



University of Essex

Online





MSc Computer Science

For those looking for a route to break into the in-demand computing sector, this conversion course takes you from computing novice to capable programmer, culminating in your final project in a specialist area. Throughout the course you will explore recent trends and key developments in computer science, as well as learning essential programming languages such as Python and SQL.

Overview

Tuition fee 2020-21: £11,222 ([learn more](#))

Start dates 2020-21: September 2020, January, April and July 2021

Mode of study: Online and part-time

Qualification: MSc

Funding options: [See here](#) for more information

Indicative duration: 2 years

University of Essex Online programmes are delivered by Kaplan Open Learning, an experienced online learning provider.

Teaching and assessment

Teaching methods and style

Unlike a traditional university environment, our online programmes utilise a Virtual Learning Environment providing you with immediate access to learning materials wherever you are.

Our learning platform allows both students and tutors to actively take part in real-time conversations and you can listen to, and view, live lectures and seminars over the internet.

Other software tools will be used in various modules which are free to download/use online, most of which are commonly used in industry (such as GitHub).

Codio

Codio is an online IDE (integrated development environment) that runs on all modern browsers. It has unlimited Ubuntu server access for all users and can therefore be scaled to accommodate very large numbers of users at any time. Any programming language can be installed on the system, saving hard drive space on students' computers. So Codio will be used as the online Computing Lab throughout the programme (please see module outlines for more on the programming/coding requirements).

Student support

You will be supported throughout your online programme by a dedicated Student Adviser and have the opportunity to regularly interact with fellow students and your tutor.

Methods of assessment

Rather than fretting about exams, you will be assessed exclusively through assignments. This can be by engaging in discussion forums throughout your modules, completing reflective journal entries, or by submitting longer written pieces.

e-Portfolio

Throughout the programme, you will be asked to develop an e-portfolio using GitHub. This will either be part of a formative or a summative assessment, based on the learning outcomes of the module. The development of the e-portfolio helps you to reflect on your learning and stands as evidence of lifelong learning. Hence, it is a good start for your professional development, as you can prove your skills to a current or future employer.

Entry requirements

Applicants normally have an undergraduate degree from an approved institution or an equivalent to a UK Honours degree.

If you do not have an undergraduate degree, you will need at least three years' relevant work experience.

As part of the application process, you will be asked to take a short aptitude test which is designed to test your ability to handle the intellectual and practical demands of the course.

Additionally, you will need to pass your first assignment set within your two week induction period of the course in order to continue your studies.

If English is not your first language, your English ability should be equivalent to an IELTS score of 6.5. If you do not hold an IELTS or equivalent qualification, we require students to pass a free online English test.

Syllabus

The MSc Computer Science degree is made up of the following modules and, upon completion, is equal to a total of 180 credits at Level 7.

Level 7 Modules:

- [Launching into Computer Science](#) (20 credits)*
- [Object-oriented Information Systems](#) (20 credits)
- [Secure Software Development \(Computer Science\)](#) (20 credits)
- [Network and Information Security Management](#) (20 credits)
- [Software Engineering Project Management](#) (20 credits)
- [Research Methods and Professional Practice](#) (20 credits)*
- [MSc Computing Project and Dissertation](#) (60 credits)*

*These modules are core and must be passed in order to achieve the award.

Following a successful advisory visit, BCS, The Chartered Institute for IT, will undertake a full accreditation visit in the 2021/22 academic year, to consider programmes for accreditation towards Chartered IT Professional.

All tuition fees shown are net of any applicable sales tax payable by you in your country of residence. Where we are required to add sales tax at the local statutory rate, this will be added to the tuition fees shown and confirmed during the payment process.



University of Essex

Online

Level 7

core modules



Module code	LCS_PCOM7E	NQF level	7
Credit value	20	Study duration	12 weeks

Launching into Computer Science

Module description

The module will explore and investigate the fundamental theories and practices of computing and then gradually explore the trends and current developments in the field of computer science. The module presents the historical, architectural and practical perspectives of computer science discipline, also enable the learners to get engage, experience and envision the current as well as the future development of the discipline. The module is designed not only to equip the students with fundamental theoretical and practical skills, but also to make the learners aware of the ethical and professional responsibilities. The module enables the learners to engage in debate to identify contemporary computer technology-based challenges, i.e. global impacts, security and threats.

This module aims to:

- Instil among students:
 - an understanding of the professional roles, skillset, ethical responsibilities of computer science professionals
 - an understanding of the relevant computing architectures, practices, applications, data representation and standards in both hardware and software perspectives
 - an understanding of key computational theories and programming concepts
 - an increasing confidence in applying efficient algorithm and programming practices
 - an ethos of professional development highlighting major ethical-social-corporate responsibilities underpinning the concepts of threats, securities and global impacts prevailing the recent technological innovations

Learning outcomes

On completion of this module, students will be able to:

- identify and explain the architecture, structure and functionality of basic components of a computer system
- demonstrate a critical understanding of core data structures and programming concepts including algorithm computability
- critically evaluate the functionality of different types of software, i.e. operating system, utility programmes, languages and applications
- critically appraise the emerging trends in the field, such as cloud computing, big data, cyber security, and the professional and ethical requirements for dealing with such contemporary computer-based technologies

Syllabus

- Computer science professional roles, skillset, ethical responsibilities, standards and resources available
- Introduction to computing infrastructure
- Emerging trends in computer science
- Data structures -arrays, lists, queues, stacks, trees, sets, graphs
- Programming concepts
- Efficient programming, algorithm computability
- Software classifications, functionality of software as utilities and as a tool to solve problems

Learning and teaching methods

The module will be delivered through the provision of specified reading materials on the virtual learning platform, which shall be supported by specified online discussion forums and lecturecasts. The flexible and participative approach of the module will develop a collaborative research inquiry in the advancement of computing, enabling them to accelerate in their chosen career.

Students will demonstrate their ability and strengths through evidence and reflections by maintaining an e-portfolio. The e-portfolio will also act as a means for assessment on evidence of personal growth and CPD.

Synchronous sessions will give students the opportunity to interact with fellow students and for tutor contact. The sessions will include live coding sessions to help students contextualise their knowledge. These synchronous sessions will be recorded in order to ensure that all students can access the material in their own time.

At pre-arranged days and agreed times during the module (usually weekly, prior to a synchronous session), the module tutor will be available for a drop in telephone or preparatory learning liaison session. This is to give students the opportunity to ask specific and general questions relating to the week's learning opportunities and enable them to contextualise their learning.

For team activities in this module, students will be grouped according to time zones to ensure team members can communicate easily with each other. Details on the process for team activities and peer assessment will be made available to students at the outset of the module.

Description of unit of assessment	Length/Duration	Submission date	Weighting
Individual programming exercises on: Data Structures, Efficient Algorithms and SQL based query	Equivalent to 2,000 words	Units 8, 10 and 11 respectively	60% (20% each)
Essay	2,000 words	Unit 12	40%



Module code	OOIS_PCOM7E	NQF level	7
Credit value	20	Study duration	12 weeks

Object-oriented Information Systems

Module description

In this module, students will contextualise and develop information systems using object-oriented approaches with various programming languages, such as Python and SQL. This involves equipping students with the practical skills required to be able to analyse an information system problem, design and implement a solution using various industry standard tools and techniques.

This module aims to:

- Provide students with:
 - an understanding of the different types and components of an information system
 - an understanding of the process of developing an information system
 - the ability to apply the principles and concepts of object-oriented programming to a given problem, gaining individual confidence in developing computer programs
 - the ability to apply database concepts and modelling techniques to a given problem
 - the ability to identify and utilise available resources to implement an information system solution using object-oriented programming in various programming languages
 - the opportunity to reflect on and evaluate their personal development

Learning outcomes

On completion of this module, students will be able to:

- appraise and evaluate critically the concepts and principles of information systems
- design or modify and document an object-oriented information system using appropriate tools
- develop an object-oriented information system design, implementing this knowledge in applicable programming languages, such as Python and SQL
- develop, implement and evaluate critically information system solutions to facilitate business decisions

Syllabus

- Information systems, database concepts, design and implementation
- Professionalism: coding conventions and good practices
- Object-oriented programming, analysis and design techniques
- Relational algebra and set theory
- Web development
- Big Data Technologies

Learning and teaching methods

The module will be delivered through the provision of specified reading materials on the virtual learning platform, which shall be supported by specified online discussion forums and lecturecasts. The flexible and participative approach of the module will develop a collaborative research inquiry in the advancement of computing, enabling them to accelerate in their chosen career.

Students will demonstrate their ability and strengths through evidence and reflections by maintaining an e-portfolio. The e-portfolio will also act as a means for assessment on evidence of personal growth and CPD.

Synchronous sessions will give students the opportunity to interact with fellow students and for tutor contact. The sessions will include live coding sessions to help students contextualise their knowledge. These synchronous sessions will be recorded in order to ensure that all students can access the material in their own time.

At pre-arranged days and agreed times during the module (usually weekly, prior to a synchronous session), the module tutor will be available for a drop in telephone or preparatory learning liaison session. This is to give students the opportunity to ask specific and general questions relating to the week's learning opportunities and enable them to contextualise their learning.

For team activities in this module, students will be grouped according to time zones to ensure team members can communicate easily with each other. Details on the process for team activities and peer assessment will be made available to students at the outset of the module.

Description of unit of assessment	Length/Duration	Submission date	Weighting
Individual design diagrams and rationale	1,000 words equivalent	Unit 7	30%
Individual implementation of programming code and written commentary	1,500 words equivalent	Unit 11	30%
Module e-Portfolio	2,500 words equivalent	Unit 12	40%



Module code	SSDCS_PCOM7E	NQF level	7
Credit value	20	Study duration	12 weeks

Secure Software Development (Computer Science)

Module description

This module introduces students to the underpinning concepts and skills of Secure Software Development. This includes a review of traditional and contemporary Software Development LifeCycle (SDLC) models, focusing in particular on the areas most affected by secure coding considerations. The course will provide students with a combination of an understanding of security principles together with exposure to automated testing tools. Students will be introduced to the techniques in an engaging format, using a mixture of practical exercises, group work and individual activities.

This module aims to:

- Provide students with:
 - a critical understanding of the concept of abstraction in programming
 - an understanding of the basic principles of secure development methodologies
 - an efficient ability to undertake analysis, program design, software construction and testing required for software development
 - an understanding of the basic principles of architecture, as well as traditional and contemporary Software Development Life Cycle (SDLC) models, such as TOGAF and Agile
 - the ability to integrate the approaches: conflicts and compromises
 - the opportunity to reflect on and evaluate their personal development

Learning outcomes

On completion of this module, students will be able to:

- identify & manage security risks as part of a software development project
- critically analyse development problems and determine appropriate methodologies, tools and techniques (including program design and development) to solve them
- design, develop and adapt computer programs and to produce a solution that meets the design brief and critically evaluate solutions that are produced
- systematically develop and implement the skills required to be effective member of a development team in a virtual professional environment, adopting real-life perspectives on team roles and organisation

Syllabus

- Abstraction: comparison of languages and approaches (object oriented, dynamic, functional, logical)
- Issues and challenges in the Software Development Life Cycle (SDLC); Secure languages & design; Modern development models
- Secure coding principles & practices and the API generation
- Static & dynamic code checking

Learning and teaching methods

The module will be delivered through the provision of specified reading materials on the virtual learning platform, which shall be supported by specified online discussion forums and lecturecasts. The flexible and participative approach of the module will develop a collaborative research inquiry in the advancement of computing, enabling them to accelerate in their chosen career.

Students will demonstrate their ability and strengths through evidence and reflections by maintaining an e-portfolio. The e-portfolio will also act as a means for assessment on evidence of personal growth and CPD.

Synchronous sessions will give students the opportunity to interact with fellow students and for tutor contact. The sessions will include live coding sessions to help students contextualise their knowledge. These synchronous sessions will be recorded in order to ensure that all students can access the material in their own time.

At pre-arranged days and agreed times during the module (usually weekly, prior to a synchronous session), the module tutor will be available for a drop in telephone or preparatory learning liaison session. This is to give students the opportunity to ask specific and general questions relating to the week's learning opportunities and enable them to contextualise their learning.

For team activities in this module, students will be grouped according to time zones to ensure team members can communicate easily with each other. Details on the process for team activities and peer assessment will be made available to students at the outset of the module.

Description of unit of assessment	Length/Duration	Submission date	Weighting
Development team project: design document	2 pages (1,000 words equivalent)	Unit 6	20%
Development team project: coding output as well as evidence of testing	1,000 words equivalent	Unit 11	40%
Individual module e-portfolio	2,500 words equivalent	Unit 12	40%



Module code	NISM_PCOM7E	NQF level	7
Credit value	20	Study duration	12 weeks

Network and Information Security Management

Module description

This module introduces students to the underpinning concepts of Computer Networks and the skills of Information Security Management. This includes an introduction to network security fundamentals and information security governance principles. It will be based on mapping information security management roles onto a number of security models. The module describes the security management and protection issues involving business resources, risks, monitoring as well as business continuity strategies. It will also discuss common diagnostic and monitoring tools utilised as part of a Network and Information Security practice such as nessus, snort, syslog and ELK. Students will be introduced to the techniques in an engaging format, using a mixture of group work and individual activities.

This module aims to:

- Provide students with:
 - an understanding of the fundamentals of computer networks and security
 - an understanding of the principles of information security management
 - an understanding of the use and benefits of various monitoring and logging tools
 - an understanding of how to create and use security vulnerability and assessment tools, including relevant programming techniques
 - an understanding of future network architectures and information security management
 - the opportunity to reflect on and evaluate their personal development
 - the ability to present critical arguments for specific actions or outcomes to a diverse audience

Learning outcomes

On completion of this module, students will be able to:

- identify and analyse security risks and vulnerabilities in IT network systems and determine appropriate methodologies, tools and techniques to manage and/or solve them
- design and critically appraise computer programs and systems to produce solutions that help manage and audit risk and security issues
- gather and synthesise information from multiple sources (including internet security alerts and warning sites) to aid in the systematic analysis of security breaches and issues
- articulate the legal, social, ethical and professional issues faced by information security professionals

Syllabus

- Computer Networking and Security Fundamentals
- What is Information Security Management (ISM)? The role of the IS Manager: ISM, Networks and Security Model
- Logging, auditing, vulnerability and analysis tools
- Creating an assessment report and recommendations
- Future Internet Architectures and Security Models

Learning and teaching methods

The module will be delivered through the provision of specified reading materials on the virtual learning platform, which shall be supported by specified online discussion forums and lecturecasts. The flexible and participative approach of the module will develop a collaborative research inquiry in the advancement of computing, enabling them to accelerate in their chosen career.

Students will demonstrate their ability and strengths through evidence and reflections by maintaining an e-portfolio. The e-portfolio will also act as a means for assessment on evidence of personal growth and CPD.

Synchronous sessions will give students the opportunity to interact with fellow students and for tutor contact. The sessions will include live coding sessions to help students contextualise their knowledge. These synchronous sessions will be recorded in order to ensure that all students can access the material in their own time.

At pre-arranged days and agreed times during the module (usually weekly, prior to a synchronous session), the module tutor will be available for a drop in telephone or preparatory learning liaison session. This is to give students the opportunity to ask specific and general questions relating to the week's learning opportunities and enable them to contextualise their learning.

For team activities in this module, students will be grouped according to time zones to ensure team members can communicate easily with each other. Details on the process for team activities and peer assessment will be made available to students at the outset of the module.

Description of unit of assessment	Length/Duration	Submission date	Weighting
Development team project: design document	2 pages (1,000 words equivalent)	Unit 6	20%
Development team project: executive summary	2,000 words	Unit 11	40%
Individual module e-portfolio	2,500 words equivalent	Unit 12	40%



Module code	SEPM_PCOM7E	NQF level	7
Credit value	20	Study duration	12 weeks

Software Engineering Project Management

Module description

This module introduces students to the underpinning concepts and skills of Software Engineering Project Management, as well as introducing concepts of Behaviour Driven Development (BDD). This includes both the traditional tools of project management including estimating, planning and scheduling, as well as those of software architecture and engineering disciplines. The module describes requirements management, SDLC approaches, including continuous integration and continuous delivery (CI/CD), as well as tools often delivered as part of the Agile methodology. Students will be introduced to the techniques in an engaging format, using a mixture of group work and individual activities.

This module aims to:

- Provide students with:
 - an in-depth understanding of the basic principles of Project Management and software engineering principles, recognising their relationship and interactions with other computing and design disciplines
 - an understanding of the advanced principles of architecture, Behaviour Driven Development (BDD), and traditional and contemporary Software Development Life Cycle (SDLC) models, such as TOGAF and Agile
 - the ability to integrate the approaches: conflicts and compromises
 - an efficient ability to undertake analysis, program design, software construction and testing required for software development
 - an understanding of the psychological and the sociological issues associated with how people interact with computing systems
 - an appreciation for current and future challenges, limitations and opportunities
 - the opportunity to reflect on and evaluate personal development

Learning outcomes

On completion of this module, students will be able to:

- identify and apply appropriate software engineering and project management methodologies, tools and techniques for the development of solutions to real-world problems
- explore the implications of computer and network architectures for system-level design and development, as appropriate for risk and quality management
- design, develop and evaluate management systems to produce solutions that handle constraints and uncertainty, contextualising BDD concepts and secure coding principles and practices in SDLC

- systematically develop and implement the skills required to be effective member of a development team in a virtual professional environment, adopting real-life perspectives on roles and team organisation

Syllabus

- Why Project Manage? (An introduction to approaches, PMBOK, and the enhancements required to manage software development projects)
- Architectural approaches and SDLC models
- User Experience –design concepts and processes, accessibility
- Requirements by example and BDD
- Estimating, planning and risk
- Monitoring, managing and reporting
- Software Engineering Process Management (SEPM) and service management (ITIL)
- Presenting and selling the Project

Learning and teaching methods

The module will be delivered through the provision of specified reading materials on the virtual learning platform, which shall be supported by specified online discussion forums and lecturecasts. The flexible and participative approach of the module will develop a collaborative research inquiry in the advancement of computing, enabling them to accelerate in their chosen career.

Students will demonstrate their ability and strengths through evidence and reflections by maintaining an e-portfolio. The e-portfolio will also act as a means for assessment on evidence of personal growth and CPD.

Synchronous sessions will give students the opportunity to interact with fellow students and for tutor contact. The sessions will include live coding sessions to help students contextualise their knowledge. These synchronous sessions will be recorded in order to ensure that all students can access the material in their own time.

At pre-arranged days and agreed times during the module (usually weekly, prior to a synchronous session), the module tutor will be available for a drop in telephone or preparatory learning liaison session. This is to give students the opportunity to ask specific and general questions relating to the week's learning opportunities and enable them to contextualise their learning.

For team activities in this module, students will be grouped according to time zones to ensure team members can communicate easily with each other. Details on the process for team activities and peer assessment will be made available to students at the outset of the module.

Description of unit of assessment	Length/Duration	Submission date	Weighting
Development team project: project status report	2 pages (1,000 words equivalent)	Unit 6	20%
Development team project: presentation	20 minutes	Unit 11	40%
Individual module e-portfolio	2,500 words equivalent	Unit 12	40%



Module code	RMPP_PCOM7E	NQF level	7
Credit value	20	Study duration	12 weeks

Research Methods and Professional Practice

Module description

This module provides a practical foundation in research methods that enables students to conduct research in practical settings. The approach covers various tools and techniques that a researcher may deploy and facilitates continual feedback throughout the module through cases and project tasks.

The selected textbook offers a comprehensive redress of the subject, based around the scientific method and offering much details for doing research in various type of organisations. Students will be able to identify with research practicalities no matter their background, as well as use critical analysis of the key principles of research methodology in bringing together the knowledge gained throughout other modules on the programme. The module will also highlight professional, legal, social, cultural and ethical issues related to computing projects, as well as the applicable codes of ethics and practice.

The module uses continuous assessment throughout with weekly case studies and milestone assessments, hence facilitating peer-to-peer as well as instructor interactions. Students will demonstrate their ability and strengths through evidence and reflections by maintaining an e-portfolio.

This module aims to:

- Provide students with the ability to:
 - study and reflect on key principles and methods in research based on the scientific method and relevant to various disciplines
 - examine various research strategies and designs as applicable to projects at hand
 - develop research competencies, in particular those relating to the collection and analysis of data types to enable a critical design and evaluation of independent research
 - take a reflective and independent approach to the learning process

Learning outcomes

On completion of this module, students will be able to:

- appraise the professional, legal, social, cultural and ethical issues that affect computing professionals
- appraise the principles of academic investigation, applying them to a research topic in the applicable computing field
- evaluate critically existing literature, research design and methodology for the chosen topic, including data analysis processes

- produce and evaluate critically a research proposal for the chosen topic

Syllabus

- Scientific investigations, ethical considerations and risk management
- Defining and refining the problem
- Critical literature review
- Research design –theoretical framework and hypothesis development
- Data collection –interviews, observation, questionnaires
- Measurement of variables and sampling
- Quantitative data analysis
- Qualitative data analysis
- Research reporting

Learning and teaching methods

The module will be delivered through the provision of specified reading materials on the virtual learning platform, which shall be supported by specified online discussion forums and lecturecasts. The flexible and participative approach of the module will develop a collaborative research inquiry in the advancement of computing, enabling them to accelerate in their chosen career.

Students will demonstrate their ability and strengths through evidence and reflections by maintaining an e-portfolio. The e-portfolio will also act as a means for assessment on evidence of personal growth and CPD.

Synchronous sessions will give students the opportunity to interact with fellow students and for tutor contact. The sessions will include live coding sessions to help students contextualise their knowledge. These synchronous sessions will be recorded in order to ensure that all students can access the material in their own time.

At pre-arranged days and agreed times during the module (usually weekly, prior to a synchronous session), the module tutor will be available for a drop in telephone or preparatory learning liaison session. This is to give students the opportunity to ask specific and general questions relating to the week's learning opportunities and enable them to contextualise their learning.

For team activities in this module, students will be grouped according to time zones to ensure team members can communicate easily with each other. Details on the process for team activities and peer assessment will be made available to students at the outset of the module.

Description of unit of assessment	Length/Duration	Submission date	Weighting
Literature review	2,000 words	Unit 7	30%
Research proposal presentation	15 minutes	Unit 10	30%
Individual module e-portfolio	2,500 words equivalent	Unit 12	40%



Module code	CSPROJ_PCOM7E	NQF level	7
Credit value	60	Study duration	30 weeks

MSc Computing Project

Module description

This module provides students with a systematic method for planning, executing, writing, and defending a dissertation for a research project on a selected topic of interest.

The student will undertake a substantive piece of independent work designed to demonstrate her/his ability to manage the learning process and achieve successful milestones and targets. Emphasis will be on developing skills in planning, writing, ethics, investigation, interpretation, evaluation, and critical thinking.

The project's topic will be agreed with a designated dissertation supervisor prior to commencement to ensure feasibility within the timeframe of the module. It should be noted that the topic of the literature review produced during the Research Methods and Professional Issues module, **cannot** be used in this Dissertation and Project module. This must be a separate project.

This module aims to:

- Enable students to plan and undertake an independent technical project into a specific topic of their choice
- Further develop and enhance students' technical skills such as coding, programming and algorithm development skills
- Develop students' transferable skills, including time and project management, organisational skills, data collection and analysis, and communication skills
- Develop students' critical thinking skills
- Develop students' understanding of their chosen topic to an advanced level, considering legal and ethical issues surrounding this topic.
- Enable students develop a stand-alone artefact that meets the identified requirements and conforms to a design specification
- Help students develop and critically reflect on key skills – independent, self-aware and organised academic skills, as well as self-management skills with regards to time and tasks

Learning outcomes

On completion of this module, students will be able to:

- systematically identify research problem(s) within a suitable research topic involving computing
- carry out, structure, and present effectively a focused critical and analytical reading and synthesis of accessed information on the topic
- articulate the professional, legal, ethical and social issues related to the chosen topic and follow relevant professional codes of conduct
- evaluate critically the research conducted and present the resulting artefact as a form of a defence of the research.

Syllabus

- Requirements and structure of a dissertation project
- Choice of topic and the research process
- Reviewing the literature
- Project managing the research
- Self-organisation
- Ethical considerations
- Academic style
- Dissertation defence

Learning and teaching methods

The learning and teaching methods for the module follow the intended online delivery strategy for the programme as a whole.

The learning process will be project-based, with lecturecasts providing relevant guiding material, as well as the provision of specified reading materials on the virtual learning platform. Dissertation supervisors will support students via phone and email, conducting formal supervision forums at least five times during the module.

Students will have the opportunity to demonstrate their abilities and strengths through evidence and reflections by maintaining an e-portfolio for the module.

Description of unit of assessment	Length/Duration	Submission date	Weighting
Dissertation	13,000 words	Unit 28	80%
Artefact presentation and online conference	10 minutes	Unit 30	20%

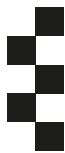


University of Essex

Online

Useful

information



Fees and funding

We know that cost is a huge factor in any decision you make to study. That's why we have a range of funding options to choose from and a knowledgeable team on hand to help you make the right decisions about financing your studies.

Programme	2020-21 full course fee*	Indicative study duration**	Credits
PG Cert	£3,741	8 months	60
PG Dip	£7,482	16 months	120
MSc	£11,222	2 years	180

*Prices are reviewed annually. We reserve the right to increase tuition fees in line with the RPI-X index. If you pay your tuition fees annually in advance the tuition fees will not be increased before your next annual payment. Please read our terms and conditions for more details.

**The indicative study duration is a guide to how long your course will take to complete. The actual duration may vary depending on study options chosen and module availability.

All tuition fees shown are net of any applicable sales tax payable by you in your country of residence. Where we are required to add sales tax at the local statutory rate, this will be added to the tuition fees shown and confirmed during the payment process.

Payment options

If you are not eligible for a tuition fee loan, we offer a simple monthly payment plan to spread the cost of your tuition fee. Alternatively, you may pay your course fee up front. We offer a 10% discount to anyone who makes the full tuition fee payment up front.

Money back guarantee

Our 21 day money back guarantee means that it is possible for you to try out the online learning experience and confirm that it is right for you. If after three weeks you are not satisfied with the course you can receive a full refund. [Terms and conditions](#) apply.

Student loans

UK or EU nationals living in England who start their MSc course in the academic year 2020-21 may be eligible for a government backed student loan.

Postgraduate student loans are paid directly to you, and the amount you are eligible to borrow is set each year by the Student Loans Company. Postgraduate loans aren't available for PG Cert and PG Dip courses.

Eligibility

Eligibility is determined by the Student Loans Company. For students living in England, requirements include:

- be a UK national or have 'settled status' (i.e. you have indefinite leave to remain and therefore there are no restrictions on how long you can stay in the UK)
- normally live in England
- have been living in the UK for 3 years before starting your course

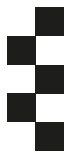
Are you eligible for a student loan?

[Click here to find out.](#)

If you are not eligible for a student loan, you can take advantage of our flexible monthly payment plans and range of scholarships and discounts.

Loan repayments

You'll only start making repayments if your income is more than £21,000 a year (before tax and other deductions) and any outstanding balance will be written off after 30 years. If your circumstances change and your monthly income drops below £21,000, your repayments will stop.



Scholarships and discounts

As part of our mission to make education more accessible, we have a range of options available to reduce the cost of your learning.

Full payment discount

If you choose to pay your full course fee upfront, we'll apply a 10% discount.*

Alumni discount

If you have already completed an undergraduate degree with the University of Essex or University of Essex Online, you are eligible for a 10% alumni discount on any of our Masters degrees. The Alumni discount cannot be used in combination with any Scholarships.*

International scholarship

Students residing in specific regions outside of the UK might be eligible for a partial scholarship.

Scholarship applications are assessed on a merit basis and will take into consideration previous qualifications and level of work experience. You will be asked to write a statement of around 500 words in support of your scholarship application including details of previous qualifications, work experience, why you want to study a University of Essex Online course and how a scholarship could help you.

ELCAS funding for members of the Armed Forces

For those in the Armed Forces who are considering their options for resettlement, you may be able to access funding from the Enhanced Learning Credits Administration Service (ELCAS). All of our courses are approved by the scheme – just mention it to our Admissions Team when you apply.

*This is only applicable to students studying online and does not apply to students studying on campus.

WE ARE

COMMITTED

TO OFFERING

OUR STUDENTS

THE HIGHEST

QUALITY ONLINE

EDUCATIONAL

EXPERIENCE.

online.essex.ac.uk

+44 (0) 1206 489 358 | enquiries@online.essex.ac.uk