

# BSc (Hons) COMPUTING

## STUDY MODE

Full Time

## DURATION

3 Years

## TUITION FEES PER YEAR (GBP)

7,500

## ENTRY REQUIREMENTS

- 96 UCAS Points; or
- 3 A-Levels with at least a grade C; or
- Any other equivalent qualifications.

## AWARDING INSTITUTION

University of Suffolk (UK)

## APPLICATION

Complete and submit the application form online.

Once your application is processed and you are offered a seat on the programme, a deposit of GBP 100 must be paid to secure your seat.

## PAYMENTS

Payments can only be made by bank transfer or credit card (a link will be sent for payments by credit card).

The BSc (Hons) Computing is an undergraduate degree that has been designed to provide students with the knowledge and skills required to become computing professionals. The degree offers a unique opportunity for students to develop a wide range of computing skills including, but not limited to, cyber security, data science, artificial intelligence, web development, networking and software engineering. The degree's flexible curriculum allows students to adapt their learning towards their career aspirations and interests within the field of computing.

## Learning Outcomes

1. Expressed and employed detailed knowledge and systematic understanding of essential facts, concepts, principles and theories, both established and emergent, relating to specialisms in computing.
2. Applied methods and techniques learned in computing and specialist topics to consolidate, extend, and apply knowledge and understanding to extended realistic and real-world projects.
3. Deployed appropriate established and/or cutting-edge theory, practices and tools for the successful design, development, deployment and maintenance of computer-based systems.
4. Developed an understanding of a specialist subject or problem area in computing to a level where they can effectively evaluate it, analyse possible solutions, design an appropriate solution and bring that solution to a successful conclusion in a defined time-frame, showing by doing so their capabilities and readiness for lifelong learning and professional training.
5. Expressed and employed knowledge and understanding of information security issues in relation to the design, development and the use of information systems.
6. Applied detailed knowledge, systematic understanding, and mastered techniques to initiate and execute their final-year project and multiple minor projects in different topic areas.

### Learning Outcomes (continued)

7. Recognised the legal, social, ethical and professional issues involved in the exploitation of computer technology and be guided by the adoption of appropriate professional, ethical and legal practices.
8. Evidenced the qualities and transferable skills necessary for graduate level employment requiring the exercising of initiative, personal responsibility, and decision making, through working individually and in groups on mini-projects, extended case studies and scenarios, and their major project.
9. Understood, described, and commented upon the literature and cutting-edge research in computing, and appreciated the associated uncertainties, ambiguities, and limits to knowledge at the forefront of the discipline.
10. Critically evaluated arguments, concepts, requirements, constraints and data to make rational judgements on appropriate algorithms, designs, methods, and configurations leading to the necessary analysis, design, implementation, and/or testing of solution or identification of a class of solutions to significant problems.
11. Researched, designed, implemented, tested, utilised and documented solutions to address specific problems, using their knowledge, understanding and technical skills in computing.
12. Presented ideas, information, analyses, designs, implementations, tests and results relating to computing, critically, comprehensibly and succinctly to both specialist and non-specialist audiences.

### Course Structure

#### Year 1

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- Leadership and Organisational Behaviour
- Principles of Digital Marketing
- Accounting for Business
- Economics for Business
- Managing Business Data
- Understanding the Entrepreneurial and Innovative Spirit

#### Year 2

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- Career and Professional Development
- HRM Practice for Business
- Business Ethics
- Globalisation, capitalism and growth
- Data and Decision Making
- Consumer Behaviour

#### Year 3

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- Future of Business Technologies
- Corporate Finance
- Marketing Communication Strategies
- Managing Strategic Change
- Extended Project

#### RUSHMORE BUSINESS SCHOOL

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