



BSc (Hons) Computing.

Computing is a creative activity which applies appropriate technology to the solution of problems. Computing professionals are involved in the investigation and analysis of problems, the design and evaluation of feasible solutions and the implementation of cost effective ways of meeting user needs. They must communicate with a wide range of people (managers, users and colleagues) and be aware of the business implications of the decisions made. Our students learn how to keep up with the latest tools and techniques, and practice their application to real world problems.

SPECIALISMS

> **Software Engineering**

> **Computer Games Development**

> **Computer Network Technology**

Each pathway contains all the compulsory modules and a selection of the options from the corresponding course offered at UCLan Preston: BSc (Hons) in Software Engineering, BSc (Hons) in Computer Games Development and BSc (Hons) in Computer Network Technology. All these programmes have accreditation leading to MBCS (Member of British Computing Society), CITP (Chartered IT Professional) and partial CEng (Chartered Engineer) exemption from the British Computer Society, the UK professional body for computing. The course is recognised by the Cyprus Technical and Scientific Chamber (ETEK).

BSc (Hons) Computing.

MODULES

YEAR 1

COMPULSORY

Introduction to Programming
Algorithms & Data Structures
Discrete Mathematics
English Language I
English Language II
Academic Writing OR
Study & Research Skills

YEAR 2

COMPULSORY

Games Concepts
Introduction to Networking
Systems Analysis & Database Design
Computer Systems and Security
The Computing Challenge
Interactive Applications

YEAR 3

ALL PATHWAYS

COMPULSORY

Advanced Programming
The Agile Professional

OPTIONAL

Industrial Placement Year

SOFTWARE ENGINEERING PATHWAY

COMPULSORY

Software Development
Computer Security
Mobile Computing
Database Systems

GAMES DEVELOPMENT PATHWAY

COMPULSORY

Games Development I
Software Development
Computer Graphics
Database Systems

NETWORK TECHNOLOGY PATHWAY

COMPULSORY

Network Management
Computer Security
Introduction to Network Routing
Digital Evidence and Incidence Response

YEAR 4

ALL PATHWAYS

COMPULSORY

Double Project

SOFTWARE ENGINEERING PATHWAY

COMPULSORY

Advanced Software Engineering Techniques
Object Oriented Methods in Computing
Distributed Enterprise Systems

OPTIONAL

Computer Graphics
Wireless & Mobile Networks
Research Topics in Computing

GAMES DEVELOPMENT PATHWAY

COMPULSORY

Games Development II
Maths and Technology for Games
Object Oriented Methods in Computing

OPTIONAL

Mobile Computing
Research Topics in Computing

NETWORK TECHNOLOGY PATHWAY

COMPULSORY

Cloud Computing
Advance Routing
Wireless & Mobile Networks

OPTIONAL

Penetration Testing
Research Topics in Computing

The University reserves the right to make amendments to programmes in order to improve the quality of learning content and outcomes.

CAREER OPTIONS

A range of careers opens to students upon completion of their degree. These include roles in business requirements analysis, design and development of database-backed systems, development of web and mobile applications, computer games development, system testing and management, wired and wireless networks management, network security, and many more. Moreover, the broad skills that our students acquire enable them to remain competitive in the fast evolving area of computing technology.

LINK WITH PROFESSIONAL BODIES

> Course Graduates are eligible to register to the Cyprus Scientific and Technical Chamber (ETEK).

ENTRY REQUIREMENTS

The minimum entry requirements are:

> A score of 16.5 in the Apolytirion or High School Certificate grade of 82.5%, or 80 A' Level points (new Tariff system) in relevant subjects.

In addition, an IELTS score of 5.0 or equivalent is required.