KEY PROGRAMME INFORMATION

Originating institution(s) Bournemouth University	**Faculty responsible for the programme** Faculty of Science and Technology

Final award(s), title(s) and credits
BSc (Hons) Information Technology Management - 120 (60 ECTS) Level 5 / 120 (60 ECTS) Level 6 credits
Cert HE Computing – 120 (60 ECTS) Level 4 credits

Intermediate award(s), title(s) and credits
Dip HE Information Technology Management -120 (60 ECTS) Level 4 / 120 (60 ECTS) Level 5 credits
Cert HE Computing – 120 (60 ECTS) Level 4 credits

UCAS Programme Code(s) (where applicable and if known) G506	**HECoS (Higher Education Classification of Subjects) Code and balanced or major/minor load.** 100753 (25%) Systems analysis & design 100371 (50%) Information systems 100812 (25%) Project management

External reference points
    The UK Quality Code for Higher Education;
    Chapter A1: The National Level (incorporating the Framework for Higher Qualifications (FHEQ) in England, Wales and Northern Ireland);
    Chapter A2: The Subject and Qualification Level (incorporating the Subject benchmark statements for Computing (2015));
    BCS – The Chartered Institute for IT guidelines

Professional, Statutory and Regulatory Body (PSRB) links
BCS – The Chartered Institute for IT accreditation
(http://wam.bcs.org/wam/coursesearch.aspx#CoursesPL)

Places of delivery
Bournemouth University

Mode(s) of delivery Full-time sandwich (Full-time without placement)	**Language of delivery** English

Typical duration
4 years (3 years without placement)

Date of first intake September 2019	**Expected start dates** September
Maximum student numbers Not applicable	**Placements** A minimum of 30 weeks
Partner(s) Not applicable	**Partnership model** Not applicable

Date of this Programme Specification
January 2022

Version number
v1.5-0923

Approval, review or modification reference numbers
E2017037
EC1819 14, approved 05/03/2019
BU 1819 01
FST 1920 21, approved 05/02/20 - previously v1.1-0919
BU 2021 01, approved 30/09/20 - previously v1.2-0920
FST 212 10, approved 11/01/22 - previously v1.3-0921
FST 2122 26, approved 28/06/2022 – previously v1.4-0922
EC 2122 78
EC 2223 02
EC 2223 32

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PROGRAMME STRUCTURE

Programme Award and Title: BSc (Hons) Information Technology Management									

Year 1/Level 4
Students are required to complete all 6 core units

Unit Name	Core/ Option	No of credits	Assessment Element Weightings			Expected contact hours per unit	Unit version no.	HESA HECoS code(s)	
			Exam 1	Cwk 1	Cwk 2			HECoS Subject Code and %	HECoS Subject Code and %
Principles of Programming	Core	20 (L4)	50%	50%		48	1.1	100956 (100%)	
Computer Fundamentals	Core	20 (L4)	50%	50%		48	2.2	100735 (50%)	100734 (50%)
Data and Databases	Core	20 (L4)	50%	50%		48	4.2	100754 (50%)	100755 (50%)
Networks and Cyber Security	Core	20 (L4)	50%	50%		48	2.2	100376 (50%)	100365 (50%)
Applications of Programming Principles	Core	20 (L4)		100%		48	1.1	100956 (70%)	100373 (30%)
Business Systems Analysis and Design	Core	20 (L4)	30%	70%		48	2.1	100753 (50%)	100360 (50%)
Progression requirements: Requires 120 credits at Level 4 **Exit qualification:** Cert HE Computing									

Year 2/Level 5
4 core, 2 option

Unit Name	Core/ Option	No of credits	Assessment Element Weightings			Expected contact hours per unit	Unit version no.	HESA HECoScode(s)	
			Exam 1	Cwk 1	Cwk 2			Subject Code and %	HECoS Subject Code and %
Business for IT	Core	20 (L5)	50%	50%		36	3.1	100360 (100%)	
Systems Design	Core	20 (L5)	50%	50%		36	3.1	100753 (100%)	
Data Management	Option	20 (L5)	50%	50%		36	3.2	100755 (50%)	100754 (50%)
Infrastructure Strategy	Core	20 (L5)	50%	50%		36	4.1	100734 (60%)	100365 (40%)
Project Management & Teamwork	Core	20 (L5)		100%		24	3.1	100812 (100%)	
Web Programming	Option	20 (L5)	50%	50%		36	3.1	100373 (50%)	100956 (50%)
Application Programming	Option	20 (L5)	30%	70%		36	3.1	100956 (100%)	
User Centred Web Development	Option	20 (L5)		40%	60%	36	4.2	100736 (50%)	100373 (50%)
Economics of Information Security	Option	20 (L5)		100%		36	2.2	100376 (100%)	
Cyber Psychology	Option	20 (L5)		40%	60%	36	2.1	100493 (100%)	
Tools & Technologies of Data Science	Option	20 (L5)	30%	70%		36	1.2	100367 (50%)	100741 (50%)
students must undertake at least *one* programming/development unit i.e. AP, WP or UCWD									

Progression requirements: Requires 120 credits at Level 5
Exit qualification: Dip HE Information Technology Management(requires 120 credits at Level 4 and 120 credits at Level 5*)*

Year 3/Level P - Optional placement year in industry/business

Progression requirements: *Students undertaking the sandwich placement will engage in a minimum 30 weeks of full-time work-based learning between Levels 5 and 6. Students must pass the non-credit bearing placement logbook assessment at Level 6 in order to graduate.*

Year 3/4/Level 6 3 core, 1 Option									
Unit Name	**Core/ Option**	**No of credits**	**Assessment Element Weightings**			**Expected contact hours per unit**	**Unit version no.**	**HESA JACS code(s)**	
			Exam 1	**Cwk 1**	**Cwk 2**			**HECoS Subject Code and %**	**HECoS Subject Code and %**
Business Processes & Requirements	Core	20 (L6)		100%		36	3.1	100753 (50%)	100821 (50%)
Management in Computing	Core	20 (L6)		100%		36	3.2	100361 (50%)	100812 (50%)
Individual Project	Core	60 (L6)		100%		21	3.1	100358 (60%)	100812(40%)
Business Development & Enterprise	Option	20 (L6)		100%		36	3.1	100360 (100%)	
Data Mining	Option	20 (L6)	50%	50%		36	3.1	100359 (50%)	100992 (50%)
Deep Learning	Option	20 (L6)		100%		36	1.1	100359 (70%)	100966 (30%)
Business Continuity Management*	Option	20 (L6)		100%		36	2.2	100823 (100%)	
Human Factors in Computing Systems*	Option	20 (L6)		100%		36	3.1	100736 (100%)	
Information Assurance*	Option	20 (L6)		100%		36	3.1	100366 (100%)	
Machine Intelligence*	Option	20 (L6)		100%		36	3.1	100359 (50%)	100992 (50%)
Ubiquitous Computing*	Option	20		40%	60%	36	3.2	100366 (100%)	
Software Systems Modelling*	Option	20		100%		36	3.1	100374 (100%)	
Web Information Systems*	Option	20 (L6)		100%		36	3.2	100371 (60%)	100373 (40%)
* = options may not run, depends on student numbers and staff availability.									
Exit qualification: BSc (Hons) Information Technology Management **Sandwich UG award:** Requires 120 credits at Level 4, 120 credits at Level 5, 120 credits at Level 6 and successful completion of a placement year. **Full-time UG award:** Requires 120 credits at Level 4, 120 credits at Level 5 and 120 credits at Level 6.									

AIMS OF THE DOCUMENT

The aims of this document are to:

- define the structure of the programme;
- specify the programme award titles;
- identify programme and level learning outcomes;
- articulate the regulations governing the awards defined within the document.

AIMS OF THE PROGRAMME

The Information Technology Management course focuses on developing IT experts for business who understand how IT can impact upon and improve business processes, and how to manage the use of IT. This course is offered to provide for those particularly interested in a career involving not only business and business process, but also the management of IT including strategic and operational management issues Hence, graduates would typically be working as managers or in the interface between IT and clients, rather than as developers.

Therefore, graduates will develop an in-depth understanding of the business environment; be able to specify systems which will meet the business needs of clients and to manage the requirements phase; and understand the issues that face IT managers and the techniques available for their resolution.

ALIGNMENT WITH THE UNIVERSITY'S STRATEGIC PLAN

The BSc (Hons) Information Technology programme is informed by and well aligned with Bournemouth University's 2012-18 strategic plan and the fusion of excellent teaching, world-class research and professional practice that is at the heart of the institution's visions and values. Students are supported by academics with a wealth of industry experience, many of whom are actively engaged in various data-related projects with several external organisations. Academics delivering the programme are actively engaged in cutting edge research, while students are encouraged to participate in a range of co-creation and co-publication projects. The programme's innovative pedagogic approach offers students the opportunity to learn by engaging in a series of practical, industry focused tasks, such as Simulated Business 2 Days (SB2D). These are aimed at equipping students with the full range of skills necessary to succeed in the contemporary ICT environment, and are informed by the academic team's own industrial experience as well as by a network of industry contacts, who may also contribute directly to the programme by delivering guest lectures

LEARNING HOURS AND ASSESSMENT

Bournemouth University taught programmes are composed of units of study, which are assigned a credit value indicating the amount of learning undertaken. The minimum credit value of a unit is normally 20 credits, above which credit values normally increase at 20-point intervals. 20 credits is the equivalent of 200 study hours required of the student, including lectures, seminars, assessment and independent study. 20 University credits are equivalent to 10 European Credit Transfer System (ECTS) credits.

The assessment workload for a unit should consider the total time devoted to study, including the assessment workload (i.e. formative and summative assessment) and the taught elements and independent study workload (i.e. lectures, seminars, preparatory work, practical activities, reading, critical reflection).

Assessment per 20 credit unit should normally consist of 3,000 words or equivalent. Dissertations and Level 6 and 7 Final Projects are distinct from other assessment types. The word count for these assignments is 5,000 words per 20 credits, recognising that undertaking an in-depth piece of original research as the capstone to a degree is pedagogically sound.

STAFF DELIVERING THE PROGRAMME

Students will usually be taught by a combination of senior academic staff with others who have relevant expertise including – where appropriate according to the content of the unit – academic staff, qualified professional practitioners, demonstrators/technicians and research students.

INTENDED LEARNING OUTCOMES – AND HOW THE PROGRAMME ENABLES STUDENTS TO ACHIEVE AND DEMONSTRATE THE INTENDED LEARNING OUTCOMES

PROGRAMME AND LEVEL 6 INTENDED PROGRAMME OUTCOMES

A: Subject knowledge and understanding This programme/level provides opportunities for students to develop and demonstrate knowledge and understanding of:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the programme/level learning outcomes:
A1 Management principles, techniques, and methods, for IT in business, A2 Business processes and IT requirements, A3 A specialist subject of the student's choice in an area offered by the Framework at Level 6, A4 The business context in which IT solutions to business problems are developed and evaluated, A5 The development of software or other IT solutions to business and other problems, A6 The professional, legal & ethical responsibilities of computing personnel within the organisational, technical and global contexts in which computing is applied.	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (A1 – A6); • seminars (A1 – A6); • directed reading (A1 – A6); • use of the VLE (A1 – A6); • independent research (for dissertation) (A1 – A6).
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • examinations (A1 – A4, A6); • coursework essays (A1 – A4, A6); • dissertation (A1 – A6).
B: Intellectual skills This programme/level provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the programme/level outcomes:
B1 Reason critically, B2 Demonstrate independent thought, B3 Analyse, interpret, synthesise and evaluate information, B4 Identify and solve problems, B5 Select and apply appropriate design methods to the solution of problems,	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (B1 - B4); • seminars (B1 – B6); • directed reading (B5 – B6); • use of the VLE (B2 – B5);

B6 Evaluate resource requirements of alternative solutions.	• independent research (for dissertation) (B1 – B6).
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • examinations (B1- B5); • coursework essays (B1 – B6); • dissertation (B1 – B6).
C: Practical skills This programme/level provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the programme/level learning outcomes:
C1 Retrieve, select and evaluate information from a variety of sources, C2 Formulate a set of requirements for an IT solution, C3 Design a solution to an IT problem, C4 Implement a solution to an IT problem, C5 Evaluate an IT system, C6 Plan, monitor and evaluate the progress of an IT project.	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (C1 – C6); • coursework essays (C1 - C3, C5); • independent research for empirical dissertation (C1 – C2); • Individual Project Supervision (C3 – C6).
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • examinations (C2, C5); • coursework essays (C1, C2, C3, C5); • coursework design and implementation (C1 – C5) • Individual Project/dissertation (C1 – C6).
D: Transferable skills This programme/level provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the programme/level learning outcomes:
D1 Structure and communicate ideas effectively both orally and in writing, D2 Learn independently in complicated contexts,	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (D1 – D4);

D3 Work professionally as an individual to develop creative solutions to problems, D4 Work professionally in teams to develop creative solutions to problems.	• seminars (D1- D4); • use of the VLE (D1 – D4); • directed reading (D1- D4).
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • coursework essays (D1 – D4); • coursework design and implementation (D1 - D3); • examinations (D1 – D4); • dissertation (D1- D4).

LEVEL 5/DipHE INTENDED OUTCOMES

A: Knowledge and understanding This level provides opportunities for students to develop and demonstrate knowledge and understanding of:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:
A1 The different platforms on which IT systems operate and the importance of security, A2 The principles and techniques for specifying and designing IT systems and their interfaces, A3 The principles and techniques of project management and of working professionally and ethically in teams, A4 The principles and techniques of developing IT applications to provide solutions to problems of intermediate complexity.	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (A1 - A4); • seminars (A1 – A4); • directed reading (A1, A3); • use of the VLE (A1 - A4); • Active/PB Learning approaches.
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • examinations (A1- A4); • coursework essays/presentations (A2 – A5); • coursework design and implementation (A5).
B: Intellectual skills	The following learning and teaching and assessment strategies and methods

This level provides opportunities for students to:	enable students to achieve and to demonstrate the level learning outcomes:
B1 Apply appropriate analysis, design and development concepts to problems of intermediate complexity, with minimal guidance, B2 Analyse processes and problems, and specify, design and evaluate appropriate solutions, B3 Investigate technologies and approaches systematically and show how they can be used to solve problems, B4 Understand the factors that affect how people work in teams.	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (B1 - B4); • seminars (B1 – B4); • directed reading (B1 – B4); • use of the VLE (B1 – B5);
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • examinations (B1- B4); • coursework essays/presentations (B1 – B4);
C: Practical skills This level provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:
C1 Select, apply and evaluate appropriate models and techniques in the design and development of applications, C2 Select appropriate platforms and security measures for different IT systems, C3 Specify, design and evaluate IT solutions to problems of intermediate complexity, C4 Use computer programs or development tools to build IT systems to provide solutions to problems of intermediate complexity, C5 Select and apply appropriate business models, C6 Work in teams to manage and monitor business IT projects of intermediate size and complexity.	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (C1 - C3); • Seminars (C1 – C5); • group exercises (C4 - C6).
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • examinations (C1 - C3, C5); • coursework design and implementation (C1 - C6);
D: Transferable skills This level provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:

D1 Organise and use ideas to communicate orally and in writing, D2 Learn independently in contexts of intermediate complexity, D3 Work as an individual to seek solutions to problems, with minimal guidance, D4 Work ethically in teams to seek solutions to problems, with minimal guidance.	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (D1 – D4); • seminars (D1- D4); • use of the VLE (D1 – D4); • directed reading (D1- D4). • Active/PB Learning approaches
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • coursework essays/presentations (D1 – D4); • coursework design and implementation (D1 - D5);

LEVEL 4/Cert HE INTENDED OUTCOMES

A: Knowledge and understanding This level provides opportunities for students to develop and demonstrate knowledge and understanding of*:*	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:
A1 Basic principles of programming using one of the major programming languages, A2 Principles and techniques of database design and development, A3 Principles and techniques of systems analysis and design in a commercial context, A4 Principles of computer networks and security, A5 The principles and techniques of designing and developing usable applications,	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (A1- A6); • seminars (A1 – A6); • directed reading (A1, A6); • use of the VLE (A1-A6); • Agile/PBL techniques (A1-6)
A6 Principles of computers and operating systems.	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • examinations (A1 – A6); • coursework essays (A3, A4, A6);

	• coursework design and implementation (A1, A2, A5).
B: Intellectual skills This level provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:
B1 Apply analysis, design and development concepts with guidance, using given principles, B2 Analyse small well-defined scenarios and design, and implement and test appropriate solutions, B3 Analyse, categorise and interpret data and information, B4 Utilise analyses to plan and develop further investigations.	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (B1 - B4); • seminars (B1 – B4); • directed reading (B1 – B4); • Active/PBL based exercises(B1-B4)
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • examinations (B1- B4); • coursework essays (B1 – B4); • coursework design and implementation (A1, A2, A5).
C: Practical skills This level provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:
C1 Write computer programs to solve simple problems, C2 Design and implement databases using a query language, C3 Set up and configure a simple system (a computer or small network), C4 Design and build simple web applications using a markup language and applying design principles, C5 Use and apply modelling techniques to analyse and design solutions to simple problems, C6 Work in small teams to solve simple development problems	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (C1 – C5) • Seminars (C1-C6) • group exercises (C5, C6) • Active/PB Learning exercises (C1-C6)
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes):

	• Coursework design and implementation (C1-C6) • Reflection (C1-C6)
D: Transferable skills This level provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:
D1 Communicate orally and in writing using appropriate structures, facts and events, D2 Conduct and report within a set time and context on work assigned, D3 Find facts to describe and explain simple phenomena and artefacts, D4 Work independently to achieve set goals, D5 Work efficiently and effectively in small groups within limited and set contexts, D6 Appreciate the professional and ethical issues involved in IT.	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (D1 – D6); • seminars (D1- D6); • use of the VLE (D1 – D6); • directed reading (D1- D6).
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • coursework essays (D1 – D6); • examinations (D1 – D6); • Presentations (D1- D6).

ADMISSION REGULATIONS

Please refer to the course website for further information regarding admission regulations for this programme: BSc (Hons) Information Technology Management | Bournemouth University

PROGRESSION ROUTES

Partnership arrangements provide formally approved progression routes through which students are eligible to apply for a place on a programme leading to a BU award. Please find information on Global Partnerships here: Global partnerships | Bournemouth University

ASSESSMENT REGULATIONS

The regulations for this programme are the University's Standard Undergraduate Assessment Regulations.

https://intranetsp.bournemouth.ac.uk/pandptest/6a-standard-assessment-regulations-undergraduate%20(2).docx

WORK BASED LEARNING (WBL) AND PLACEMENT ELEMENTS

Students, under the guidance of lecturers and the Placement Office, are required to complete a sandwich year with a 30 week minimum placement requirement before Level 6.

The placement is assessed on a pass/fail basis using the log book and employer appraisal. The 30 week sandwich placement must be completed between Levels 5 and 6 and is a requirement for progression to Level 6 for the successful completion of the sandwich mode award.

Placement draws on some or all of the units studied on the first two levels of the programme. It provides the opportunity for the student to develop their abilities and understanding of ITM and related subjects, as well as providing a platform for successful entry into the profession following graduation. It applies and develops understanding and skills acquired in Levels 4 and 5, makes a major contribution to the understanding of the final level units, further develops final projects or dissertation research by utilising the context of the work experience as appropriate and enhances students' prospects of future employment.

Refer to *4K – Placements: Policy and Procedure* for more details.

Programme Skills Matrix

Units	A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	B5	B6	C1	C2	C3	C4	C5	C6	D1	D2	D3	D4
LEVEL 6																						
Business Processes & Reqs.		X		X	X	X	X	X	X	X	X	X	X	X	X		X		X	X	X	
Management in Computing	X	X		X	X	X	X	X	X	X	X	X	X		X		X	X	X	X	X	X
Individual Project	X	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	
Business Development & Enterprise (Option)	X			X		X	X	X	X	X	X	X	X	X	X		X		X	X	X	
Data Mining (Option)		X			X	X	X	X	X	X	X	X	X		X	X	X		X	X	X	
Deep Learning (Option)		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X	X	
Business Continuity Management (Option)	X		X	X	X	X	X	X	X	X		X	X	X	X	X	X		X	X	X	
Human Factors in Computing Systems (Option)			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X	X	
Information Assurance (Option)	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X	X	
Machine Intelligence (Option)		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X	X	
Ubiquitous Computing (Option)			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X	X	
Software Systems Modelling (Option)			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X	X	
Web Information Systems (Option)			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X					
LEVEL 5																						
Business for IT	X			X		X	X	X	X	X			X						X	X	X	
Data Management		X			X	X	X	X	X	X	X	X	X		X	X	X		X	X	X	
Infrastructure Strategy				X	X	X	X	X	X	X	X	X	X	X	X		X		X	X	X	
Project Management & Teamwork				X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		X
Systems Design					X	X	X	X	X	X	X	X	X	X	X		X		X	X	X	
Tools & Technologies of Data Science		X			X	X	X	X	X	X	X	X	X		X	X	X		X	X	X	
LEVEL 4																						
Computing Fundamentals					X	X	X	X	X	X	X	X	X						X	X	X	
Networks & Security					X	X	X	X	X	X	X	X	X	X	X		X		X	X	X	
Principles of Programming					X	X	X	X	X	X	X		X		X	X	X		X	X	X	X
Data and Databases		X			X	X	X	X	X	X	X		X		X	X	X		X	X	X	
Business Systems Analysis and Design	X			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Application of Programming Principles				X	X	X	X	X	X	X	X		X	X	X	X	X		X	X	X	X

A – Subject Knowledge and Understanding

This programme provides opportunities for students to develop and demonstrate knowledge and understanding of:

1. Management principles, techniques and methods, for IT in business.
2. Business processes and IT requirements.
3. *[A specialist subject of the student's choice in an area offered by the Framework at Level H]*.
4. The business context in which IT solutions to business problems are developed and evaluate.
5. The development of software or other IT solutions to business and other problems.
6. The professional, legal and ethical responsibilities of computing personnel within the organisational, technical and global contexts in which computing is applied.

C – Subject-specific/Practical Skills

This programme provides opportunities for students to:

1. Retrieve, select and evaluate information from a variety of sources.
2. Formulate a set of requirements for an IT solution.
3. Design a solution to an IT problem.
4. Implement a solution to an IT problem.
5. Evaluate an IT system.
6. Plan, monitor, and evaluate the progress of an IT project.

B – Intellectual Skills
This programme provides opportunities for students to:

1. Reason critically.
2. Demonstrate independent thought.
3. Analyse, interpret, synthesise and evaluate information.
4. Identify and solve problems.
5. Select and apply appropriate design methods to the solution of problems.
6. Evaluate resource requirements of alternative solutions.

D – Transferable Skills
This programme provides opportunities for students to:

1. Structure and communicate ideas effectively, both orally and in writing.
2. Learn independently in complicated contexts.
3. Work professionally as an individual to develop creative solutions to problems.
4. Work professionally in teams to develop creative solutions to problems.