
Level 4-6, University of Chester, BSc Computer Science – Full-Time

What is the course about?

Throughout our course you will explore how computers work, how computer software is developed, how computers communicate with each other, and the ways in which software manipulates, stores and processes data. Throughout the first two years, you will learn to work effectively in teams, working on diverse projects which is the most important skill that employers require. You will be taught using a mixture of lectures, workshops, seminars and case studies.

Modules are subject to change over time.

Further details from: www1.chester.ac.uk/study/undergraduate/computer-science

What are the entry requirements?

Typical entry requirements are a minimum of 96 UCAS points gained from GCE A Levels or BTEC Level 3 qualifications. Other factors may be taken into consideration such as professional qualifications and relevant work experience.

Interviews are required.

What Subjects will I study?

Level 4 (1st year)

Professional skills, Mathematics, Databases I, Web, Programming I, Operating systems & hardware, User experience

Level 5 (2nd year)

Networks & computer systems, Databases II, Data structures & algorithms, Web application development, Experiential learning, Programming II

Level 6 (3rd year)

Dissertation (equivalent to 2 modules)

Two from Programming III, Systems Analysis, Software quality, Adv. User Experience (HCI)

Two from Intelligent technologies & Machine learning, Web Development Enterprise, Network Protocols and Methods, Cryptography and Security, Computer Graphics

How will I be assessed?

Assessment takes place using exams and coursework, although the precise ratio depends on individual modules.

What are my progression and career options?

Masters in Advanced Computer Science, employment.

Who should I contact?

All enquiries regarding this course can be made through the Higher Education Administration Team by telephoning 648210 or email: HE@ucm.ac.im