

<b>Pearson BTEC Level 5 Higher National Diploma in Computing (Applications Development)</b>		<b>Unit credit</b>	<b>Level</b>
<b>Level 4 units:</b>			
Core Unit <i>Mandatory</i>	<b>1 Programming</b>	15	4
Core Unit <i>Mandatory</i>	<b>2 Networking</b>	15	4
Core Unit <i>Mandatory</i>	<b>3 Professional Practice</b>	15	4
Core Unit <i>Mandatory</i>	<b>4 Database Design &amp; Development</b>	15	4
Core Unit <i>Mandatory</i>	<b>5 Security</b>	15	4
Core Unit <i>Mandatory</i>	<b>6 Managing a Successful Computing Project (Pearson-set)</b>	15	4
Optional Unit	<b>Plus ONE Optional Level 4 unit from Optional Unit Bank (see below)</b>	15	4
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<b>Level 5 units:</b>			
Core Unit <i>Mandatory</i>	<b>13 Computing Research Project (Pearson-set)</b>	30	5
Core Unit <i>Mandatory</i>	<b>14 Business Intelligence</b>	15	5
Specialist Unit <i>Mandatory</i>	<b>28 Prototyping</b>	15	5
Specialist Unit <i>Mandatory</i>	<b>29 Application Program Interfaces</b>	15	5
Specialist Unit <i>Mandatory</i>	<b>30 Application Development</b>	15	5
Optional Unit	<b>Plus ONE Optional Level 5 unit from Optional Unit Bank (see below)</b>	15	5
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Optional Unit Bank			
Optional units Level 4:			
Optional Unit	<b>7 Strategic Information Systems</b>	15	4
Optional Unit	<b>8 Computer Systems Architecture</b>	15	4
Optional Unit	<b>9 Software Development Lifecycles</b>	15	4
Optional Unit	<b>10 Website Design &amp; Development</b>	15	4
Optional Unit	<b>11 Maths for Computing</b>	15	4
Optional Unit	<b>12 Data Analytics</b>	15	4
Optional units Level 5:			
Optional Unit	<b>17 Network Security</b>	15	5
Optional Unit	<b>19 Data Structures &amp; Algorithms</b>	15	5
Optional Unit	<b>20 Advanced Programming</b>	15	5
Optional Unit	<b>21 Data Mining</b>	15	5
Optional Unit	<b>22 Applied Analytical Models</b>	15	5
Optional Unit	<b>23 Cryptography</b>	15	5
Optional Unit	<b>24 Forensics</b>	15	5
Optional Unit	<b>25 Information Security Management</b>	15	5
Optional Unit	<b>26 Machine Learning</b>	15	5
Optional Unit	<b>27 Artificial Intelligence</b>	15	5
Optional Unit	<b>31 Games Engine &amp; Scripting</b>	15	5
Optional Unit	<b>32 Game Design Theory</b>	15	5
Optional Unit	<b>33 Analytical Methods</b>	15	5
Optional Unit	<b>34 Systems Analysis &amp; Design</b>	15	5
Optional Unit	<b>35 Network Management</b>	15	5
Optional Unit	<b>36 Client/Server Computing Systems</b>	15	5
Optional Unit	<b>37 Architecture</b>	15	5
Optional Unit	<b>38 Database Management Systems</b>	15	5

Optional Unit	<b>39 E-Commerce &amp; Strategy</b>	15	5
Optional Unit	<b>40 User Experience &amp; Interface Design</b>	15	5
Optional Unit	<b>41 Analytic Architecture Design</b>	15	5
Optional Unit	<b>42 Risk Analysis &amp; System Testing</b>	15	5
Optional Unit	<b>43 Internet of Things</b>	15	5
Optional Unit	<b>44 Robotics</b>	15	5
Optional Unit	<b>45 Emerging Technologies</b>	15	5
Optional Unit	<b>46 Virtual &amp; Augmented Reality Development</b>	15	5
Optional Unit	<b>47 Games Development</b>	15	5
Optional Unit	<b>48 Systems Integration</b>	15	5
Optional Unit	<b>49 Operating Systems</b>	15	5