transfer, and it is the student's responsibility to complete any and all necessary processes to be eligible for this programme. There may be additional costs, including applying for a new Visa from outside of the UK for international students associated with a transfer to the work placement programme.

Students may not register for both an International Year and a Work Placement Year.

Student Support

Students will be supported whilst on the Work Placement Year via the following methods:

- Regular contact between the student and a named member of staff who will be assigned to the student as their University supervisor. The University supervisor will be in regular contact with the student throughout the year, and be on hand to provide advice (pastoral or academic) and liaise with the Placement supervisor on the student's behalf if required.
- Two formal contacts with the student during the placement year: the University supervisor will visit the student in their placement organization at around 5 weeks after the placement has commenced, and then visit again (or conduct a telephone/video call tutorial) at around 15 weeks into the placement.
- Weekly supervision sessions will take place with the placement supervisor (or his/her nominee) throughout the duration of the placement.

Learning Outcomes

In addition to the learning outcomes specified in the main text of the Programme Specification, students who complete the 'with Work Placement Year' option will be able to:

1. Identify areas for skills development, in relation to a specific career or sector.
2. Demonstrate skills and attribute development through engagement with a placement.
3. Reflect on the broader personal and professional development throughout the placement experience.
4. Devise an action plan for future careers development.

These learning outcomes will be assessed through the non-credit bearing Work Placement Year module (NAT-30010).

Regulations

Students registered for the 'with Work Placement Year' option are subject to programme-specific regulations (if any) and the University regulations. In addition, during the Work Placement Year, the following regulations will apply:

- Students undertaking the Work Placement Year must successfully complete the zero-credit rated '*Work Placement Year*' module (NAT-30010)
- In order to ensure a high quality placement experience, each placement agency will sign up to a placement contract (analogous to a service level agreement).
- Once a student has been accepted by a placement organisation, the student will make a pre-placement visit and a member of staff identified within the placement contract will be assigned as the placement supervisor. The placement supervisor will be responsible for ensuring that the placement experience meets the agreed contract agreed with the University.
- The placement student will also sign up an agreement outlining his/her responsibilities in relation to the requirements of each organisation.

Students will be expected to behave professionally in terms of:

(i) conforming to the work practices of the organisation; and

(ii) remembering that they are representatives of the University and their actions will reflect on the School and have an impact on that organisation's willingness (or otherwise) to remain engaged with the placement.

Additional costs for the Work Placement Year

Tuition fees for students on the Work Placement Year will be charged at 20% of the annual tuition fees for that year of study, as set out in Section 1. The Work Placement Year can be included in your Student Finance allocation; to find out more about your personal eligibility see: www.gov.uk

Students will have to bear the costs of travelling to and from their placement provider, accommodation, food and personal costs. Depending on the placement provider additional costs may include parking permits, travel and transport, suitable clothing, DBS checks, and compulsory health checks.

A small stipend may be available to students from the placement provider during the placement but this will need to be explored on a placement-by-placement basis as some organisations, such as charities, may not have any extra money available. Students should budget with the assumption that their placement will be unpaid.

Eligibility for student finance will depend on the type of placement and whether it is paid or not. If it is paid, this is likely to affect student finance eligibility, however if it is voluntary and therefore unpaid, should not affect student finance eligibility. Students are required to confirm eligibility with their student finance provider.

International students who require a Tier 4 visa should check with the Immigration Compliance team prior to commencing any type of paid placement to ensure that they are not contravening their visa requirements.

23. Annex - Programme-specific regulations

Programme Regulations: BSc (Hons) Computer Science with Software Engineering

Final Award and Award Titles	BSc (Hons) Computer Science with Software Engineering BSc (Hons) Computer Science with Software Engineering with International Year BSc (Hons) Computer Science with Software Engineering with Work Placement Year
Intermediate Award(s)	Diploma in Higher Education Certificate in Higher Education
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: Study Abroad (semester abroad)

Students intending to study abroad must pass al modules in their first year and obtain an average of at least 50%. The school can insist that no placement is made if a student's progress is not of a satisfactory standard. A student who has completed a semester abroad will not normally be eligible to transfer onto the International Year option.

Variation 2: Condonement

CSC-30109 Research and Development Project in Software Engineering must be passed with a minimum module mark of 40% and not eligible for condonement due to professional body requirements.

Additional Requirements

The programme requirements listed below are in addition to the University's Academic Regulations:

Additional requirement 1: Transfer between different computer science-related programmes

Students are permitted to transfer between computer science related programmes at any point up to week 3, Level 5 subject to having met any relevant progression criteria and with the approval of the Programme Director. This includes the following programmes: BSc Computer Science, MComp Computer Science, BSc Computer Science with Artificial Intelligence, BSc Computer Science with Software Engineering, BSc Data Science, BSc Cyber Security, and BSc Computer Science with Digital Forensics.

Additional requirement 2: International students only

Due to UK Home Office Visa (UKVI) restrictions, students are not able to transfer between programmes as stated in additional requirements 2 and 3 above, without the change meeting UKVI requirements. Therefore, it is recommended to speak with Immigration Compliance and Support (visa@keele.ac.uk) before requesting a programme transfer as this could affect current and future Visa options.

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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: 19 May 2026

Previous documents

Version No	Year	Owner	Date Approved	Summary of and rationale for changes