Programme Title: BSc Computer Science and Multimedia

Programme Specification

Awarding Body/Institution: Queen Mary, University of London
Teaching Institution: Queen Mary, University of London
Name of Final Award and Programme Title: Bachelor of Science (BSc) Computer Science and Multimedia
Name of Interim Award(s): Cert HE, Dip HE. BSc
Duration of Study / Period of Registration: 3 years FT
QM Programme Code / UCAS Code(s): G450
QAA Benchmark Group: Computing
FHEQ Level of Award: Level 6
Programme Accredited by: Chartered Institute for IT (BCS), Institution of Engineering and Technology (IET)
Date Programme Specification Approved: 
Responsible School / Institute: School of Electronic Engineering & Computer Science

Schools which will also be involved in teaching part of the programme
N/A

Institution(s) other than Queen Mary that will provide some teaching for the programme
N/A

Programme Outline

This degree programme gives you a solid grounding in computer science with a specialized focus on multimedia. The final year covers technical areas such as the delivery of multimedia content over the internet, compression techniques such as MP3 and 3D computer graphics. The programme also involves studying human factors in multimedia, including the principles for designing graphical user interfaces and the study of interactive systems.

Aims of the Programme

The overall aims of this programme are to produce graduates with a sound understanding of the discipline of computer science, equipped with the skills to develop and maintain multimedia systems.

The programme has four main themes: software engineering, computer systems, applications and multimedia design and
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implementation. The aim is to provide a good coverage of the foundations of these areas along with the opportunity for students to develop deeper understanding of web technologies and to acquire the associated skills.

The programme has a strong practical character and students gain experience in building a variety of computer systems in a range of progressively demanding situations.

Alongside this, the programme pays attention to the wider context of computing and the development of transferable skills such as writing, presentation and team work. The programme is under continual revision to ensure it matches the needs of both students and their future employers.

What Will You Be Expected to Achieve?

The programme provides opportunities for students to develop and demonstrate knowledge, understanding and skills in the following areas. The outcomes are informed by the QAA subject benchmark statement in Computing, the requirements of the BCS and IEE for CEng accreditation and the ACM Computing Curricula 2001.

Software Engineering
• knowledge of the basic theory of programming languages and of the main classes of languages
• experience in using several programming languages
• appreciate the importance of simplicity, robustness and systematic organization in program design
• knowledge of fundamental algorithms and the notion of complexity
• experience in applying a range of methods in the development of large-scale software systems
• knowledge of the software life-cycle, software design methodologies and software development tools
• understanding of database principles and techniques and their role they play in information management

Computer Systems
• knowledge of computer system components and architecture
• understanding of the principles of operating systems and networks and the techniques required for their implementation
• knowledge of specific operating systems including experience in implementing parts of an operating system
• knowledge of the common protocols used in networks

Applications
• knowledge and understanding of some major application areas in the sciences, medicine, industry and commerce
• knowledge of some advanced application techniques and experience with using them in practice
• knowledge of usability principles and the ability to apply them in practice

Multimedia Design & Implementation
• Understand the importance of usability in multimedia system design and appreciate a range of techniques used in evaluating the usability of human computer interfaces
• Understand the usability and technical trade-offs inherent in making choices between media for the representation and storage of information
• Develop the knowledge and skills to design, implement and evaluate multimedia applications

Generic Knowledge and Transferable Skills
• experience in problem-solving
• work effectively as a member of a design team
• knowledge of project management skills
• appreciate the presence of risk in engineering practice
• produce well-written technical reports
• understanding of the mathematical, scientific and engineering elements of computer science
• understanding of the historical, social and professional context of computer science
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Academic Content:

A1 Knowledge and skills related to the key field of software engineering, including the ability to design, implement and test algorithms and larger programmes in a rigorous and principled way, and detailed understanding of the software development life-cycle, relevant methodologies and tools.

A2 Knowledge and skills related to the key field of computer systems, including understanding of the principles of computer architecture, operating systems and networks, and the ability to use specific techniques for small-scale implementations.

A3 Knowledge and skills related to the key field of applications, including understanding of some of the major application areas in the sciences, medicine, industry and commerce, and the ability to grasp and apply appropriate usability principles and techniques for these areas.

A4 Knowledge and skills related to the key field of multimedia design and implementation, including understanding of usability in multimedia system design, and the ability to design, implement and evaluate multimedia applications.

Disciplinary Skills - able to:

B1 Analyse and solve technical problems effectively, both individually and as part of a design team

B2 Understand and apply technical project management techniques and skills

B3 Demonstrate awareness and understanding of the mathematical, scientific and engineering foundations of the discipline of computer science

B4 Demonstrate awareness and understanding of the historical, social, professional, industrial and ethical context of the discipline of computer science

B5 Communicate technical detail effectively to a variety of audiences, both through production of well-written technical reports and through oral presentation / demonstration

Attributes:

C1 Connect information and ideas within the broader context of the discipline of computer science

C2 Acquire and apply knowledge in a critical way, evaluating its reliability and relevance, in order to investigate and solve unfamiliar problems

C3 Explain complex technical concepts clearly in a variety of settings, to a variety of audiences, using a variety of media

C4 Develop a strong sense of intellectual and professional integrity

C5 Think and work creatively, using information and experience as the basis for decision-making

How Will You Learn?

Each non-project-based module involves lectures, problem solving coursework and practical sessions. Lectures are used to introduce principles and methods and also to illustrate how they can be applied in practice. Coursework allows students to develop their skills in problem solving and to gain practical experience. Practical sessions provide students with guidance and help while solving a problem. These lessons take the form of exercise classes and programming laboratories that allow the students to learn-by-doing in order to complement the lectures.

Individual projects are undertaken throughout the year under the supervision of an academic member of staff with whom there
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Weekly consultancy meetings. These are used for students to report on their progress, discuss research and design issues and plan their future work. This develops and reinforces students’ ability to communicate technical ideas clearly and effectively. The Projects Coordinator also runs a thread of taught sessions to support the project module.

How Will You Be Assessed?

The assessment of taught modules normally consists of a combination of written examination and coursework.

Project modules are normally examined on the basis of a written report, a formal oral presentation, and, where applicable, a demonstration of any software and/or hardware developed.

How is the Programme Structured?

Semester 1
ECS401U Procedural Programming
ECS402U Professional and Research Themes
ECS404U Computer Systems and Networks
ECS407U Logic and Discrete Structures

Semester 2
ECS414U Object Oriented Programming
ECS416U Introduction to Multimedia
ECS417U Fundamentals of Web Technology
ECS419U Information Systems Analysis

EECS422U - Skills for Electronic Engineering and Computer Science (sem1/2. Non credit bearing module)

Semester 3
ECS505U Software Engineering
ECS507U Website Design and Authoring
ECS509U Probability and Matrices
ECS524U Internet Protocols and Applications

Semester 4
ECS506U Software Engineering Project
ECS518U Operating Systems
ECS519U Database Systems
ECS522U Graphical User Interfaces

Semester 5
ECS635U Project (30 credits)
ECS612U Interaction Design

Plus two from:
ECS604U Entrepreneurship in Information Technology
ECS607U Data Mining
ECS610U Computer Graphics
ECS613U Advanced Database Systems and Technology
ECS634U Algorithms and Complexity
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ECS640U Big Data Processing
ECS642U Embedded Systems
ECS646U Software Development and Quality

Semester 6
ECS635U Project (contd)
ECS637U Digital Media and Social Networks
Plus two from:
ECS608U Distributed Systems and Security
ECS621U Software Risk Assessment
ECS624U C++ for Image Processing
ECS629U Artificial Intelligence
ECS639U Web Programming
ECS641U Communicating and Teaching Computing

Academic Year of Study 1

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<tr>
<th>Module Title</th>
<th>Module Code</th>
<th>Credits</th>
<th>Level</th>
<th>Module Selection Status</th>
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What Are the Entry Requirements?

A/AS-levels
Tariff/Grades requirement: BBB(300 points) GCSE Maths grade B or above.

Vocational or applied A-levels
Acceptability: Accepted and subject to the above tariff requirements for A/AS-levels.
Must be in related subject, ICT/Computing.

BTEC Extended Diploma
Pass with D*DD in ICT/Computing with grade B GCSE Maths.

BTEC Diploma (120 Credit)
Pass with DD in ICT/Computing with grade B in A-level Maths or ICT.

BTEC Subsidiary Diploma (60 Credit)
Pass with D*. These qualifications are acceptable ONLY if offered with two appropriate A-levels, ie Maths/ICT grade B.

HNC
First year entry only. 120 credits at level 4. Must be distinction overall.

HND
Second year may be possible. 240 credits at level 5. Pass HND with distinction overall.

Access
Pass with 45 credits in Access in Computing at level 3, of which 30 credits must be Distinction and 15 credits at Merit or Higher. An additional entry maths test will be required if you do not hold GCSE Mathematics.

International Baccalaureate
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Acceptability: Acceptable on its own and combined with other qualifications. Subjects and grades required: 32 points overall. Must include either HL English grade 4 or SL English grade 4 or above.

IELTS 6.0(5.5 in all components)

How Do We Listen and Act on Your Feedback?

The Student-Staff Liaison Committee provides a formal means of communication and discussion between the School and its students. The committee consists of student representatives from each cohort, together with appropriate representation from School staff. It is designed to respond to the needs of students, as well as act as a forum for discussing programme and module developments. Student-Staff Liaison Committees meet four times a year, twice in each teaching semester.

Each semester, students are invited to complete a web-based module questionnaire for each of their taught modules, and the results are fed back through the SSLC meetings. The results are also made available on the student intranet, as are the minutes of the SSLC meetings. Any actions necessary are taken forward by the relevant Senior Tutor, who chairs the SSLC, and general issues are discussed and actioned through the School’s Learning and Teaching Committee.

The School’s Learning and Teaching Committee advises the Director of Taught Programmes on all matters relating to the delivery of taught programmes at school level including monitoring the application of relevant QM policies and reviewing all proposals for module and programme approval and amendment before submission to Taught Programmes Board. Student views are incorporated in this Committee’s work in a number of ways, including through student membership and consideration of student surveys and module questionnaires.

The School participates in the College’s Annual Programme Review process, which supports strategic planning and operational issues for all undergraduate and taught postgraduate programmes. The APR includes consideration of the School’s Taught Programmes Action Plan, which records progress on learning and teaching related actions on a rolling basis. Students’ views are considered in the APR process through analysis of the NSS and module questionnaires, among other data.

Academic Support

All students are assigned an academic advisor during induction week. The advisor’s role is to guide their advisees in their academic development including module selection, and to provide first-line pastoral support.

In addition, the School has 2 Senior Tutors for undergraduate students who provide second-line guidance and pastoral support for students, as well as advising staff on related matters.

Every member of teaching staff holds 2 open office hours per week during term-time.

Programme-specific Rules and Facts

N/A

Specific Support for Disabled Students

Queen Mary has a central Disability and Dyslexia Service (DDS) that offers support for all students with disabilities, specific learning difficulties and mental health issues. The DDS supports all Queen Mary students: full-time, part-time, undergraduate, postgraduate, UK and international at all campuses and all sites.
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Students can access advice, guidance and support in the following areas:
- Finding out if you have a specific learning difficulty like dyslexia
- Applying for funding through the Disabled Students’ Allowance (DSA)
- Arranging DSA assessments of need
- Special arrangements in examinations
- Accessing loaned equipment (e.g. digital recorders)
- Specialist one-to-one “study skills” tuition
- Ensuring access to course materials in alternative formats (e.g. Braille)
- Providing educational support workers (e.g. note-takers, readers, library assistants)
- Mentoring support for students with mental health issues and conditions on the autistic spectrum.

Links With Employers, Placement Opportunities and Transferable Skills

The School has a wide range of industrial contacts secured through research projects and consultancy, our Industrial Experience programme and our Industrial Advisory Panel.

The Industrial Advisory Panel works to ensure that our programmes are state-of-the-art and match the changing requirements of this fast-moving industry. The Panel includes representatives from a variety of Computer Science oriented companies ranging from SMEs to major blue-chips. These include: Microsoft Research, IBM, The National Physical Laboratory, National Instruments, PA Consulting, Rohde and Schwarz, O2, Cisco Systems, ARM, Selex and BAE Systems.

Recent graduates have found employment as IT consultants, specialist engineers, web developers, systems analysts, software designers and network engineers in a wide variety of industries and sectors. A number of students also go on to undertake PhDs in electronic engineering and computer science. Merrill Lynch, Microsoft, Nokia, Barclays Capital, Logica, Credit Suisse, KPMG, Transport for London, Sky and Selex ES are among the organizations that have recently employed graduates of EECS programmes.

Transferable skills are developed through a variety of means, including embedding of QM Graduate Attributes in taught modules and the project, together with the opportunity to participate in extra-curricular activities, e.g. the School’s E++ Society, the School’s Annual Programming Competition and external competitions with support from the School.

Programme Specification Approval

<table>
<thead>
<tr>
<th>Person completing Programme Specification</th>
<th>Jane Reid</th>
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<tbody>
<tr>
<td>Person responsible for management of programme</td>
<td>William Marsh</td>
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<tr>
<td>Date Programme Specification produced/amended by School Learning and Teaching Committee</td>
<td>5 Feb 2015</td>
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<tr>
<td>Date Programme Specification approved by Taught Programmes Board</td>
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Queen Mary
University of London