Module: Application Workshop (UFY09)

Assignment Type: Portfolio

Term: 1

Date: 20/02/2025

Weighting: 100%

Module Tutor: Rachel Cheng

Class: Application Workshop

Student number: +44 07487324223

Marking Scheme:
Distinction – Completed all tasks to a very high standard
Merit – Completed all tasks with some very good work
Pass – Completed all tasks adequately
Fail – Does not meet criteria to Pass

Student First Name: Rubio
Student Last Name: N´Dombasi
Student Declaration: I declare that the work submitted is my own:
Yes.

Application Summary Page

Given Name(s): Rubio
Surname: N´Dombasi
EF Student Number: +44 07487324223
UCAS ID Number:1944644103
Choices
University: UWE Bristol
Course Title: Computer Science
University: University of Birmingham
Course Title: Computer Science
University: Newman Birmingham University
Course Title: Computer Science/ Software Engineering (MEng)
University: University of Leicester
Course Title: Computer Science
University: University of Portsmouth
Course Title: Business and Computer Studies
Back-up Choices
University: University of Leicester
Course Title: Computer Science

University:
Course Title:
Referee(s)/Nominated Access
Name:

Relationship to you:
Checklist
I confirm that I have included the following information as fully and as accurately as possible:

o Personal Details including postal and residential addresses
o Passport, Visa and Residency information as required
o School(s) and qualification(s) in my home country
o EF University Preparation (Oxford) and the qualification I am studying for
here

Declaration:
I declare that the above summary is an accurate representation of my university applications, my intentions and the progress I have made with them to date. I declare that the information which I am providing to my chosen universities is complete and accurate to the best of my knowledge.

Signed: Rubio Ndombasi
Date: 20/02/2025

Discovery Task 1: Subject Choice Analysis.

	Course 1: Computer Science.	Course 2: Business Computing.	Course 3: Software Engineering.
Course Content Core Modules Years of Study	Three years of study (on average). Year 1: -Artificial Intelligence 1. -Computer Science Architecture -Foundations of Computing -Principles of Programming Web Development and Databases. Year 2: -Advanced Algorithms -Operating Systems -Systems Development Group Project General route: -Advanced Software development - Artificial Intelligence 2 -Internet of Things Year 3: -Digital Systems Project -Distributed and Enterprise Software Development. -Advanced Databases.	Three years of study: Year 1: -Foundation Technical Skills -Business Applications -Business Managing Fundamentals -IT Practice: Skills, Models, and Methods. Year 2: -Data, Schemas and Applications -Digital Business -IT Practice: Collaborative Project -Project Management Year 3: -Ethical and Professional Issues in Computing and Digital Media -IT Practice: Consultancy Project.	Three years of study: Year 1: -Application Programing -Architecture and Operating Systems -Core Computing Concepts -Database Systems Development -Networks. Year 2: -Data Structures and Algorithms -Database Principles -Software Engineering Theory and Practice -Usability Engineering -Web Programming. Year 3: -Complex Problem Solving -Individual Project (Engineering) -Software Engineering Culture

Effective Modules	-Professional Development -Mobile Applications -Advanced Systems Programming.	-Information Systems Dissertation -Business Intelligence and Data Mining -Entrepreneurial Skills -Security Management in Practice -Sustainable Business in Computing.	-AI -Graphics and Computer Vision -Practical Data Analytics and Mining -Project Management -Business Analytics -Digital Enterprise and Innovation.

Entrance requirements	**Requirements:** -GCSE: Grade C/4 in English and Mathematics, or equivalent. -In addition to the above Level 2 qualifications, you'll need to achieve the published tariff points from your Level 3 studies prior to entry. Below is an indicative list of the main qualification types. However, we will consider any Level 3 qualifications towards meeting our entry requirements. **English requirements:** - International and EU applicants are required to have a minimum overall IELTS (Academic) score of 6.0 with 5.5 in each component (or approved equivalent*).	**Requirements:** **-** GCSE English and mathematics at grade C/4 or above. **English requirements:** **-** English language proficiency at a minimum of IELTS band 6.0 with no component score below 5.5	**Requirements:** - UCAS points - 112-120 points from 2 or 3 A levels, or equivalent, to include a relevant subject. - A levels - BBB-BBC, to include a relevant subject. Relevant subjects: Mathematics; Further Mathematics; Statistics; Computer Science; Software Systems Development; Electronics; Physics; Information Technology; Economics. - BTECs (Extended Diplomas) - DDM-DMM - International Baccalaureate - 29 - GCSE English and mathematics at grade C/4 or above. **English requirements:** **-** English language proficiency at a minimum of IELTS band 6.0 with no component score below 5.5.

Requirements for success: *Assessments used* *Skills required*	**They assessed in this form:** - Coursework - Written Exams - Projects - Group Work - On the course, you'll choose to study one of three specialist pathways, in either AI, Smart Devices or Computer Science. - By the end of the first year, you'll be equipped with an understanding of the basic concepts, uses and processes of contemporary AI. -From year two, you can tailor the content to reflect your interests and career plans. Final year modules will give some of our graduates the opportunity to develop advanced skills in AI and Data Analytics.	Teaching and assessment: - On this Business and Computer Studies degree, you'll work with our Learning at Work team and your employer to arrange a programme of study that reflects your existing experience, your personal and professional goals, and your current employment situation. This makes up your Learning Contract. - Through a sequence of work-based learning projects, you'll develop your ability to analyse a problem and deliver a professional solution, with support from a workplace mentor, academic tutors, online lectures and a suite of virtual learning tools hosted by the university.	Teaching and assessment: - Your modules will be assessed independently through examinations, written assignments, oral and poster presentations, computer-based tests, marked exercises, and laboratory and project reports. - You'll receive plenty of feedback to help you progress, ranging from written feedback on your assessments to class feedback sessions and discussions with your tutor. The feedback will highlight the positives of your work as well as any areas that need more attention.
Career Development *How will this course help* *me to achieve my goals?*	This course will help me to achieve my goals by providing mathematical knowledge that I already have the basis for.	This course will provide me with covering project management techniques that can include planning, scheduling, and resource allocation.	This course could help me get a job at web designing and software developing and managing.

Overall Suitability *How well do I fit this course and does it fit me?*	This course will be a perfect environment for adaptation, it will involve AI content, mathematical operations, and web developing.	Project Managements and analysing statistics will be effective modules for me in this course.	This course will be the perfect fit for programming skills and website creation.

	Un1: Newman Birmingham University	**Un2: University of the West of England (UWE Bristol)**	**Un3: University of Portsmouth**	**Un4: University of Birmingham**
Location *Which town?* *Campus or City*	Bartley Green, Birmingham Suburban Campus	Bristol Campus in Frenchay, City, Glenside and Gloucester	Portsmouth Campus, Portsmouth	Birmingham Edgbaston, Birmingham
Reputation	Ranked 1st for student satisfaction according to the Complete University Guide 2025. And ranked 145th in the United Kingdom in Computer Science.	Ranked 4th in the South West in the Guardian League Table 2025. In terms of employability, 90% of graduates have work guarantees in 15 months of graduation.	Has a 5 star rating for teaching, employability, arts and culture. In Computer Science,Portsmouth is ranked 52nd in the UK and 610th globally.	Ranked 13th in the Complete University Guide 2025. The university offers opportunities for placements, internships, and industry collaborations to enhance students' practical experience.

Teaching Style *Theoretical or Applied?* *Contact time and format*	**Teaching:** *Practical* -Includes placements, internships, and real-word projects. Students will analyse small-scale problems and design their solutions by applying algorithmic and mathematical techniques.	**Teaching:** *Practical* - Hands-on learning experiences. - Digital tools and resources.	**Teaching:** *Practical* - Includes lectures; tutorials; laboratory work and project work.	**Teaching:** *Theoretical and Practical* - You'll combine analytical knowledge and technical skills as you research and develop software solutions to real-world challenges. With lectures and labs, you'll develop analytical and practical problem-solving skills ready for graduate roles.
International Course Fees	12,500 £ tuition fee for international students. And 1,500 with International Excellence Scholarship. **Placement abroad:** - All International Students who apply in 2024/25 will be eligible for the International Excellence Scholarship which will be automatically applied to their offer as a tuition fee reduction.	International Students: 16,000 £	**Placement year and study abroad tuition fees:** International Students: 19,200 £ (subject to annual increase).	International Students: 22,850 £
Typical Entrance Requirements	- 112 UCAS points, to include minimum grades of CC at A Level or equivalent.	- GCSE: Grade C/4 in English and Mathematics, or equivalent. Alsoyou'll need to achieve the published tariff points from your Level 3 studies prior to entry.	- A levels - BBB-BBC UCAS points - 112-120 points from 2 or 3 A levels, or equivalent, to include a relevant subject.	- A*AA to include A-level Mathematics grade A. - Number of A-levels required: 3.

		Below is an indicative list of the main qualification types. However, we will consider any Level 3 qualifications towards meeting our entry requirements **English requirements:** - International and EU applicants are required to have a minimum overall IELTS (Academic) score of 6.0 with 5.5 in each component (or approved equivalent*).	BTECs (Extended Diplomas) - DDM-DMM International Baccalaureate - 29 **English requirements:** - English language proficiency at a minimum of IELTS band 6.0 with no component score below 5.5.	Required subjects and grades: A-level Mathematics grade A. **English requirements:** **-** IELTS*: 6.0 overall with no less than 5.5 in any band.
Course Content/Structure *Amount of Choice* *Assessment structure*	**Year 1:** **-** Covers basics of Computer Science. More specifically, you will analyse small-scale problems and design their solutions by applying algorithmic and mathematical techniques. The programming, web applications development, data structures, computer architecture and networking fundamentals modules would develop necessary skills for computer scientists.	**Year 1:** - You'll study: -Artificial Intelligence 1 -Computer Systems -Architecture Foundations of Computing -Principles of Programming -Web Development and Databases. By the end of the first year, you'll be equipped with an understanding of the basic concepts, uses and processes of contemporary AI.	**Year 1:** - In year one, you will study: - Core Computing Concepts -Database Systems Development -Networks Programming -Architecture and Operating Systems	**Year 1:** **-** Your first year is made up of compulsory computer science subjects, and you'll receive a comprehensive education in fundamental, relevant subjects. You'll be given an overview of the subject and gain a firm foundation in the principles of algorithms, artificial intelligence, software engineering and relevant maths.

Environment	**Year 2:** **-** In second year, the core modules ensure developing a deeper understanding of user interface design, robotics and cyber security and machine learning. The optional modules like exploratory data analyses, visualization, knowledge representation and reasoning, pattern recognition and applied statistics, creative computing, robotics and computer vision will ensure acquiring pertinent technical skills, theoretical foundations and professional responsibility while developing medium-scale, real-world projects within the modules.	**-Year 2:** **-** In your second year, you will study. -Advanced Algorithms -Operating Systems -Systems Development Group Project. General route: -Advanced Software -Development Artificial Intelligence 2 -Internet of Things.	**Year 2:** - Are included the next following modules: -Software Engineering Theory And Practice -Programming Applications And Programming Languages -Data Structures And Algorithms -Operating Systems And Internetworking -Discrete Mathematics And Functional Programming -Ethical Hacking	**Year 2:** **-** In your second year, you'll move on to study more fundamental subjects in computer science, including enabling technologies such as databases, and the formal basis of programming languages. This combined learning will allow you to put the theory into practice, giving you a much deeper understanding of the subject.

	Year 3: - As you progress into the third year, higher level and core Computer Science modules, such as Internet of Things and Deep Learning, will underpin the specialist modules like natural language processing, data modelling, game design and development, cloud-based development, distributed databases and big data analytics. Each of these modules has an elegant blend of theory and practice and offers a stimulating and challenging learning experience that allows developing an informed and practical understanding **Assessment:** - Modules are assessed through portfolios, video papers, digital artefacts, case studies and blogs alongside more traditional assessment types such as technical reports, academic essays, presentations, projects or online exams.	**Year 3:** - Digital Systems Project Distributed and Enterprise -Software Development. - Advanced Databases. **Assessment:** - Most assessments are either referred to as coursework or exams, however, the University permits a wide variety of assessment types, and the nature of your assessments will depend on the module you are studying. Other types of assessment can include exhibitions, performances, in-class tests, field work and many others. Details of all assessments should be made available at the start of teaching on each module that you are taking. This information should make it clear what type of assessment you will be required to take and, in the case of coursework, how it should be submitted.	**Year 3:** **-** Individual Project (Engineering) -Theoretical Computer Science -Artificial Intelligence -Distributed Systems And Security -Digital Enterprise And Innovation **Assessment:** - You'll be assessed through: -multiple choice tests -in-class exercises -written exams -mini projects -presentations -written reports -review articles	**Year 3:** **-** In your final year, you'll be able to tailor your degree to your ambitions and interests. You'll spend one third of your time on a project, either developed from your own idea or from a wide selection offered by staff members. This usually involves writing a large piece of software and gives you the freedom to extend and demonstrate your skills in your own way. **Optional modules in the final year include:** -Professional Development or Professional Studies in Computing* -Mobile Applications or Autonomous Agents and Multi-Agent Systems -Advanced Systems Programming or Security Data Analytics and Visualisation.

				Assessment: - Computer science at Birmingham is taught by academic staff at the forefront of their fields. You'll be taught using a combination of lectures, labs and tutorials. Your modules will be assessed independently through examinations, written assignments, oral and poster presentations, computer-based tests, marked exercises, and laboratory and project reports.
Environment *Architecture and Setting*	Newman University Birmingham is located in Bartley Green, a suburban area of Birmingham. The campus offers a supportive and inclusive environment, with a close-knit community and modern facilities to support student learning and personal growth.	UWE Bristol has multiple campuses, with the main Frenchay Campus located in a suburban area of Bristol. The university offers a vibrant and dynamic environment with strong student engagement and inclusivity.	The University of Portsmouth is located in the coastal city of Portsmouth. The university provides an inclusive and supportive environment with modern facilities and a strong focus on student well-being.	The University of Birmingham is located in Edgbaston, Birmingham. It offers a research-intensive and collaborative environment with a strong focus on innovation and academic excellence.
Extracurricular Opportunities	**Hackathons and Coding Competitions**: Participate in events to work on real-world problems and showcase coding skills.	**Volunteering and Community Projects**: Participate in community projects related to IT, computer science, and digital media.	**Tech Clubs and Societies**: Various tech clubs and societies offer activities related to coding, robotics, and tech innovation.	**Tech Clubs and Societies**: Engage with the Computer Science Society (CSS) and Women in Tech (WiT) for events and networking.

	Tech Clubs and Societies: Join various tech clubs and societies for workshops, guest lectures, and networking. **Industry Projects and Internships**: Opportunities to gain practical experience and build industry connections. **Workshops and Seminars**: Regularly hosted events on emerging technologies and relevant topics. **Community Outreach and Volunteering**: Engage in community projects related to technology and coding.	**Tech Clubs and Societies**: Engage with the Computing and Creative Technologies Society and other tech clubs for events and networking. **Sports and Societies**: Over 160 societies and sports clubs, including football, pole fitness, and Quidditch. **Music and Arts**: The Centre for Music offers free music lessons, rehearsal space, and opportunities to join music groups.	**Sports and Societies**: A wide range of sports clubs and societies, including football, basketball, and dance. **Community Projects and Volunteering**: Opportunities to participate in community projects and volunteering activities related to technology and STEM education.	**Hackathons and Competitions**: Participate in hackathons and coding competitions. **Sports and Societies**: A wide range of sports teams and clubs, including football, basketball, and dance. **Industry Projects and Internships**: Opportunities for industry projects and internships provide practical experience and professional connections.
Accommodation Options *Where? What facilitates?* *Cost?*	- Littlemore Hall **Facilities:** - Single bed with mattress protector - Desk and desk-chair - Noticeboard - Desk lamp and wastepaper bin. Has leisure services like gym, Wi-fi and cleaning of communal areas. Has an annual fee of 4,840.00£.	-Frenchay campus at the university. **Facilities:** - Well-equipped kitchen with two cookers, microwave, kettle, two fridge/freezers, bins, storage cupboards and an ironing board. - Shared living area with TV point, breakfast bar, sofas and other seating. Students will be within walking	-Halls of Residence Bateson Hall, Guildhall Walk **Features:** En-suite rooms, free broadband and WiFi, all bills included, centrally located. -Also provides easy access to shopping, dining, and entertainment options. -University buildings, sports facilities, and the library are within a short walking	- Aitken, Edgbaston, campus of Birmingham university. **Features:** Aitken's modern flats are a short walk away from the Hub at Shackleton – the centre of village life. At Aitken, you'll benefit from a modern and spacious bedroom with plenty of storage, as well as the use of comfy shared communal

		distance from lectures, the library, Students' Union and other campus facilities. Bristol city centre is also a short bus ride away. -Everything with a price range from £202.10 to £207.39	distance. Price Range: £4,800 - £5,200 per year	spaces where you can relax and make new friends. Here you'll find a student bar, study and social spaces, our Vale Infusion restaurant, and a Costcutter shop for groceries. It has a range payment of £6,393 annually.

Personal Statement

In 10th grade, I started to get in touch with Informatics, through in-person classes. My study was involved in hardware and software knowledge, learning the components of a computer and how to create a website from the ground up, using HTML as a programming tool. While these classes did not occur so often, I was very intrigued to learn more about web developing. Therefore, I've decided to become a web designer and I want to pursue a university degree in computer science.

In high school, I did multiple projects about certain themes, which were mostly presentations in group work. My interest in computer science began with using PowerPoint. I was fascinated by how it provides a set of tools, structures, and templates to support the development of my work and organize the information I gathered during research. Not only that, it also allows an extensive personalization-each template can be customized, styled and modified in any way I want, which makes the creative process more interesting. In the same vein, using this app along with my teammates increased my communication skills and confidence. I learned that interacting and debating your notions with others will help me to focus more precisely on your task. Although there were times when we had disagreements and discussions, these debates helped my way of expression, and we created more efficient methods to problem-solving.

Ending high school, I started to prepare for my academic journey to the UK, taking care of my visa application. By that time, I pursued my studies in coding. I went to a Polytechnic Institute, where I learned more intensely on Computer Science. It was the home and the pillar for my knowledge in Informatics. I was introduced to Advanced Maths and Linear Algebra, where my focus was on calculation skills, and Algorithms. These were my areas of

academic interest in coding and Maths, and key-subjects to the Informatics Module. Despite being on my learning trajectory, my academic period was not long, after two weeks, I left the institute and applied to a Catholic University, and remained there for one week learning the same content from the previous institute, even with time being short, the teachings learnt will serve as the basis of the content to be studied at the university and that will lead to my degree.
Even after leaving school and university, my interest in programming continued. I resumed my studies, and proceeded to learn Python, until then, it became my favourite programming tool. Besides that, a fact that surprised me after discovering this language was that it can also function as software to create websites. I started to learn algorithms and getting more engaged from what I know as Computer Science. I learnt basic operations, functions, basic algorithms, problem-solving and debugging. I´m still continuing my studies in programming. Recently, I discovered Python 3, an update of my current code tool of interest, and after mastering the concepts of this new function, I will proceed to learn web development in a clearer and more straightforward manner.

Closing, choosing to study in the UK, known for its academic excellence, was a worthy choice, it provides many chances of growth. Looking at my past experiences, the projects I made at school and university, my self-study program, resumed in online classes, and self-practicing, will help me commit to every task and expand my creativity when studying Computer Science, benefiting me in my Bachelor's degree, which will take me into more areas rather than just web designing.