

BSc (Hons) Computing

Computing is a creative activity which applies appropriate technology to the solution of problems. Computing professionals are involved in the investigation and analysis of problems, the design and evaluation of feasible solutions and the implementation of cost-effective ways of meeting user needs. They must communicate with a wide range of people (managers, users and colleagues) and be aware of the business implications of the decisions made.

Our BSc (Hons) Computing students learn how to stay up to date with the latest tools and techniques and practice their application to real-world problems. The programme offers optional modules that focus on the specialised areas of:

> **Software Engineering**

Develop specialised knowledge and skills to become a full stack and highly employable software engineer.

> **Computer Games Development**

Train in computer games development with specialised skills in games programming and 3D computer graphics in our state-of-the-art game studio.

> **Computer Networks and Security**

Engage with the latest network and communication technologies and leverage the opportunity to achieve professional certifications such as Cisco CCNA, AWS Cloud Essentials and LPI Essentials.

The programme's diverse curriculum and highly practical focus equip our graduates with the necessary skills to have a successful career in the industry. The programme is proud of its high student satisfaction rate, internship and placement offerings, technology-enhanced learning environment, high employability rate and industry collaborations.

Our BSc (Hons) Computing programme is accredited by the British Computing Society (BCS), the Chartered Institute for IT, as meeting the academic requirement for registration as a Chartered IT Professional (CITP), and by BCS on behalf of the Engineering Council of the UK, as meeting the academic requirement for Incorporated Engineer (IEng) and partially meeting the academic requirement for Chartered Engineer (CEng). The programme is also recognised by the Cyprus Technical and Scientific Chamber (ETEK).



BSc (Hons) Computing

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YEAR 1

MODULES	SEMESTER	ECTS
COMPULSORY		
Introduction to Programming	1	10
Explorations in Computing	2	10
Introduction to Networking	YL	10
Discrete Mathematics	YL	10
University Elective	YL	10
Academic Writing OR	YL	10
Study and Research Skills	YL	10

YEAR 2

MODULES	SEMESTER	ECTS
COMPULSORY		
The Computing Challenge	YL	10
Games Concepts	YL	10
Algorithms and Data Structures	YL	10
Computer Systems and Security	YL	10
Systems Analysis & Database Design	YL	10
Web Technologies	YL	10

YEAR 3

MODULES	SEMESTER	ECTS
COMPULSORY		
Advanced Programming	YL	10
The Agile Professional	YL	10
OPTIONAL		
SOFTWARE ENGINEERING		
Software Development	YL	10
Computer Security	YL	10
Mobile Computing	YL	10
Database Systems	YL	10
COMPUTER GAMES DEVELOPMENT		
Games Development 1	YL	10
Software Development	YL	10
Computer Graphics	YL	10
Database Systems	YL	10
COMPUTER NETWORKS AND SECURITY		
Network Management	YL	10
Computer Security	YL	10
Introduction to Network Routing	YL	10
Digital Evidence and Incidence Response	YL	10

To complete the award in sandwich mode the below module must be taken in addition to the standard academic programme.

OPTIONAL SANDWICH YEAR		Notional Credits
Industrial Placement Year	YL	60

YEAR 4

MODULES	SEMESTER	ECTS
COMPULSORY		
Double Project	YL	20
OPTIONAL		
SOFTWARE ENGINEERING		
Advanced Software Engineering	YL	10
Distributed Enterprise Systems	YL	10
Artificial Intelligence	YL	10
Cloud Computing	YL	10
Computer Graphics	YL	10
COMPUTER GAMES DEVELOPMENT		
Games Development 2	YL	10
Maths and Technology for Games	YL	10
Artificial Intelligence	YL	10
Cloud Computing	YL	10
Mobile Computing	YL	10

CAREER OPTIONS

A range of careers opens to students upon completion of their degree. These include roles in business requirements analysis, design and development of database-backed systems, development of web and mobile applications, computer games development, system testing and management, wired and wireless networks management, network security, and many more. Moreover, the broad skills that our students acquire enable them to remain competitive in the fast evolving area of computing technology.

LINK WITH PROFESSIONAL BODIES

Course Graduates are eligible to register to the Cyprus Scientific and Technical Chamber (ETEK).

BCS ACCREDITATION

This degree has been accredited by the British Computing Society (BCS), the chartered institute for information technology (IT). The BCS is committed to making IT good for society. This accreditation is a mark of assurance that the BSc (Hons) Computing degree offered at UCLan Cyprus entitles our graduates to professional membership of the BCS, which is an important part of the criteria for achieving Chartered IT Professional (CITP) status. Some employers recruit preferentially from accredited degrees, and an accredited degree is likely to be recognised by other countries that are signatories to international accords.

ENTRY REQUIREMENTS

The minimum requirements are:

> Apolytirion or High School Leaving Certificate, or 96 A' Level points (new Tariff system) in relevant subjects.

> Proof of English Language knowledge to a score of at least IELTS 5.5, or other equivalent according to the Common European Framework of Reference for Languages (CEFR).

The University reserves the right to make amendments to programmes in order to improve the quality of learning content and outcomes.

COMPUTER NETWORKS AND SECURITY

Cloud Computing	YL	10
Advanced Routing	YL	10
Wireless and Mobile Networks	YL	10
Penetration Testing	YL	10



**University of
Central Lancashire**
UCLan Cyprus