

# BSc (Hons) Information Systems (top-up)

## Programme Specification



<b>1. Programme title</b>	BSc (Hons) Information Systems (top-up)
<b>2. Awarding institution</b>	Middlesex University
<b>3. Teaching institution</b>	Middlesex University
<b>4. Details of accreditation by professional/statutory/regulatory body</b>	N/A
<b>5. Final qualification</b>	BSc (Hons)
<b>6. Year of validation</b> <b>Year of amendment</b>	2017
<b>7. Language of study</b>	English
<b>8. Mode of study</b>	Full-Time, Part-Time

### 9. Criteria for admission to the programme

This programme is available ONLY to overseas students. There is no admission to the programme for UK or EU students.

The entry point for students shall be year3/Level6 (according to Framework for Higher Education Qualifications in England).

Students shall be accorded credit towards their Middlesex programme as follows:

- 120 credits, year1/Level4, Faculty of Science and Technology
- 120 credits, year2/Level5, Faculty of Science and Technology

In addition to the successful completion of the programmes outlined above, Middlesex requires compliance with the University's English Language requirements as specified in the Programme entry requirements. These may be seen in the table published on the University website at

[http://www.mdx.ac.uk/study/international/docs/English\\_language\\_com.pdf](http://www.mdx.ac.uk/study/international/docs/English_language_com.pdf)

In general, GCSE grade C, CEF level C1 or IELTS 6.0, or the equivalent as listed in the table, is the minimum requirement for Undergraduate study.

An articulation agreement covers direct entry to the programme for students who have successfully completed the following APTECH programmes:

- APTECH Certified Computer Professional (ACCP)

- APTECH Certified Network Specialist (ACNS)
- APTECH Certified Software Engineer (ACSE)
- Information Security and Ethical Hacking (ISEH)

## 10. Aims of the programme

The programme aims to:

- prepare students for working in Information Systems development or other teams and for interacting with the users of those systems.
- develop business and organisational competencies to complement previously-acquired technical Information Systems skills (for example, database design methods).
- allow for some specialisation towards working either in enterprise or corporate contexts within the general Information Systems framework.

## 11. Programme outcomes

### A. Knowledge and understanding

On completion of this programme the successful student will:

1. Demonstrate knowledge and understanding of essential facts, concepts, principles and theories relating to a range of programming and development paradigms.
2. Provide sufficient evidence of the use of scientific principles in the creation, use and support of information systems for the solution of practical problems, founded on appropriate technological disciplines.
3. Apply and reflect on the effectiveness of various strategies and development plans, policies and processes for the accounting, budgeting and, where applicable, charging of IT resources and services.
4. Deploy, evaluate and reflect on different strategies for effective use of information technology to include databases and web technology and, taking account of the complex

### Teaching/learning methods

Students gain knowledge and understanding through live, video or audio recorded lectures delivered by the module leader or another lecturer; third-party video recordings or podcasts featuring a lecture or demonstration; directed reading drawn from one of the course texts or an online source.

### Assessment methods

Students' knowledge and understanding is mainly assessed, for each module in this programme, by means of an individual portfolio of assessed coursework compiled over the lifetime of the module. Depending on the module, additional assessed elements might include a seen (non-invigilated) examination.

<p>interrelations between hardware, software and people.</p> <p>5. Investigate, reflect on and critique information security issues in relation to the design, development and use of information systems.</p>	
<p><b>B. Cognitive (thinking) skills</b></p> <p>On completion of this programme the successful student will be able to:</p> <ol style="list-style-type: none"> <li>1. Demonstrate the ability to recognise and analyse criteria, critically evaluate arguments, assumptions, abstract concepts and data (that may be incomplete), to make judgements, and to frame appropriate questions to achieve a solution - or identify a range of solutions - to a problem.</li> <li>2. Provide evidence for the ability to deploy appropriate theory, practices and tools for the specification, design, implementation and evaluation of computer-based systems.</li> <li>3. Reflect on wider context of IT practice in organisations and society.</li> <li>4. Apply the methods and techniques to review, consolidate, extend and apply knowledge and understanding, and to initiate and carry out projects.</li> <li>5. Recognise and analyse criteria, critically evaluate arguments, assumptions, abstract concepts and data (that may be incomplete), to make judgements, and to frame appropriate questions to achieve a solution - or identify a range of solutions - to a problem.</li> </ol>	<p><b>Teaching/learning methods</b></p> <p>Students learn cognitive skills through learning activities including drill and practice exercises; problem-solving examples; seeking and reviewing information from online sources (including the University library resources); writing an essay; preparing for and participating on online discussions; critiquing others students' contributions.</p> <p><b>Assessment methods</b></p> <p>Students' cognitive skills are mainly assessed, for each module in this programme, by means of an individual portfolio of assessed coursework compiled over the lifetime of the module. Depending on the module, additional assessed elements might include collaborative group work (online) and contributions to a cross-module case-study.</p>
<p><b>C. Practical skills</b></p> <p>On completion of the programme the successful student will be able to:</p>	<p><b>Teaching/learning methods</b></p> <p>Students learn practical skills through learning activities including drill and practice exercises; problem-solving examples; seeking and reviewing</p>

<ol style="list-style-type: none"> <li>1. Demonstrate practical competencies for specifying, designing and constructing effective implementation strategies for computer-based systems consistent with a range of business needs.</li> <li>2. Being able for specifying user/system interfaces, and translating logical designs into physical designs taking account of target environment, performance requirements and existing systems.</li> <li>3. Showing ability for identifying and managing resources necessary for all stages – analysis, planning, estimation, execution and improvement - of individual systems development to ensure technical, financial and quality targets are met.</li> </ol>	<p>information from online sources (including the University library resources); writing an essay; preparing for and participating on online discussions; critiquing others students' contributions.</p> <p><b>Assessment methods</b></p> <p>Students' practical skills are mainly assessed, for each module in this programme, by means of an individual portfolio of assessed coursework compiled over the lifetime of the module. Depending on the module, additional assessed elements might include collaborative group work (online) and contributions to a cross-module case-study.</p>
<p><b>D. Graduate skills</b></p> <p>On completion of this programme the successful student will be able to:</p> <ol style="list-style-type: none"> <li>1. Being able to work as a member of team and recognise the different roles within a team.</li> <li>2. Form effective dialogue with various stakeholders (a range of audiences) in electronic as well as written and oral forms for effective dialogue with various stakeholders.</li> <li>3. Initiate, plan, schedule and monitor own work, to manage own learning, and to make effective use of appropriate scholarly and professional resources.</li> <li>4. Demonstrate the development of numerate skills applicable across a range of academic and professional domains.</li> <li>5. Demonstrate the development of competence in working with information technology, applicable across a range of domains and application areas.</li> </ol>	<p><b>Teaching/learning methods</b></p> <p>Students acquire graduate skills through learning activities including drill and practice exercises; problem-solving examples; seeking and reviewing information from online sources (including the University library resources); writing an essay; preparing for and participating on online discussions; critiquing others students' contributions.</p> <p><b>Assessment methods</b></p> <p>Students' graduate skills are mainly assessed, for each module in this programme, by means of an individual portfolio of assessed coursework compiled over the lifetime of the module. Depending on the module, additional assessed elements might include collaborative group work (online) and contributions to a cross-module case-study.</p>

**12. Programme structure (levels, modules, credits and progression requirements)**

**12. 1 Overall structure of the programme**

<b>First Term</b>	<b>Second Term</b>
Study both (full-time mode)	Study both (full-time mode)
Study one (part-time mode)	Study one (part-time mode)
<b>CSD3530</b> Interaction Design and User Experience	<b>CSD3520</b> Information Systems Development
<b>CSD3510</b> IS Planning and Management	<b>CSD3500</b> Web, Mobile and Cloud Computing

***Study mode: Full Time (one year duration)***

<i>1</i>	<b><i>CSD3530</i></b> <i>Interaction Design and User Experience (30 credits)</i>	<b><i>CSD3510</i></b> <i>IS Planning and Management (30 credits)</i>	<b><i>CSD3520</i></b> <i>Information Systems Development (30 credits)</i>	<b><i>CSD3500</i></b> <i>Web, Mobile and Cloud Computing (30 credits)</i>
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***Study mode: Part Time (two year duration)***

<i>1</i>	<b><i>CSD3510</i></b> <i>IS Planning and Management (30 credits)</i>	<b><i>CSD3520</i></b> <i>Information Systems Development (30 credits)</i>
<i>2</i>	<b><i>CSD3530</i></b> <i>Interaction Design and User Experience (30 credits)</i>	<b><i>CSD3500</i></b> <i>Web, Mobile and Cloud Computing (30 credits)</i>

COMPULSORY	PROGRESSION REQUIREMENTS
<ul style="list-style-type: none"> <li>• CSD3500 Web, Mobile and Cloud Computing</li> <li>• CSD3510 IS Planning and Management</li> <li>• CSD3520 Information Systems Development</li> <li>• CSD3530 Interaction Design and User Experience</li> </ul>	<p>Students are expected to achieve 120 credit points at level 6 to complete their programme. This will qualify students for the degree award of BSc Hons in Information Systems.</p>

### 12.3 Non-compensatable modules (note statement in 12.2 regarding FHEQ levels)

Module level	Module code
N/A	N/A

### 13. Curriculum map

See attached.

### 14. Information about assessment regulations

The main means of summative assessment for each module in this programme is an individual portfolio of assessed coursework compiled over the lifetime of the module. Each coursework assignment is accompanied by a marking scheme to assist in structuring and scoping student efforts. Depending on the module, additional assessed elements might include collaborative group work (online) and contributions to a cross-module case-study.

### 15. Placement opportunities, requirements and support (if applicable)

N/A

### 16. Future careers (if applicable)

**IT Project Manager** - An IT Project Manager specialises in information technology but also in sectors unrelated to IT that rely on IT systems. Their role is to manage the development and implementation of plans to meet business needs and the change control procedures to ensure a smooth transition during the implementation period.

**Systems Designer** - A Systems Designer develops and implements information systems in sectors as diverse as finance, communications and retail. The role can involve working on all elements of the system including hardware, software, installation and maintenance. There are a range of opportunities in this increasingly varied industry.

User Experience (UX) Architect – User Experience Architects are concerned with research, prototyping and evaluation exercises throughout the lifecycle. They manage and participate in activities aimed at understanding end-user requirements, capabilities, limitations and use contexts both for workplace and non-workplace applications in a variety of domains.

Systems Developer - Systems Developers test systems, diagnose and fix faults, write diagnostic programs and design and write code for operating systems and software to ensure that they function more efficiently. They may also create systems in response to technical specifications supplied by an IT analyst, often integrating off-the-shelf software packages into existing systems.

IT Systems/Business Analyst - An IT Systems/Business Analyst designs new IT solutions to improve business efficiency and productivity. They are responsible for analysing the business needs of their clients and stakeholders to help identify business problems and propose solutions, using the discipline of business analysis. They examine existing business models and the flows of data in the business, and then design an appropriate improved IT solution.

Information Systems Manager - An Information Systems Manager installs computer systems, ensures that backup systems operate effectively, buys hardware and software, provides the ICT technology infrastructures for an organisation, and contributes to organisational policy with regard to quality standards and strategic planning.

### **17. Particular support for learning (if applicable)**

The primary delivery mechanism for this programme is the University's virtual learning environment (My Learning on myUniHub). The module leaders have divided their syllabuses into topics and planned a schedule of weekly learning tasks covering those topics broadly in order. In the background students will need to work on coursework assignments and/or prepare for other assessments. Because the timing of background work depends on the material covered, and because some elements of the work will involve group collaboration it will be necessary to stick to the weekly schedule.

### **18. JACS code (or other relevant coding system)**

Principal JACS code 1 I300  
JACS code 2 I200

### **19. Relevant QAA subject benchmark group(s)**

Computing

### **20. Reference points**

QAA Subject Benchmark Statement – Computing

QAA Subject Benchmark Statement – Librarianship, Information, Knowledge, Records and Archives Management

BCS

**21. Other information**

N/A

Please note programme specifications provide a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve if s/he takes full advantage of the learning opportunities that are provided. More detailed information about the programme can be found in the rest of your programme handbook and the university regulations.





## Curriculum map for BSc (Hons) Information Systems (top-up)

This section shows the highest level at which programme outcomes are to be achieved by all graduates, and maps programme learning outcomes against the modules in which they are assessed.

### Programme learning outcomes

Knowledge and understanding		Practical skills	
A1	Demonstrate knowledge and understanding of essential facts, concepts, principles and theories relating to a range of programming and development paradigms.	C1	Demonstrate practical competencies for specifying, designing and constructing effective implementation strategies for computer-based systems consistent with a range of business needs.
A2	Provide sufficient evidence of the use of scientific principles in the creation, use and support of information systems for the solution of practical problems, founded on appropriate technological disciplines.	C2	Being able for specifying user/system interfaces, and translating logical designs into physical designs taking account of target environment, performance requirements and existing systems.
A3	Apply and reflect on the effectiveness of various strategies and development plans, policies and processes for the accounting, budgeting and, where applicable, charging of IT resources and services.	C3	Showing ability for identifying and managing resources necessary for all stages – analysis, planning, estimation, execution and improvement - of individual systems development to ensure technical, financial and quality targets are met.
A4	Deploy, evaluate and reflect on different strategies for effective use of information technology to include databases and web technology and, taking account of the		

	complex interrelations between hardware, software and people.		
A5	Investigate, reflect on and critique information security issues in relation to the design, development and use of information systems.		
<b>Cognitive skills</b>		<b>Graduate Skills</b>	
B1	Demonstrate the ability to recognise and analyse criteria, critically evaluate arguments, assumptions, abstract concepts and data (that may be incomplete), to make judgements, and to frame appropriate questions to achieve a solution - or identify a range of solutions - to a problem.	D1	Being able to work as a member of team and recognise the different roles within a team.
B2	Provide evidence for the ability to deploy appropriate theory, practices and tools for the specification, design, implementation and evaluation of computer-based systems.	D2	Form effective dialogue with various stakeholders (a range of audiences) in electronic as well as written and oral forms for effective dialogue with various stakeholders.
B3	Reflect on wider context of IT practice in organisations and society.	D3	Initiate, plan, schedule and monitor own work, to manage own learning, and to make effective use of appropriate scholarly and professional resources.
B4	Apply the methods and techniques to review, consolidate, extend and apply knowledge and understanding, and to initiate and carry out projects.	D4	Demonstrate the development of numerate skills applicable across a range of academic and professional domains.
B5	Recognise and analyse criteria, critically evaluate arguments, assumptions, abstract concepts and data (that may be incomplete), to make judgements, and to frame	D5	Demonstrate the development of competence in working with information technology, applicable across a range of domains and application areas.

appropriate questions to achieve a solution - or identify a range of solutions - to a problem.		
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Programme outcomes																				
A1	A2	A3	A4	A5	A6	A7	B1	B2	B3	B4	B5	C1	C2	C3	C6	D1	D2	D3	D4	D5
Highest level achieved by all graduates																				
6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6

Module Title	Module Code	A1	A2	A3	A4	A5	B1	B2	B3	B4	B5	C1	C2	C3	D1	D2	D3	D4	D5
Interaction Design and User Experience	<b>CSD3530</b>	✓	✓					✓		✓	✓	✓	✓		✓	✓	✓		✓
IS Planning and Management	<b>CSD3510</b>		✓	✓	✓	✓	✓		✓		✓		✓				✓		✓
Information Systems Development	<b>CSD3520</b>	✓					✓	✓			✓			✓				✓	✓
Web, Mobile and Cloud Computing	<b>CSD3500</b>				✓	✓		✓	✓		✓			✓	✓			✓	✓