BSc Cyber Security programme development

Consultation with the Careers and Student Opportunities team - Fri 30/07/2021

Members of the panel

Sophie Philpott - Careers and Student Opportunities team

Suzanne Dickinson - Careers and Student Opportunities team

Dr Aminu Usman – Computer Science team

Dr Andy Guest – Computer Science team

Questions:

1. Based on the job market and student's academic progression, what essential skills should underpin our computer Science students' learning across their classes and through their university experience?
2. Which personal competencies are valued most for Computing and Cybersecurity graduates in the UK and Internationally?
3. Do potential employers value students who have focused on a single programming language or students with a broader, if shallower, range of languages?
4. Do potential employers have a preference for which programming language(s) students have experience with? Java, Python, C#, C++ or other languages?
5. What proportion of our graduates are going to industry and what to further study?
6. Does industry and students consider accreditation important, and if so, is there a preference for BCS, IEEE or more specialist ones such as Cisco or Oracle?
7. What proportion of our intake are coming in with Computer Science GCSE and/or A Level?
8. International graduate destinations – how many going abroad?

Games Development Specific Questions

1. Our Games Development programme is a Computer Science with Games Development programme. It is a Computing degree with some Games Dev specific modules.
    a. Is this approach appreciated by potential students? What percentage are interested in a more focused Games degree and what percentage prefer the more open approach.
    b. What do game companies/employers think of this approach? Do they appreciate the broader computing knowledge or would they prefer students with more depth/focus on Games Dev specifically?
2. How important is a portfolio of example work for potential employers? Do they want to see examples of completed games, developed components, etc?
3. (extension to 3 above) Should we focus on a single game engine or give students a broader range of experience.

4. (extension to 4 above) Is there a preference for any specific game engine? Unity, Unreal, Vry Engine, Godot, GameMaker, Amazon Lumberyard?
5. Based on the job market and student's academic progression, what essential skills should underpin our Games Development students' learning across their classes and through their university experience? Are there any specific game engines, game libraries or programming languages we should focus on?
6. Games Development focuses on creating the software to make games work. Games Design focuses more on the game content (levels, characters, etc.). There is some overlap between them, but they are distinct. Are potential students fully aware of the difference?
7. Games Development focuses on creating the software to make games work. This could mean anything from coding everything from scratch, coding using game libraries, or using game engines. Where would potential students and employers prefer to see us focus – pure coding, coding with libraries or using game engines?