BSc (Hons) Computer Science and Management
Programme Specification

Awarding Institution:

University of London (Interim Exit Awards made by Goldsmiths' College)

Teaching Institution: Goldsmiths, University of London

Final Award:

Programme Name:

BSc (Hons) Computer Science and Management

BSc (Hons) Computer Science and Management with Work Experience

Total credit value for programme: 360

Name of Interim Exit Award(s):

Certificate of Higher Education in Computer Science and Management

Diploma of Higher Education in Computer Science and Management

Duration of Programme: 3 -4 years full-time or 3-6 years part-time

3 years full-time (BSc Computer Science and Management)

6 years part-time (BSc Computer Science and Management)

4 years full-time (BSc Computer Science and Management with Work Experience)

7 years part-time (BSc Computer Science and Management with Work Experience)

UCAS Code(s): I1N1

HECoS Code(s):

(100366) Computer Science 50%

(100079) Business Studies 50%

QAA Benchmark Group Computing; Business

FHEQ Level of Award: Level 6

Programme accredited by: Not applicable

Date Programme Specification last updated/approved: February 2023

Home Department: Computing

Department(s) which will also be involved in teaching part of the programme:

Institute of Management Studies

Programme overview

This programme is a partnership between the Department of Computing and the Institute of Management Studies and will provide you with both the technical and management education required for modern businesses and organisations.

The Computer Science and Management BSc degree programme is designed for students who wish to have a strong technical computer science background and our understanding of management issues within large organisations.

This joint programme allows you to develop a strong background in both computer science and management science, enabling students to gain an excellent blend of technological knowledge in computer science and business skills.

The degree programme equips students with a deep understanding of the core computer science competencies, programming software engineering, design and systems implementation while also providing insight into the main challenges, processes and activities faced by management of organisations working in today's rapidly evolving technology driven world.

Students will gain a strong theoretical understanding of the core principals of computer science including software engineering, programming, artificial intelligence, computer security, computer systems and networks, web technologies and information systems.

Alongside, computer science students will study at the Institute of Management studies to gain vital knowledge of all aspects of management science did tipper come global leaders of organisations that have a technology focus.

Organisations and Organisational Strategies, Finance and Accounting, Foundations of Economics, International Business, Entrepreneurial Finance and Growth and Developing Business Ideas and Opportunities

Students studying this programme will be equipped to become leaders of global organisations that have a technology focus.

In the final year, students will undertake an individual project based on their own interests and linked to current research areas, such as virtual reality, data science, international business, machine learning, corporate systems development.

When students graduate, they will be working on both small and large projects. Therefore each year students will study a project-based module focused on building a real world

software solution in a team. In your final year students will I carry out an individual project and will have opportunity to showcase your projects at the annual .

Throughout the course students will be gain taught project management and team-based software development skills and issues, by making them ready for the world of work. All modules will prepare students for the future as a business computing entrepreneur or global business leader with a technology focus that can exploit new trends and emerging markets.

Students will explore how both new and established organisations can respond to the opportunities and threats associated with disruptive innovation. Students will develop practical computing skills and an understanding of the processes involved in management.

This industry focused degree has been designed in conjunction with industry and the business world to cover the major developments in in computer science and management.

Programme entry requirements

You will be expected to have at least BBB at A2 level, or equivalent.

An A2 level qualification, or equivalent, relating to science, technology and mathematics is preferred. However we encourage applications from those without a formal qualification in these areas who can demonstrate relevant knowledge, skills and experience.

All applicants may be called for an interview, at which time they may be asked to take a computer aptitude test. Applicants should ideally have a grade B in GCSE Mathematics, or equivalent.

You cannot apply directly for admission to the MSci. Admission to the MSci year is only offered by progression from Level 6 of the BSc and is dependent on results at Levels 5 and 6 of the programme.

In addition, if you have completed the first year in BSc Computer Science via University of London Worldwide (online), or second year in BSc Computer Science via University of London Worldwide (online), you can transfer to the subsequent year of the on campus delivery of BSc Computer Science.

Applicants may be called for an interview, at which time they may be asked to take a computer aptitude test. If you do not have an A2 level qualification, or equivalent, relating to the sciences, you should have a B in GCSE Mathematics, or equivalent.

Applicants whose first language is not English must have received a score of 6.0 or more in the IELTS (or equivalent) examination for written English.

Programme learning outcomes

The aim of this programme is to produce graduates who are independent, creative and reflective computer science practitioners and managers. Students who successfully complete the degree will demonstrate:

- an understanding of the roles of computer science professionals participating in the management of large and small scale businesses.
- a detailed understanding of knowledge and skills necessary create and deploy computing systems in commercial contexts.
- the programming skills required to design and build computing systems for Internet and mobile environments.
- an understanding of successful business management and to appreciate that such success is in no way guaranteed even when the latest technology is used.
- an understanding of and be able to apply the scientific management technologies and techniques that may arise when computing systems are used in Business.
- knowledge of computer science technologies across a range of core and specialist topics.
- the ability to work independently and in groups and reflectively evaluate their own work.

Students graduating with a **Certificate of Higher Education in Computer Science and Management** must achieve the following learning outcomes at a basic level, but are not required to achieve them at a professional level.

Knowledge and understanding

Code	Learning outcome	Taught by the following module(s)
A1	Basic knowledge of a programming language and its features	This will primarily be taught in the 1st year modules via lectures and programming exercises. Intro to Programming UI & UX Design Modules will be assessed via coursework projects.
A2	Introductory understanding of the techniques in technologies used Management	Strategic Management Computing Project 1

Code	Learning outcome	Taught by the following module(s)
		Marketing Management
A3	The mathematical and computational principles underlying computing Introductory understanding of the role of management in organisations undertaking computer science based activities	Students will be introduced to the underlying mathematics of logic and computer architecture. Intro to Programming Finance and Accounting

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
B1	Computational Problem solving	Intro to Programming UI & UX Design
B2	Define and understand the nature, scope and management of a wide variety of computing systems.	Strategic Management Computing Project 1 Finance and Accounting
B3	Define and understand the role of management of computer science technology activities within organisations.	Business Computing Project 1 Marketing Management

Subject specific skills and professional behaviours and attitudes

Code	Learning outcome	Taught by the following module(s)
C1	Programme computer software	Intro to Programming UI & UX Design
C2	Have core numeracy, literacy and IT skills to a graduate level.	Numeracy and IT skills are core to a computing degree and will feature throughout the curriculum.
C3	Be able to effectively present themselves and their work orally and in writing to a professional level.	Assessment throughout the programme will include considerable written and oral presentation.

Transferable skills (Elements)

Code	Learning outcome	Taught by the following module(s)
D1	Have core numeracy, literacy and IT skills to a graduate level	Numeracy and IT skills are core to a computing degree and will feature throughout the curriculum.
D2	Be able to effectively present themselves and their work orally and in writing to a professional level.	Assessment throughout the programme will include considerable written and oral presentation.
D3	Being able to effectively analyse and summarise business information and formulate a software-based solution	Computing Project 1

The **Diploma of Higher Education in Computer Science and Management** includes all learning outcomes of the Certificate of Higher Education in Computer Science and Management. Students graduating with a Diploma must achieve the learning outcomes of the Certificate of Higher Education to higher level characterised by greater breadth and depth of knowledge, greater independence in practical work and more critical skills in evaluation and analysis. In addition, the Diploma of Higher Education in Computer Science and Management. include the learning outcomes listed below. Learning outcomes should be achieved to the level of academic study or professional practice, within limited domains.

Knowledge and understanding

Code	Learning outcome	Taught by the following module(s)
A1	A range of topics in computing technologies across a range of core and specialist topics. Knowledge should be sufficient to apply in a professional Business Computing and Software Development	A range of compulsory and specialist modules including: Dynamic web apps Intro to Programming Mobile Computing Project 2 Social Change Project Statistics for Business & UX
A2	A range of topics designed to understand how to develop business ideas and opportunities and how organisational	A range of compulsory and specialist modules including:

Code	Learning outcome	Taught by the following module(s)
	behaviour drives the design of modern computer systems.	Developing Business Ideas and Opportunities Organisational Behaviour Software Development & Design Computing Project 2
A3	A range of topics designed to understand Organisational behaviour, marketing and business modelling and planning undertaken by modern companies operating in the Digital age	A range of compulsory and specialist modules including: Social Change Project Statistics for Business & UX Developing Business Ideas and Opportunities Organisational Behaviour Software Development & Design Computing Project 2

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Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
B1	Apply computational thinking to the design and implementation of computing systems. Knowledge should be sufficient to apply to practical software development problems.	This will primarily be taught in the 1st and 2nd compulsory and specialist modules. This skill will be applied across the programme but particularly in project-based modules including: Computing Project 2 Social Change Project
B2	Analyse and evaluate computing systems and technologies with reference to their management efficiency and correctness.	This will be taught across the curriculum, but primarily in the programming modules and Software Projects. Dynamic Web Applications Software Development & Design Computing Project 2
B3	Computing systems thinking and modelling for the design and implementation of computing systems at a professional level.	This will be taught across the curriculum, but primarily in the programming modules and Software Projects. This skill will be applied across the programme but particularly in project-based modules including Software Development & Design Dynamic web apps
B4	Work in a group to propose, plan and evaluate a significant piece of computing project work.	This will be taught in the 1st year modules Developing Business Ideas and Opportunities

Code	Learning outcome	Taught by the following module(s)
		Computing Project 2

Subject specific skills and professional behaviours and attitudes

Code	Learning outcome	Taught by the following module(s)
C1	Effective presentation and demonstration of computing issues.	This will be taught in the 1st year module Developing Business Ideas and Opportunities 2nd year module Computing Project 2
C2	Apply specific management techniques and technologies to modern organisations.	This will be taught in the 1st year modules and the 2nd year Module Computing Project 2 Software Development & Design
C3	Understand and apply business computing theories and approaches to real-world scenarios.	Computing Project 2 Dynamic web apps

Transferable skills

Code	Learning outcome	Taught by the following module(s)
D1	Have core numeracy, literacy and IT skills at graduate level.	Numeracy and IT skills is core to a computing degree and will feature throughout the curriculum. Computing Project 2
D2	Be able to reflect on and evaluate their work.	Students will be required to maintain a web page on which they will engage in reflective discussion of their work.

Code	Learning outcome	Taught by the following module(s)
		Computing Project 2
D3	Be independent and creative workers and learners	Our degree programmes have a particular focus, unusual in computing modules, on independent and creative work, starting with 1st year programming and continuing in Projects.
D4	Be able to work effectively in groups	Many modules will include group work but the largest scale will be the group project featured in the 1st year Module Business Enterprise in the Digital Era and the 2nd year Projects module.
D5	Be able to present themselves and their work effectively orally and in writing	The 1st and 2nd year modules feature formative and summative presentation assessments.

The **BSc (Hons) Computer Science and Management** include all learning outcomes of the Diploma of Higher Education. The learning outcomes must be achieved to a higher level characterised by greater specialist knowledge and skills as well as greater independence of thought and practical work. All learning outcomes should be achieved to the level of professional practice within the games industry and knowledge and thinking skills should be achieved to the level of academic practice. As well as the learning outcomes for the Diploma of Higher Education. The **BSc (Hons) Computer Science and Management** have the following outcomes.

Knowledge and understanding

Code	Learning outcome	Taught by the following module(s)
A1	A wide range of topics in computing technologies across a range of core and specialist topics. Knowledge should be sufficient to apply in a professional Software Development context.	The 3rd year optional taught modules and the compulsory specialist modules Social responsibilities of Management

Code	Learning outcome	Taught by the following module(s)
		Final Business computing Project

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
B1	Propose, plan and evaluate a significant piece of project work, under supervision of an expert.	Final computer Project)

Subject specific skills and professional behaviours and attitudes

Code	Learning outcome	Taught by the following module(s)
C1	Presentation and demonstration of computing issues and challenges at a professional level.	This will be taught in the 1st year modules, 2nd and final year projects. (Systems Analysis & Entrepreneurship pathways)
C2	Perform market and user group research relating to the viability of a computing based product or service	Creative and Social Enterprises and the final year project in Business Computing. (Systems Analysis & Entrepreneurship pathways)
C3	research and generate a business case for a software product	the final year project in Business Computing. (Systems Analysis & Entrepreneurship pathways)
C4	Apply specific technologies, methods and tools to the analysis, design and implementation of substantial computing software systems in relation to a business proposition	This will be taught across the curriculum and in particular in the final project.

Code	Learning outcome	Taught by the following module(s)
C5	Execute a significant piece of computing work, under supervision of an expert.	Final project module

Transferable skills

Code	Learning outcome	Taught by the following module(s)
D1	Be able to reflect on and critically evaluate their work	Students will be required to maintain a web page on which they will engage in reflective discussion of their work. The 3rd year optional taught modules and the compulsory specialist modules Business in the Digital Economy Social responsibilities of Management Final Business computing Project (Systems Analysis & Entrepreneurship pathways)
D2	Be able to present themselves and their work orally and in writing to a professional level.	This will be taught in throughout the curriculum culminating in the final year project The 3rd year optional taught modules and the compulsory specialist modules Business in the Digital Economy

Code	Learning outcome	Taught by the following module(s)
		Social responsibilities of Management
		Final Business computing Project
D3	Be independent and creative workers and learners	Our degree programmes have a particular focus, unusual in computing courses, on independent and creative work, starting with 1st year programming and continuing in [Practice Module] and culminating in the final year project. Students will be expected to tackle complete, independent projects of their own devising from the very beginning and will be expected to independently research and learn specialist topics.

The above learning outcomes are in concurrence with typical learning outcomes for Computing degrees as identified by the QAA subject benchmark.

How you will learn

The Department of Computing and the Institute of Management studies are committed to a diverse and stimulating range of learning and teaching methods that ensure the programme outcomes are addressed rigorously and effectively. Learning emphasises a close synthesis between theoretical understanding and practical application that helps you develop an advanced, critical approach to the subject of computing

The various modules of the programme provide a diverse range of topics across the scope of computer science and management. These are designed to form a coherent and cumulative body of knowledge and skills. These are further developed through your independent research and learning activities directed towards module assignments and the large-scale project component. The departments are committed to providing a diverse and

innovative range of teaching styles across its degree programmes. These include traditional lecture and laboratory sessions but also a range of more interactive and self-directed activities focusing on independent, creative work and self-presentation. The nature of the learning activities will vary greatly between different modules, but includes programming, building hardware devices, software design, project planning, group activity and creative work. In addition students will be expected to engage in considerable independent reading and practical work for all modules culminating in the final year project. This independent work will be supported by library resources, access to lab space and supervision from teaching staff.

The programme provides a range of modules, which provide a network of cross-referenced and cumulative knowledge across diverse areas of computing. You achieve the outcomes relevant to your individual pathway that combines compulsory and optional modules, through the experience of interconnected teaching and learning strategies across the various elements of the programme. All modules provide a weekly lecture-lab or other session, which reinforces preparatory or follow-up reading, and other related learning activities in both group and individual settings to foster new understandings and skills.

How you will be assessed

The Department of Computing and the Institute of Management studies recognise that high quality assessment is a vital part of learning, particular when used formatively, and providing valuable feedback for future learning. Our assessment is designed to reflect "real world" skills and activity in order to give our students a strong preparation for the work place.

No single method of assessment can capture all aspects of computing or the full range of skills required by our graduates. For this reason we are committed to providing many diverse styles of assessment and to the development and use of novel forms of assessment. Our methods of assessment are designed to reflect business relevant activities and to encourage independent, creative work. As well as traditional examinations, our assessment includes many different types of "hands on" practical work including software development, business planning and group work. Students will be required to present their work in a number of different ways that reflect the contemporary work place, including traditional reports but also oral presentations and extensive use of the web for self-presentation. Above all we encourage our students to be independent and creative thinkers and include considerable opportunities for open ended assessments that allow students to develop their own ideas.

Feedback is vital to effective continuing learning, the true value of assessment is that it shows students how to improve their work and learn more effectively in future. For this reason we are committed to providing timely and full feedback on all assessed assignments.

Throughout the degree programme assessment will happen in individual modules, each having assignments, each including some of the many diverse styles of assessment listed above, as well as end of year exams for some modules. As well as these small assignments, students will have a major project in their final year. This is a large scale piece of work which should integrate what students have learned throughout the programme. It provides students with an opportunity to independently tackle a large project that reflects real world software development. There are many different types of project, but all including the implementation of a substantial software system and a written report.

Assessments are expected to make up roughly half of the workload of a taught module. A 15 credit module corresponds to 150 hours of work. Roughly 80 hours of this should be taken up with assessed coursework and examinations (including revision). The remainder is made up of 40 hours of contact time and a further 30 hours of private study.

Below is a list of the major types of assessment used in the department. Individual modules may vary slightly Practical Coursework.

Most of our modules will include an element of practical coursework that includes programming or otherwise creating a software system based on the material presented in the module. You will work independently, with an opportunity to ask for help in lab sessions. You will submit the finished software together with a written report or other type of documentation (oral presentation, web site, in code comments etc.). The assessment of coursework may also involve an oral examination, typically of a random selection of student or where there is suspicion of plagiarism. A 15 credit module will typically have 1 coursework and a 30 credit module will have 2.

There are five main types of coursework that we set, though individual modules may differ slightly.

Practical Coursework (worth up to 40% of a 15 credit module). This will involve answering a number of specific questions that involve either creating software or hardware from scratch or editing existing software. It will typically include a report or equivalent documentation and require about 30 hours of work.

Extended Practical Coursework (worth between 40% and 80% of a 15 credit module). This will involve answering a number of specific questions that involve either creating software or hardware from scratch or editing existing software. The work involved will be more substantial than a normal coursework and will also include scope for extending that software

in ways that you choose. It will typically include a report or equivalent documentation and require about 50 hours of work.

Mini-project (worth between 80% and 100% of a 15 credit module). This will involve creating a substantial software system either partially or completely of your own design. It may also involve some formative working similar to a practical coursework. It will typically include a report or equivalent documentation and require about 80 hours of work.

Group project. This will involve creating a substantial software system or other piece of substantial work in collaboration with a group of other students. The group will submit the completed software, and each individual will write a report discussing their own contribution to the software and the working of the group. Your mark will be based on the success of the project as a whole and also your contribution to it. It will typically require about 80 hours of work.

Examined Coursework (worth 100% of a 15 credit module). Some of our modules will involve a number of practical coursework assessments or extended practical coursework assessments that are either partially or completely assessed by a written examination. This examination will consist of questions relating specifically to the coursework. In general a single mark will be given based on performance in the examination and submitted coursework.

Written Coursework

Coursework may also take the form of a written essay. This will involve applying the ideas presented in the module and doing independent research or problem solving. There are four types of written coursework that we may set.

Written Problem Sheet (worth up to 40% of a 15 credit module). This will involve written answer to a set of clearly defined mathematical or technical questions. They will typically require about 30 hours of work.

Essay (worth up to 40% of a 15 credit module). This will involve writing in answer to a question about a clearly defined topic. It will typically require about 30 hours of work.

Extended Essay (worth between 40% and 80% of a 15 credit module). This will involve writing in answer to a question about a clearly defined topic, but with more scope for independent research and choice of topic. It will typically require about 50 hours of work.

Mini-dissertation (worth between 80% and 100% of a 15 credit module). This will involve extensive independent research on a topic that is at least partially defined by you, within the scope of the module. It will typically require about 80 hours of work.

Examinations

The purpose of examinations is to test your understanding and work under timed, controlled conditions. Examinations will consist of a number of questions that you will have to answer in a limited time. They will be held in an examination hall in silence. A typical exam for a 15 credit (1 term) module will be 1hour 30 minutes long and consist of 3 questions with no choice, for a 30 credit (2 term) module it will be 3 hours and consist of 6 questions with no choice. Individual modules may have different examination arrangements. Typically you will not be allowed, notes, books or any internet access, though individual exams may allow access to certain books or web sites. There are four major types of examination used in the department:

Written Examinations. These examinations consist of a number of questions to be answered in writing. Typically this will be hand written on exam scripts provided.

Practical Examinations. These examinations will consist of a number of practical questions whose answers require programming or otherwise creative software systems. These examinations will be held in a computer laboratory with no internet access. Mixed Written/Practical Examinations. These examinations will consist of both written and practical questions. These examinations will be held in a computer laboratory with no internet access.

Coursework Examinations. These are written examinations where the questions are specifically about practical coursework that you will have done during the module (see above).

These methods of assessments are in concurrence with the QAA subject benchmarking statement.

Marking criteria

Mark	Descriptor	Specific Marking Criteria
80-100%	1st: First (Exceptional)	Represents an exceptional achievement beyond the standard requirements of a first class degree. Students' work should demonstrate considerable creative thought and be based on a critical evaluation of prior work. Work is likely to achieve some outcomes that would be expected at a higher level degree
70-79%	1st: First (Excellent)	Demonstration of a thorough grasp of relevant concepts, methodology and content appropriate to the subject discipline; indication of originality in application of ideas, in synthesis of material or in implementation; insight reflects

Mark	Descriptor	Specific Marking Criteria
		depth and confidence of understanding of the material. Students should be able to design and create computer systems that demonstrate considerable independent thought and are based on independent learning of prior work and existing technologies. Students should be able to critically evaluate their own work.
60-69%	2.1: Upper Second (Very good)	Demonstration of a sound level of understanding based on a competent grasp of relevant concepts, methodology and content; display of skill in interpreting complex material; organisation of material at a high level of competence. Students should be able to demonstrate the ability to independently design, implement and evaluate a high quality and complex computer systems using knowledge from across the programme.
50-59%	2.2: Lower Second (Good)	prior knowledge and material taught within the programme
40-49%	3rd: Third (Pass)	Represents the overall achievement of the appropriate learning outcomes to a threshold level (honours). Demonstration of a limited level of understanding of relevant concepts, methodology and content; clear if limited attempt to tackle problems; display of some skill in organisation of material. Students should demonstrate creation of a basic, complete and working computing system/ programme.
25-39%	Fail	Represents an overall failure to achieve the appropriate learning outcomes.
10-24%	Bad fail	Represents a significant overall failure to achieve the appropriate learning outcomes (shall be deemed a valid attempt and not necessarily required to be re- sat).
1-9%	Very bad fail	A submission that does not even attempt to address the specified learning outcomes (shall be deemed a non-valid attempt and module must be re-sat).
0%	Non submission or plagiarised	Work was not submitted or it was plagiarised

These methods of assessments are in concurrence with the QAA subject benchmarking statement.

Mode of study

On Campus

Programme structure

An undergraduate honours degree is made up of 360 credits – 120 at Level 4, 120 at Level 5 and 120 at Level 6. If you're a full- time student, you will usually take Level 4 modules in the first year, Level 5 in the second, and Level 6 modules in your final year.

A standard module is worth 30 credits. Some programmes also contain 15-credit half modules or can be made up of higher-value parts, such as a dissertation or Major Project.

Level 4

First year modules get you developing real world solutions from the very beginning. You will learn technical programming and management skills while at the same time working in teams to develop complete software products with a focus on businesses and organisations.

In the second term, you will undertake the modules that focuses both on computer science and technical aspects of Computing by analysing the technologies used, and the management theories applied, by successful businesses and organisations across the world.

Level 5

Modules in the second year deepen your technical abilities with modules on advanced programming, mobile development and databases, but also introduce you to practical and theoretical entrepreneurship skills. You will deepen your real world management skills in environments that mirrors industry practices.

In the second year students will be taught specialist models in both computer science and management including, organisational behaviour, Developing Business Ideas and Opportunities, Software development and design, Dynamic Web Applications

This degree includes an optional placement year between the second and final year of study (subject to eligibility). Although we encourage you to take the opportunity of a placement year, you can also complete your degree in a straight three years.

Level 6

In the final year of study all students will be all required to undertake a module in social responsibility of management and understanding business in the digital economy. These modules will provide students with all the professionalism necessary to gain good careers within the digital economy. Students would also be given the opportunity to choose modules from both the Computing department and the Institute for management studies in order to personalise their degrees.

Your final year will prepare you for a major project, in which you apply your technological and business skills to solve real-world problems in innovative and practical ways. You will learn project management together with specialist computing topics from a range of optional courses. You will then undertake your final major project in which you will develop a business plan for a software or hardware product and then go on to implement that product.

If you opt for an industrial placement year, your placement tutor will assess your work. If you complete the placement year successfully, you earn the endorsement 'with work experience' on your degree certificate.

Students will decide their options in consultation with the programme leader.

BSc Computer Science and Management – full-time

Academic year of study 1

Module Name	Module Code	Credits	Level	Module Type	Term
Identity, Agency and Environment 1	CC5001A	15	4	Compulsory	1
Introduction to Programming	IS51031B	15	4	Compulsory	1
UI & UX Design	IS51019B	15	4	Compulsory	1
Strategic Management	IM51006E	15	4	Compulsory	1
Identity, Agency and Environment 2	CC5002A	15	4	Compulsory	2
Computing Project 1	IS51036A	15	4	Compulsory	2
Marketing Management	IM51015A	15	4	Compulsory	2
Finance and Accounting	IM51005B	15	4	Compulsory	2

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BSc Computer Science and Management – full-time

Academic year of study 2

Module Name	Module Code	Credits	Level	Module Type	Term
The Goldsmiths Elective (Chosen from a list made available annually of modules which provide an opportunity to undertake study in another discipline without pre-requisites or prior knowledge)	Various	15	5	Compulsory	1
Dynamic web apps	IS52027E	15	5	Compulsory	1
Fundamentals of Computer Science		15	5	Compulsory	2
Organisational Behavior	IM52002	15	5	Compulsory	1
Developing Business Ideas and Opportunities	IM51018	15	5	Compulsory	1
Computing Project 2	IS52018F	15	5	Compulsory	2
Goldsmiths' Social Change Project	CC52	15	5	Compulsory	2
Software Development & Design		15	5	Compulsory	1

BSc Computer Science and Management with Work Experience – full-time

Academic year of study 3

Module Title	Module Code	Credits	Level	Module Status	Term
Work Placement	IS53031A	0	6	Compulsory	1-3

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Academic year of study 3 for Computer Science and Management (and 4 for BSc Computer Science and Management with Work Experience)

Module Name	Module Code	Credits	Level	Module Type	Term
Final Project in Computer Science		45	6	Compulsory	1,2,3
IMS module (Modules to the value of 15 credits from a list of third year modules from the IMS)	Various	15	6	Compulsory	1
CS Module (Modules to the value of 15 credits from a list of third year modules from the DC)	Various	15			1
Free Elective (Modules to the value of 15 credits from a list of third year modules)	Various	15	6	Compulsory	1
Social responsibilities of Management		15	6	Compulsory	2
Free Elective (Modules to the value of 30 credits from a list of third year modules)	Various	30	6	Compulsory	2

BSc Computer Science and Management– part-time

Academic year of study 1

Module Name	Module Code	Credits	Level	Module Type	Term
Identity, Agency and Environment 1	CC5001A	15	4	Compulsory	1
Introduction to Programming	IS51031B	15	4	Compulsory	1
UI & UX Design	IS51019B	15	4	Compulsory	1
Strategic Management	IM51006E	15	4	Compulsory	1

Academic year of study 2

Module Name	Module Code	Credits	Level	Module Type	Term
Identity, Agency and Environment 2	CC5002A	15	4	Compulsory	2
Computing Project 1	IS51036A	15	4	Compulsory	2
Marketing Management	IM51015A	15	4	Compulsory	2
Finance and Accounting	IM51005B	15	4	Compulsory	2

Academic year of study 3

Module Name	Module Code	Credits	Level	Module Type	Term
The Goldsmiths Elective (Chosen from a list made available annually of modules which provide an opportunity to undertake study in another discipline without pre-requisites or prior knowledge)	Various	15	5	Compulsory	1
Statistics for Business & UX		15	5	Compulsory	2
Developing Business Ideas and Opportunities	IM51018	15	5	Compulsory	2
Software Development & Design		15	5	Compulsory	1

Academic year of study 4

Module Name	Module Code	Credits	Level	Module Type	Term
Computing Project 2	IS52018F	15	5	Compulsory	2
Social Change Project		15	5	Compulsory	2
Dynamic web apps	IS52027E	15	5	Compulsory	1
Organisational Behavior	IM52002	15	5	Compulsory	1

Academic year of study 5 for BSc Computer Science and Management with Work Experience – part time

Module Title	Module Code	Credits	Level	Module Status	Term
Work Placement	IS53031A	0	6	Compulsory	1-3

Academic year of study 5 for BSc Computer Science and Management part-time (and 6 for BSc Business Computer Science and Management with Work Experience – part time)

Module Name	Module Code	Credits	Level	Module Type	Term
CS Module (Modules to the value of 15 credits from a list of third year modules from the DC)	Various	15	6	Compulsory	1
Free Elective (Modules to the value of 30 credits from a list of third year modules from DC & IMS)	Various	30	6	Compulsory	2
Social responsibilities of Management		15	6	Compulsory	2

Academic year of study 6 for BSc Computer Science and Management part-time (and 7 for BSc Science and Management with Work Experience – part time)

Module Name	Module Code	Credits	Level	Module Type	Term
IMS module (Modules to the value of 15 credits from a list of third year modules from the IMS)	Various	15	6	Compulsory	1

Module Name	Module Code	Credits	Level	Module Type	Term
Final Project in Computer Science		45	6	Compulsory	1,2,3

Academic support

Support for learning and wellbeing is provided in a number of ways by departments and College support services who work collaboratively to ensure students get the right help to reach their best potential both academically and personally.

All students are allocated a Personal Tutor (one in each department for joint programmes) who has overall responsibility for their individual progress and welfare. Personal Tutors meet with their student at least three a year either face-to-face, as part of a group and/or electronically. The first meeting normally takes place within the first few weeks of the autumn term. Personal Tutors are also available to students throughout the year of study. These meetings aim to discuss progress on modules, discussion of the academic discipline and reports from previous years if available (for continuing students). This provides an opportunity for progress, attendance and assessment marks to be reviewed and an informed discussion to take place about how to strengthen individual learning and success.

All students are also allocated a Senior Tutor to enable them to speak to an experienced academic member of staff about any issues which are negatively impacting their academic study and which are beyond the normal scope of issues handled by Programme Convenors and Personal Tutors.

Students are provided with information about learning resources, the Library and information available on Learn.gold (VLE) so that they have access to department/ programme handbooks, programme information and support related information and guidance.

Taught sessions and lectures provide overviews of themes, which students are encouraged to complement with intensive reading for presentation and discussion with peers at seminars. Assessments build on lectures and seminars so students are expected to attend all taught sessions to build knowledge and their own understanding of their chosen discipline.

All assessed work is accompanied by some form of feedback to ensure that students' work is on the right track. It may come in a variety of forms ranging from written comments on a marked essay to oral and written feedback on developing projects and practice as they attend workshops.

Students may be referred to specialist student services by department staff or they may access support services independently. Information about support services is provided on the Goldsmiths website and for new students through new starter information and induction/Welcome Week. Any support recommendations that are made are agreed with the student and communicated to the department so that adjustments to learning and teaching are able to be implemented at a department level and students can be reassured that arrangements are in place. Opportunities are provided for students to review their support arrangements should their circumstances change. The Disability and Wellbeing Services maintain caseloads of students and provide on-going support.

The Careers Service provides central support for skills enhancement, running The Gold Award scheme and other co-curricular activities that are accredited via the Higher Education Achievement Report (HEAR).

The Centre for Academic Language and Literacies works with academic departments offering bespoke academic literacy sessions. It also provides a programme of academic skills workshops and one-to-one provision for students throughout the year

Placement opportunities

This programme offers a work experience opportunity.

Employability and potential career opportunities

Graduates from this programme are expected to work in a great variety of areas, including management consultancy, information technology, creative industries, electronic commerce, banking, and general management. Many will also go on to study at postgraduate level research. Employers increasingly demand that new recruits are able to add immediate value to their organisation. Because this programme offers the option of an industrial placement year, students can demonstrate that they have already achieved a certain level of professional competence and maturity, which could help you stand out in the job market.

Tuition fee costs

In addition to your tuition fees, you will be responsible for meeting standard costs associated with your study. Find out more information at gold.ac.uk/programme-costs

Specific programme costs

n/a