

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 Cyber Security
Engage with the latest network and communication technologies and leverage the opportunity to achieve professional certifications such as Cisco CCNA, AWSCloud 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 Computer 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

YEAR 1	S	E
COMPULSORY Introduction to Programming Explorations in Computing Introduction to Networking Discrete Mathematics University Elective Academic Writing OR Study and Research Skills	1 2 YL YL YL YL YL	10 10 10 10 10 10
YEAR 2	S	E
COMPULSORY The Computing Challenge Games Concepts Algorithms and Data Structures Computer Systems and Security Systems Analysis & Database Design Web Technologies	YL YL YL YL YL YL	10 10 10 10 10
YEAR 3	s	E
COMPULSORY Advanced Programming The Agile Professional	YL YL	10 10
OPTIONAL SOFTWARE ENGINEERING Software Development Cyber Security Mobile Computing Database Systems	YL YL YL YL	10 10 10 10
COMPUTER GAMES DEVELOPMENT Games Development 1 Software Development Computer Graphics Database Systems	YL YL YL YL	10 10 10 10
COMPUTER NETWORKS AND SECURITY Network Management Cyber Security Introduction to Network Routing Digital Evidence and Incidence Response	YL YL YL YL	10 10 10 10
To complete the award in sandwich mode the below module must be taken in addition to the standard academic programme.		
Optional Sandwich Year Industrial Placement Year	YL	60

YEAR 4	S	E
COMPULSORY Double Project	YL	20
OPTIONAL SOFTWARE ENGINEERING Advanced Software Modelling Distributed Enterprise Systems Artificial Intelligence Cloud Computing Computer Graphics	YL YL YL YL YL	10
COMPUTER GAMES DEVELOPMENT Games Development 2 Maths and Technology for Games Artificial Intelligence Cloud Computing Mobile Computing	YL YL YL YL YL	
COMPUTER NETWORKS AND SECURITY Cloud Computing Advanced Routing Wireless and Mobile Networks Penetration Testing	YL YL YL YL	10 10 10 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. 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 Computer 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).



