



UNIVERSITY  
OF LONDON

INTERNATIONAL  
PROGRAMMES

# Programme Regulations 2017–18

Computing and  
Information Systems  
Creative Computing  
(New Regulations)

BSc  
Certificate of Higher Education  
Diploma  
Individual courses

**Important document – please read**  
This document contains important  
information that governs your  
registration, assessment and  
programme of study



## Contents

Important information regarding the Programme Regulations.....	2
1 Structure of the programmes .....	3
2 Registration.....	5
3 Recognition of prior learning and credit transfer .....	6
4 Assessment for the programme .....	6
5 Number of attempts permitted at an examination .....	8
6 Progression within the programme.....	10
7 Schemes of award .....	12
8 Transfer of registration .....	13
9 Individual Courses available for study on a stand-alone basis .....	14
<b>Appendix A – Programme Structures.....</b>	<b>16</b>
<b>Appendix B – Course outlines .....</b>	<b>21</b>
<b>Appendix C – Recognition of Prior Learning .....</b>	<b>30</b>
<b>Appendix D – Schemes of award.....</b>	<b>36</b>
<b>Appendix E - Assessment criteria .....</b>	<b>41</b>

## Important information regarding the Programme Regulations

Last revised 19 May 2017

As a student registered with the University of London you are governed by the current General Regulations and Programme Regulations associated with your programme of study.

The Programme Regulations are designed and developed by Goldsmiths, University of London, who are responsible for the academic direction of the programme. Programme Regulations, together with the [Programme Handbook](#), will provide the detailed rules and guidance for your programme of study. Further information about how to use the Programme Regulations and Programme Handbook can be found in the [Student Guide](#).

In addition to Programme Regulations you will have to abide by the [General Regulations](#). These regulations apply to all students registered for a programme of study with the International Academy and provide the rules governing registration and assessment on all programmes; they also indicate what you may expect on completion of your programme of study and how you may pursue a complaint, should that be necessary.

Programme Regulations should be read in conjunction with the General Regulations.

### Terminology

The following language is specific to the Computing programmes:

Course: Individual units of the programme are called courses. Each course is a self-contained, formally structured learning experience with a coherent and explicit set of learning outcomes and assessment criteria.

**Diploma:** References to 'Diploma' in this document relate to the FHEQ Level 4 Diploma in Computing and Information Systems or the Diploma in Creative Computing. Registration for these programmes has been discontinued, and the final examinations for them will take place in 2019-20.

References to the DipHE, or the Diploma of Higher Education in Computing Studies, refers to an exit award available for the BSc programmes.

Throughout the Regulations, 'we' 'us' and 'our' mean the University of London; 'you' and 'your' mean the student, or where applicable, all students.

An online [Glossary](#) provides an explanation of other terms used here and on the website.

If you have a query about any of the programme information provided please contact us. You should use the *Ask a question* tab in the student portal <https://my.londoninternational.ac.uk>.

### Significant changes to Regulations 2017-18

*Mathematics for Computing* [CO1102] has been withdrawn. The last examination for this will take place in 2018. After 2018, resits only. The final resit examination will be held in 2020. This course will be replaced by *Mathematical Tools for Problem Solving* [CO1156] in 2018-19 (subject to confirmation).

### Exit awards

The Scheme of Award has been amended so that a student who obtains a minimum of 240 credits may be awarded a Diploma of Higher Education in Computing Studies as an exit award, as long as at least 120 credits are obtained at Level 5 or above. A maximum of 30 compensated credits and a maximum of 60 credits for recognition of prior learning are permitted.

## 1 Structure of the programmes

### 1.1

The **BSc in Computing and Information Systems** degree consists of courses to the value of 360 credits, as follows:

- Level 4 - four compulsory full courses (each 30 credits)
- Level 5 - four compulsory full courses (each 30 credits)
- Level 6 - six 15 credit courses chosen from a list of 15 credit course options plus a compulsory 30 credit Project, which is a core course.

The **BSc in Creative Computing** degree consists of courses to the value of 360 credits, as follows:

- Level 4 - four compulsory full courses (each 30 credits)
- Level 5 - four compulsory full courses (each 30 credits)
- Level 6 - three 15 credit courses chosen from a list of 15 credit course options and three compulsory 15 credit courses plus a compulsory 30 credit Project, which is a core course.

The **CertHE in Computing and Information Systems** and the **CertHE in Creative Computing** consist of four Level 4 courses, which are valued at 30 credits. You must pass all four courses in order to be eligible for the award.

The **Diploma in Computing and Information Systems** and the **Diploma in Creative Computing** consist of five courses, four of which are valued at 30 credits at Level 4. You are also required to pass the examination for the foundation level course CO0001 *Mathematics for Business*, which is not credit bearing. You must pass all five courses in order to be eligible for the award.

[Appendix A](#) and [Appendix B](#) give the full structure and content of the programmes. For how to progress within the programmes, see [section 6](#).

### Additional requirements for CertHE and Diploma students

#### 1.2

You are required to attend a full or part-time course of instruction at an institution that is recognised to teach that programme, and comply with the institution's attendance requirements, except in the following circumstances:

- where we have used our discretion to waive the requirement in special cases, on grounds of illness or any other cause that has been judged adequate.
- when you are resitting a written examination.

Institutions are required to submit confirmation by 20 March each year that the attendance record (including the completion of coursework and study skills classes) of any student entering an examination has been satisfactory. We may refuse you permission to sit an examination if you have not satisfied these requirements.

#### 1.3

In addition, Diploma students take a first year *Study Skills in English* course as prescribed by Goldsmiths. This is not examined by the University but you are required to follow the course (re-taking it if necessary) until the institution that you are attending considers that you have completed it to a satisfactory standard. *Study Skills in English* is not a credit bearing course.

#### 1.4

CertHE students will take study skills classes until the institution that you are attending considers that you have reached a satisfactory standard.

If you are retaking the coursework element of a course, or retaking the *Study Skills in English* course, or study skills classes, you must attend the institution.

The [Directory](#) of teaching institutions on the website lists teaching institutions that are recognised to teach the programmes.

#### 1.5

Where you have a choice of course, you may apply to change your choice of course at any stage in your studies until you enter the examination for the course concerned. Once the examination has been attempted, no change will be permitted. If you fail the examination for any course, you may not withdraw from that course and take an alternative or replacement course in its place.

#### 1.6

If you are registered for the BSc in Computing and Information Systems or the BSc in Creative Computing, you may apply to transfer your registration to the other degree at any point prior to the final award of the degree.

#### 1.7

If you are registered for the Diploma in Computing and Information Systems or the Diploma in Creative Computing, you may apply to transfer your registration to the other Diploma at any point prior to the final award of the Diploma.

#### 1.8

If you are registered for the CertHE in Computing and Information Systems or the CertHE in Creative Computing, you may apply to transfer your registration to the other CertHE at any point prior to the final award of the CertHE.

Find full details in [section 8](#).

### **Transfer from a FHEQ Level 4 or 5 award to the degree**

No credit will be given for course CO0001 *Mathematics for Business* or for *Study Skills in English*.

The Diploma in Computing and Information Systems and the Diploma in Creative Computing are placed at Level 4 of the [Framework for Higher Education Qualifications \(FHEQ\)](#).

Find full details of transfers in [section 8](#).

#### 1.9

If you are a Diploma student who has passed the *Study Skills in English* course and the CO0001 *Mathematics for Business* foundation level course, and have obtained 90 credits at Level 4, you may progress to the relevant degree if you have attempted all of the courses that comprise the Diploma. By doing this, you give up the right to gain the Diploma, even if you pass the failed course at a later date. You will be required to make up to three attempts to pass the failed course if you progress to the relevant degree.

#### 1.10

If you are a CertHE student who has obtained 90 credits at Level 4, you may progress to the relevant degree if you have attempted all of the courses that comprise the CertHE. By doing this, you will give up the right to gain the CertHE, although you may be eligible for an exit award at a later

date. You will be required to make up to three attempts to pass the failed course if you progress to the relevant degree.

Find full details in [section 6](#).

## **Exit awards for the BSc in Computing and Information Systems and the BSc in Creative Computing**

See [Glossary](#) for definition of 'exit award'.

### **1.11**

If you are registered for either of the BSc degrees, you may be eligible for the exit award of the Certificate of Higher Education in Computing Studies (if you have achieved 120 credits). Neither recognition of prior learning nor compensation is permitted.

### **1.12**

If you are registered for either of the BSc degrees, you may be eligible for the exit award of the Diploma of Higher Education in Computing Studies (if you have achieved 240 credits with at least 120 credits at Level 5 or above). Neither recognition of prior learning nor compensation is permitted.

### **1.13**

You may be eligible for the award of a CertHE in Computing and Information Systems or a CertHE in Creative Computing if you have successfully completed the four Level 4 courses (120 credits) that comprise the relevant CertHE. You will not be eligible for the award of a Level 4 Diploma. Neither recognition of prior learning nor compensation is permitted.

### **1.14**

Once you have accepted an exit award, you will not normally be permitted to re-register for either of the BSc degrees or to register for the CertHE in Computing and Information Systems or the CertHE in Creative Computing.

---

## **2 Registration**

### **Effective date of registration**

#### **2.1**

Your effective date of registration will be 30 November in the year that you initially registered. This allows you to sit your first examinations in the following May.

### **Period of registration**

See the [Programme Specification](#) for the minimum and maximum periods of registration applicable to this programme.

#### **2.2**

If you transfer from the CertHE or the Diploma to the BSc, you will have the maximum period to complete the BSc counted from the effective date of registration for the CertHE or the Diploma.

#### **2.3**

If you start by taking Individual courses and then register for the BSc degree, we will give you a new maximum period of registration for the BSc degree.

See [Glossary](#) for the definition of 'effective date of registration'.

### 3 Recognition of prior learning and Credit transfer

To be read in conjunction with the [General Regulations](#), Section 3.

#### Recognition of prior learning (also referred to as Accreditation of prior learning)

See <http://www.londoninternational.ac.uk/applications-and-admissions> for procedures and deadlines for applying for recognition of prior learning.

##### 3.1

If you satisfy the entrance requirements for the BSc in Computing and Information Systems or BSc in Creative Computing, you may apply for recognition and accreditation of prior learning mapped against courses to a total of 120 credits, of which not more than 60 credits may be at Level 5. There is no recognition of prior learning for courses at Level 6.

##### 3.2

If you satisfy the entrance requirements for the Diploma in Computing and Information Systems or Diploma in Creative Computing and have gained a pass in a mathematical subject at GCE 'AS' level or an equivalent examination, you may apply for recognition of prior learning for CO0001 *Mathematics for business*. Prior learning will not be recognised or accredited for any other subject of the Diploma examination or for the first year course in *Study Skills in English*.

##### 3.3

Recognition of prior learning will not be considered for any course of the CertHE.

If your prior learning is recognised and accredited for a specific course, you are considered to be exempt from that course. This means that you are considered to have completed the course for the purposes of progression within the programme. The specified subjects can be found in [Appendix C](#).

### 4 Assessment for the programme

#### Assessment methods

See [Glossary](#) for the definition of 'examination' and 'written examination'.

##### 4.1

If you have a choice of course, you may apply to change your choice of course at any stage in your studies until you enter the examination for the course concerned. Once the examination has been attempted, no change will be permitted. If you fail the examination for any course, you may **not** withdraw from that course and take an alternative or replacement course in its place.

##### 4.2

The assessment for most courses is by written examination and coursework. You must satisfy the Examiners in both elements of the assessment.

##### 4.3

In order to pass a course which has coursework, you must:

- achieve an **average** mark of at least 35% for the coursework and

- a mark of at least 35% for the examination and
- the overall weighted average for the course must be at least 40%.

If you do not achieve at least 35% in either coursework or examination, and your overall weighted average is 40% or above, you will receive a mark of 39% (Fail) for the course.

In order to pass in a course assessed by examination only, you must achieve a mark of 40% or above.

See [section 5](#) for information about compensated fails.

#### 4.4

With the exception of the Project, the weighting of unseen written examinations and coursework is 80:20 for all courses that are assessed by written examination and coursework.

#### 4.5

For a course assessed by a combination of written examination and coursework, when you enter an examination for the first time, you must attempt both the coursework and written examination in the same academic year. All assignments must be submitted in accordance with the instructions and deadlines.

#### 4.6

The result given for a course where coursework is required will be a combination of the mark for the written examination and the mark for the coursework. The mark for the coursework is obtained by totalling the marks obtained for each piece of coursework received, and dividing that figure by the number of courseworks set for that course.

#### 4.7

The assessment of the Project is by three elements: a preliminary written report, a final written report and an unseen written examination. All three elements must be attempted in the same academic year.

See [section 5](#) for further information on the Project.

### **Date of examinations**

#### 4.8

Written examinations take place in May each year.

#### 4.9

If the assessment for a course involves coursework, two pieces of coursework will be required. Coursework must be uploaded to the VLE by midnight GMT on the following dates:

**For the Diplomas** (with the exception of the coursework tests for CO0001 *Mathematics for Business*) and the CertHEs:

- **15 January** (first coursework) and **15 March** (second coursework)

For the BSc degrees:

- Levels 4 and 5 - **15 January** (first coursework) and **15 March** (second coursework)
- Level 6 - **15 February** (first coursework) and **8 April** (second coursework)
- See below for CO3320 Project submission deadlines.



**You are responsible for uploading your coursework to the VLE** (with the exception of the coursework tests for the Diploma course CO0001 *Mathematics for Business* which will be sent to us by your teaching institution by 15 January (first coursework) and 15 March (second coursework)). You must check the VLE for submission instructions.

#### 4.10

You must submit at least one coursework assignment in order to sit the written examination. Submission of any assignment for a course will validate your entry for that course.

If you only submit one coursework assignment, you will need to gain a sufficiently high mark to pass the coursework element overall. This is because the mark received for the one assignment submitted will be divided by two to reach an overall coursework mark (see regulation 4.6 above).

#### 4.11

Coursework submitted after the deadline normally receives a mark of zero but counts as an attempt.

See also [section 5](#).

### **The Project (BSc degrees only)**

#### 4.12

The Level 6 course, CO3320 Project, is a core course which you must pass in order to be awarded a BSc degree. It cannot be compensated.

#### 4.13

The preliminary report for the Project must be uploaded to the VLE by midnight GMT on **15 January**. The final report for the Project must be uploaded to the VLE by midnight GMT on **15 May**.

You must check the VLE for submission instructions for your preliminary project report and the final project report.

### **Sitting examinations**

#### 4.14

If you are registered for the CertHE or the Diploma in Computing and Information Systems or the CertHE or the Diploma in Creative Computing, you must also have completed, in the academic year in which the examination will be sat, the relevant course of instruction for the course concerned.

#### 4.15

If you are a CertHE or Diploma student resitting a course that you have failed, you will normally be required to follow a further course of instruction for the relevant course unless you are resitting the written examination only and are not resubmitting the coursework element.

---

## **5 Number of attempts permitted at an examination**

### 5.1

For the BSc, CertHE and Diploma, the maximum number of attempts permitted at any examination is **three**.

### 5.2

For a course assessed by a combination of written examination and coursework, if you do not submit at least one coursework assignment, your examination entry for that year will not count even if you

attend the written examination. You will not receive a mark for the course. The examination entry will not be considered an attempt and your next entry to the course will not be subject to a resit penalty.

### **5.3**

For a course assessed by a combination of written examination and coursework, if you do not attend the written examination, you will not receive a mark for the course. Any coursework that you have submitted will not be counted. You will be required to do both the coursework and the written examination set for the year that you next enter this course. The examination entry will not be considered an attempt and your next entry to the course will not be subject to a resit penalty.

### **5.4**

For a course assessed by written examination only, if you enter an examination hall to attempt an examination, you will be considered to have made an examination attempt. Absence from a written examination will not count as an attempt.

### **5.5**

If you fail a course but achieve 40% or above in either examination or coursework you may be credited with the element you have passed. You will be required to resit the failed element in order to pass the course.

### **5.6**

If you are a BSc student and fail a course with a mark of between 35% and 39%, you may be compensated, and have credit awarded in the same way as for passed courses providing the mean average mark for the Level is 45% or above. Compensation may be applied if you are entering to complete the award. You may resit the course up until you become eligible for the final award.

### **5.7**

If, at the first attempt, you achieve a compensatable fail mark for a course and, in subsequent attempts to redeem the failure achieve further compensatable fail marks, the highest mark obtained will be used for the purposes of classification.

### **5.8**

The mark awarded for a course which you resit and pass will be subject to a resit penalty. The mark awarded will be the arithmetic mean of the mark achieved and the pass mark of 40%.

### **5.9**

If you are registered for the CertHE or Diploma in Computing and Information Systems or CertHE or Diploma in Creative Computing, and you fail an examination for any course on the third and final attempt, your registration for the CertHE or Diploma will end unless the Examiners recommend otherwise in exceptional circumstances.

## **The Project, relevant for the BSc in Computing and Information Systems and the BSc in Creative Computing**

### **5.10**

The Project is a core course which must be passed in order to obtain a BSc degree. A compensated fail is not permitted.

### **5.11**

The assessment for the Project is by three elements: a preliminary written report, a final written report and an unseen written examination. You must obtain an overall weighted average mark of 40% or above for all the elements of assessment combined; pass the final project report and pass the written examination. The percentage value of the preliminary report is 10%, the final report is 65% and the written examination is 25%. If you fail the Project and are eligible to make a further

attempt, you will be required to submit a new preliminary report, a new final report and to resit the written examination the following academic year.

#### **5.12**

If you fail the preliminary written report, you may choose to continue with course CO3320 Project or decide to defer.

#### **5.13**

If you satisfy the Examiners in the preliminary report and the written examination and your final written report is otherwise satisfactory but requires minor amendments, you may be required to make corrections to the final written report, as specified and within a period prescribed by the Examiners. The submission of the corrected report will not count as an additional attempt at the Project.

#### **5.14**

If the corrected report is considered satisfactory, and you meet the requirement for the award given in [Appendix D](#), you will be classified.

#### **5.15**

If the corrected report is considered unsatisfactory, or if you do not submit a corrected report within the time period specified, you will be considered to have failed the Project. This will count as an attempt and, unless you have exhausted the maximum number of attempts permitted, you will be entitled to make a further attempt at the Project.

#### **5.16**

If you have failed the Project and are entitled to make a further attempt, you must make the further attempt in the following academic year.

### **Reuse of assessed work**

#### **5.17**

You may reuse work when developing your ideas for linked pieces of coursework, or when resubmitting coursework, or when you expand the work you have submitted in your preliminary project report for your final project report for CO3320 Project. Any repetition of work previously submitted must be referenced in accordance with the General Regulations and Study Support Section on the VLE, which includes “How to avoid plagiarism” and “Harvard Referencing Guide”.

#### **5.18**

If you fail one or more elements of CO3320 Project, you may resubmit work included in your previously submitted preliminary or final reports.

---

## **6 Progression within the programme**

See [section 4](#) for method of assessment.

### **BSc in Computing and Information Systems and the BSc in Creative Computing**

#### **6.1**

You do not have to be examined every year. In any year in which you choose to be examined, you may attempt examinations in a minimum of one half course (15 credits) and a maximum of four courses (120 credits) excluding resits.

## 6.2

If you have passed, or been awarded accreditation of prior learning for two Level 4 courses (a total of 60 credits), you will be permitted to attempt Level 5 courses providing you have either:

- previously attempted the examination for all Level 4 courses not yet passed
- or
- with your first Level 5 entry, enter the examination for any Level 4 courses not yet attempted.

## 6.3

You may not normally attempt a course at Level 6 before passing, or gaining recognition of prior learning for, a minimum of 180 credits at Levels 4 and 5 combined.

## 6.4

You may not attempt the Project at Level 6 before passing or gaining recognition of prior learning for a minimum of 90 credits at Level 5.

You are advised to consider carefully whether you should attempt courses at Level 6 if you have failed courses worth more than 30 credits at Levels 4 and 5. You are reminded that a BSc with Honours will only be awarded if you have passed courses to a value of 360 credits (including compensated fails for a maximum of 60 credits, with no more than 30 credits compensated at any one level).

[Section 1](#) contains information about the structure of the programmes and [section 5](#) contains information about compensated fails.

## 6.5

If you have failed one or more courses, you must attempt the failed element(s) of assessment for at least one course when you next choose to make an examination entry, or you may choose to take any number of resits without attempting the assessment for any new courses.

## **CertHE in Computing and Information Systems and CertHE in Creative Computing**

### 6.6

You are not required to enter examinations every year or to enter on the date you indicate at the time of registration.

### 6.7

In your first year of study, you must take the study skills classes.

### 6.8

At your first entry to an examination, you may attempt a maximum of four courses.

### 6.9

If you have failed one or more courses, you must attempt the failed element(s) of assessment for at least one course when you next choose to make an examination entry, or you may choose to take any number of resits without attempting the assessment for any new courses

## **Diploma in Computing and Information Systems and the Diploma in Creative Computing**

### 6.10

You are not required to enter examinations every year nor to enter on the date you indicate at the time of registration.

**6.11**

In the first year of study, you must take the *Study Skills in English* course.

**6.12**

At your first entry to an examination, you may attempt a maximum of two courses which must include CO0001 *Mathematics for Business*, unless recognition of prior learning has been granted, and may include CO1109 *Introduction to Java* or CO1110 *Introduction to computing and the internet*. If you have been granted recognition of prior learning for CO0001 *Mathematics for Business*, you may attempt CO1102 *Mathematics for Computing* and either CO1109 *Introduction to Java* or CO1110 *Introduction to computing and the internet* at your first entry.

**6.13**

You must have passed, or obtained recognition of prior learning, for CO0001 *Mathematics for Business* before attempting CO1102 *Mathematics for Computing*.

**6.14**

In any year subsequent to your first examination entry, you may take up to three new courses in the order that you choose. You may also re-enter for any courses that you have failed or, alternatively, choose to take resit examinations only.

**6.15**

If you have been granted recognition of prior learning for CO0001 *Mathematics for Business*, you must attempt the examination for at least one of the remaining courses within two years of accreditation of prior learning.

---

## 7 Schemes of award

See [Appendix D](#) for full details on the schemes of award, including those for the Diploma of Higher Education and the Certificate of Higher Education.

See [Appendix E](#) for information on how to achieve a particular mark.

**7.1**

### **BSc in Computing and Information Systems or the BSc in Creative Computing**

Courses are marked according to the following scale:

<b>Mark range</b>	<b>Class equivalent</b>
70 and over	First Class Honours
60–69	Second Class Honours (Upper Division)
50–59	Second Class Honours (Lower Division)
40–49	Third Class Honours
0–39	Fail

## CertHE and Diploma in Computing and Information Systems and CertHE and Diploma in Creative Computing

Courses are marked according to the following scale:

Mark range	Class equivalent
70 and over	Distinction
60–69	Merit
50–59	Credit
40–49	Pass
0-39	Fail

---

## 8 Transfer of registration

### Transfer between the BSc in Computing and Information Systems and BSc in Creative Computing

#### 8.1

You may apply to transfer your registration to the other degree at any point prior to the final award of the degree.

#### 8.2

Marks achieved in courses that are common to both degrees will be carried over, with the exception of the Project. Common courses which have been passed will be credited to you. If you have failed a course at the first or second attempt, you will carry over the number of remaining attempts for that course.

#### 8.3

Marks for courses which are not common to both degrees will not be carried over on transfer.

#### 8.4

You must, on transfer, take any new courses required for the new degree which you have not previously completed.

### Transfer between the CertHE or Diploma in Computing and Information Systems and the CertHE or Diploma in Creative Computing

#### 8.5

If you are registered for the CertHE or Diploma in Computing and Information Systems or the CertHE or Diploma in Creative Computing, you may apply to transfer your registration to the other CertHE or Diploma.

#### 8.6

You may apply to transfer your registration to the other CertHE or Diploma at any point prior to the final award of the CertHE or Diploma.

#### 8.7

You may only transfer subject to the agreement of a teaching institution which is recognised to teach the new programme that you wish to study.

### **8.8**

Any common courses will be credited to you and the mark achieved carried over. If you have failed a course at the first or second attempt, you will carry over the number of remaining attempts for that course.

### **8.9**

Marks for courses which are **not** common to both CertHEs or both Diplomas will not be carried over on transfer.

### **8.10**

You must, on transfer, take any new courses required for the new CertHE or Diploma which you have not previously completed.

### **8.11**

A student registered for the Diploma may not transfer their registration to the CertHE and be awarded that qualification.

### **8.12**

A student will not be awarded more than one CertHE qualification.

## **Transfer to the related degree from the CertHE or Diploma in Computing and Information Systems or from the CertHE or Diploma in Creative Computing**

### **8.13**

You may transfer from the CertHE or Diploma to the related degree by transferring your registration.

## **Transferring your registration to programmes at FHEQ Level 4, 5 or 6**

### **8.14**

If you are registered for the BSc in Computing and Information Systems or the BSc in Creative Computing and you have obtained 120 credits at Level 4, you may not transfer your registration to the Level 4 Diploma or CertHE in Computing and Information Systems or the Level 4 Diploma or CertHE in Creative Computing and be awarded that qualification.

---

## **9 Individual courses available for study on a stand-alone basis**

### **9.1**

The following credit-bearing courses are available for study on a stand-alone basis:

- Mathematics for computing [CO1102] (30 credits)
- Information systems: foundations of e-business [CO1108] (30 credits)
- Introduction to Java and object-oriented programming [CO1109] (30 credits)
- Introduction to computing and the internet [CO1110] (30 credits)
- Creative computing I: image, sound and motion [CO1112] (30 credits)

### **9.2**

You may take a maximum of two individual courses (60 credits) on a stand-alone basis without being registered for an award at FHEQ Level 4, 5 or 6.

### **9.3**

The maximum number of attempts permitted at any examination of an individual course taken on a stand-alone basis is two, provided your registration has not expired.

**9.4**

Transfer of credit for an individual course(s) may be considered provided that the application is made within three years of the completion of the relevant course or courses.

**9.5**

If you successfully complete the assessment for one or more of the individual courses available on a stand-alone basis, you may be considered, at our discretion, for progression to one of the following related awards:

- BSc or CertHE in Computing and Information Systems
- BSc or CertHE in Creative Computing



## Appendix A – Programme Structures

### Programme structure – BSc in Computing and Information Systems

The **BSc in Computing and Information Systems** degree consists of 12 courses:

**Level 4** - four compulsory 30 credit courses:

- Mathematics for computing [CO1102] ♦
- Information systems: foundations of e-business [CO1108]
- Introduction to computing and the internet [CO1110]
- Introduction to Java and object-oriented programming [CO1109]

And

**Level 5** - four compulsory 30 credit courses:

- Data communications and enterprise networking [CO2222]
- Graphical object-oriented and internet programming in Java [CO2220]
- Database systems [CO2209]
- Software engineering, algorithm design and analysis [CO2226]

And

**Level 6** - six 15 credit courses chosen from the following:

- Artificial intelligence [CO3310]
- Neural networks [CO3311]
- Information systems management [CO3318]
- Electronic commerce [CO3323]
- Data compression [CO3325]
- Computer security [CO3326]
- Interaction design [CO3348]
- Operations research and combinatorial optimisation [CO3352] †
- Software engineering project management [CO3353] \*
- Introduction to natural language processing [CO3354]
- Advanced graphics and animation [CO3355]

Plus

A compulsory 30 credit project:

- Project [CO3320] (**core** course)

**Notes:**

- Course codes are given after the course titles and these codes should be used when completing examination entry.
- Students taking courses only available as resits should refer to previous editions of the Regulations for details of those courses.
- ◆ The last examination for *Mathematics for Computing* [CO1102] will take place in 2018. After 2018, resits only. The final resit examination will be held in 2020. This course will be replaced by *Mathematical Tools for Problem Solving* [CO1156] in 2018-19 (subject to confirmation).
- × Students attempting course *Software Engineering Project Management* [CO3353] must have passed course *Software engineering, algorithm design and analysis* [CO2226].
- † The last examination for *Operations research and combinatorial optimisation* [CO3352] took place in 2016. After 2016, resits only. The final resit examination will be held in 2018.

---

## **Programme structure – BSc in Creative Computing**

The **BSc in Creative Computing** degree consists of 12 courses:

**Level 4** - four compulsory 30 credit courses:

- Mathematics for computing [CO1102] ◆
- Introduction to Java and object-oriented programming [CO1109]
- Introduction to computing and the internet [CO1110]
- Creative computing I: image, sound and motion [CO1112]

And

**Level 5** - four compulsory 30 credit courses

- Database systems [CO2209]
- Graphical object-oriented and internet programming in Java [CO2220]
- Software engineering, algorithm design and analysis [CO2226]
- Creative computing II: interactive multimedia [CO2227]

And

**Level 6** - three compulsory 15 credit courses:

- Interaction design [CO3348]
- Sound and music [CO3346]
- Advanced graphics and animation (CO3355)

And

three 15 credit courses chosen from the following:

- Artificial intelligence [CO3310]
- Neural networks [CO3311]

- Information systems management [CO3318]
- Electronic commerce [CO3323]
- Data compression [CO3325]
- Computer security [CO3326]
- Operations research and combinatorial optimisation [CO3352] †
- Software engineering project management [CO3353] ×
- Introduction to natural language processing [CO3354]

Plus

A compulsory 30 credit project:

- Project [CO3320] (**core** course)

**Notes:**

- Course codes are given after the course titles and these codes should be used when completing examination entry forms.
- Students taking courses available as resits only should refer to previous editions of the Regulations for details of those courses.
- ◆ The last examination for *Mathematics for Computing* [CO1102] will take place in 2018. After 2018, resits only. The final resit examination will be held in 2020. This course will be replaced by *Mathematical Tools for Problem Solving* [CO1156] in 2018-19 (subject to confirmation).
- × Students attempting course *Software Engineering Project Management* [CO3353] are expected to have passed course *Software engineering, algorithm design and analysis* [CO2226]
- † The last examination for *Operations research and combinatorial optimisation* [CO3352] took place in 2016. After 2016, resits only. The final resit examination will be held in 2018.

---

## **Programme structure – CertHE in Computing and Information Systems**

The CertHE in Computing and Information Systems consists of four compulsory courses, as follows:

- Mathematics for computing [CO1102] (30 credits) ◆
- Information systems: foundations of e-business [CO1108] (30 credits)
- Introduction to computing and the internet [CO1110] (30 credits)
- Introduction to Java and object-oriented programming [CO1109] (30 credits)

Students must also take study skills classes offered by their teaching institution (not credit bearing)

**Notes:**

- Course codes are given after the course titles and these codes should be used when completing examination entry forms.
- ◆ The last examination for *Mathematics for Computing* [CO1102] will take place in 2018. After 2018, resits only. The final resit examination will be held in 2020. This course will be

replaced by *Mathematical Tools for Problem Solving* [CO1156] in 2018-19 (subject to confirmation).

---

## **Programme structure – CertHE in Creative Computing**

The CertHE in Creative Computing consists of four compulsory courses, as follows:

- Mathematics for computing [CO1102] (30 credits) ♦
- Introduction to Java and object-oriented programming [CO1109] (30 credits)
- Introduction to computing and the internet [CO1110] (30 credits)
- Creative computing I: image, sound and motion [CO1112] (30 credits)

Students must also take study skills classes offered by their teaching institution (not credit bearing)

### **Notes:**

- Course codes are given after the course titles and these codes should be used when completing examination entry forms.
- ♦ The last examination for *Mathematics for Computing* [CO1102] will take place in 2018. After 2018, resits only. The final resit examination will be held in 2020. This course will be replaced by *Mathematical Tools for Problem Solving* [CO1156] in 2018-19 (subject to confirmation).

---

## **Programme structure – Diploma in Computing and Information Systems**

The **Diploma in Computing and Information Systems** consists of **five** compulsory courses, as follows:

- Mathematics for business [CO0001] (not credit bearing)
- Mathematics for computing [CO1102] (30 credits) ♦
- Information systems: foundations of e-business [CO1108] (30 credits)
- Introduction to computing and the internet [CO1110] (30 credits)
- Introduction to Java and object-oriented programming [CO1109] (30 credits)

Students must also pass the *Study Skills in English* course (not credit bearing)

### **Notes:**

- Course codes are given after the course titles and these codes should be used when completing examination entry forms.
- ♦ The last examination for *Mathematics for Computing* [CO1102] will take place in 2018. After 2018, resits only. The final resit examination will be held in 2020. This course will be replaced by *Mathematical Tools for Problem Solving* [CO1156] in 2018-19 (subject to confirmation).

---

## **Programme structure – Diploma in Creative Computing**

The **Diploma in Creative Computing** consists of **five** compulsory courses, as follows:

- Mathematics for business [CO0001] (not credit bearing)
- Mathematics for computing [CO1102] (30 credits) ♦
- Introduction to Java and object-oriented programming [CO1109] (30 credits)
- Introduction to computing and the internet [CO1110] (30 credits)
- Creative computing I: image, sound and motion [CO1112] (30 credits)

Students must also pass the *Study Skills in English* course (not credit bearing)

**Notes:**

- Course codes are given after the course titles and these codes should be used when completing examination entry forms.
- ♦ The last examination for *Mathematics for Computing* [CO1102] will take place in 2018. After 2018, resits only. The final resit examination will be held in 2020. This course will be replaced by *Mathematical Tools for Problem Solving* [CO1156] in 2018-19 (subject to confirmation).

## Appendix B – Course outlines

Course codes are given after the course titles below and these should be used when completing your examination entry.

### **BSc in Computing and Information Systems and/or the BSc in Creative Computing – Level 4**

#### **Mathematics for computing [CO1102]**

(30 credits)

Number systems; sets and subsets; set algebra; symbolic logic and logic gates; sequences; summations; elementary counting principles; probability; relations and functions; matrix algebra; systems of linear equations; introduction to the theory of graphs and digraphs.

**Assessment:** One three-hour unseen written examination.

#### **Information systems: foundations of e-business [CO1108]**

(30 credits)

For students registered for the BSc in CIS only

(This course cannot be taken with withdrawn courses CO1105 or CO1103)

The challenge of applying IT successfully; basic concepts for understanding systems commerce; business processes; information and databases; communication, decision making, and different types of information systems; product, customer and competitive advantage; human and ethical issues; computer hardware; software, programming and artificial intelligence; networks and telecommunications; information systems planning; building and maintaining information systems; information system security and control; the future of information systems; customer relationship management.

**Assessment:** One three-hour unseen written examination and coursework.

#### **Introduction to Java and object-oriented programming [CO1109]**

(30 credits)

(This course cannot be taken with withdrawn courses CO1107 or CO2211)

Basic Types and Expressions; Assignment Statements; Loops and Conditionals (Simple and Nested); Handling Simple I/O; Objects and Classes; Methods with and without parameters; Inheritance; Constructor Methods (and the use of 'new'); Method Overloading; Method Overriding; Arrays and simple sorting; Basic File Handling; Try and Catch (Simple Exception Handling); Implementing Simple Graphical User Interfaces; Incorporating Applets in a Web page; Simple built-in Dynamic Structures - Vectors; Types vs. Classes; Scope of Variables; Code Layout and Documentation.

**Assessment:** One three-hour unseen written examination and coursework.

### **Introduction to computing and the internet [CO1110]**

(30 credits)

(This course cannot be taken with withdrawn course CO1106)

Basic computing and communication skills. Fundamentals of computing - hardware, software, architecture, operating systems. Data storage, representation and transmission. Fundamentals of networking and the Internet/WWW: technology, protocols, standards and applications. Professional, legal and social issues relating to the Internet and WWW.

**Assessment:** One three-hour unseen written examination and coursework.

### **Creative computing I: image, sound and motion [CO1112]**

(30 credits)

For students registered for the BSc in Creative Computing only

The Bauhaus; History of mathematics and computing in creativity; Multimedia; Point, Line, Plane; Trigonometry 1; Animation 1; Bits and Pixels; Motion 2; Perspective, Projections and Affine Transformations; Open GL; Genetic programming; Simulation; Filters and Special Effects.

**Assessment:** One three-hour unseen written examination and coursework

---

## **BSc in Computing and Information Systems and/or the BSc in Creative Computing– Level 5**

### **Database systems [CO2209]**

(30 credits)

(This course cannot be taken with withdrawn course CO2205)

Introduction to Database Systems (motivation for database systems, storage systems, architecture, facilities, applications). Database modelling (basic concepts, E-R modelling, Schema deviation). The relational model and algebra, SQL (definitions, manipulations, access centre, embedding). Physical design (estimation of workload and access time, logical I/Os, distribution). Modern database systems (extended relational, object-oriented). Advanced database systems (active, deductive, parallel, distributed, federated). DB functionality and services (files, structures and access methods, transactions and concurrency control, reliability, query processing).

**Assessment:** One three-hour unseen written examination and coursework.

### **Graphical object-oriented and internet programming in Java [CO2220]**

(30 credits)

(This course cannot be taken with withdrawn courses CO2211 or CO2212)

The course aims to give students an insight into the object-oriented approach to the design and implementation of software systems. The course also considers specific features of the programming language Java, in particular, graphical interfaces and event driven applications. The second part of the course is intended to give students the necessary background to understand the technical software aspects of how computers communicate across the internet. Students will be introduced to the underlying principles of client-server computing systems and will gain the required conceptual understanding, knowledge and skills to enable them to produce simple web-based computing systems in Java.

**Assessment:** One three-hour unseen written examination and coursework.

### **Data communications and enterprise networking [CO2222]**

(30 credits)

For students registered for the BSc in CIS only.

(This course cannot be taken with withdrawn course CO2208)

An introduction to data communications and computer networks with different types of networks, their associated technology, protocols and standards An introduction to the use of enterprise networks in meeting business requirements and in the design and management of these networks.

**Assessment:** One three-hour unseen written examination and coursework.

### **Software engineering, algorithm design and analysis [CO2226]**

(30 credits)

(This course cannot be taken with withdrawn courses CO2210 or CO2207)

This course provides an introduction to software engineering, algorithm design and analysis. The main topics include: Software design in UML: use cases, class modelling, objects and links, aggregations and dependencies, activity diagrams, state-charts; Principles of good software design, software development lifecycle, the role of design and modelling in software development; Software verification and validation; Project management and planning; Case studies and software horror stories. Abstract data types, design patterns, algorithmic issues, complexity theory, the application and implementation of common data structures in Java.

**Assessment:** One three-hour unseen written examination and coursework.

### **Creative computing II: interactive multimedia [CO2227]**

(30 credits)

For students registered for the BSc in Creative Computing only.

Signals and systems; perception; audio and image signal processing (including convolution, filters, the Fast Fourier Transform); image techniques (such as texture mapping, transparency. Blending); advanced computer graphics for scene description and rendering; animation (techniques and concepts); user interface issues (such as advanced mouse control, keyboard control, text input/text output); creative development; visual literacy; multimedia manipulation; action scripting.

**Assessment:** One three-hour unseen written examination and coursework.

---

## **BSc in Computing and Information Systems and/or the BSc in Creative Computing – Level 6**

### **Artificial intelligence [CO3310]**

(15 credits)

Knowledge representation, propositional and predicate calculus; problem solving: state-space search; breadth-first and depth-first search; planning; natural language; expert systems; philosophy of AI.

**Assessment:** One 2 ¼-hour unseen written examination and coursework.



### Neural networks [CO3311]

(15 credits)

The artificial neuron; network architecture; perceptrons. Single layer networks; supervised training in batch and individual mode. Multilayer feedforward networks; backpropagation; momentum. Counterpropagation networks; unsupervised training; initialisation of weights. Statistical methods; Boltzmann training. Feedback networks; Hopfield nets; energy; training. Applications.

**Additional software requirements:** recommended that some neural nets software is obtained (e.g. MATLAB).

**Assessment:** One 2 ¼-hour unseen written examination and coursework.

### Information systems management [CO3318]

(15 credits)

An introduction to the various facets of Information System Management to help students understand the importance of non-technical issues. The importance of close integration between business and IS planning will be stressed. The following topics are included: information security and safety critical systems; data protection legislation; Computer Misuse Act and other relevant legislation. Ethical and professional issues. Strategic planning of IS; evaluation of IS investments.

**Assessment:** One 2 ¼-hour unseen written examination and coursework.

### Project [CO3320]

(30 credits, core course)

Each student is required to undertake an individual project. Project work can be expected to take up at least 300 hours of a student's time.

**Additional software requirements:** Internet access is required to widen the scope of information sources. This will also aid in obtaining some free- and share-ware.

**Assessment:** One preliminary report, one final report and one 2 ¼ -hour unseen written examination.

### Electronic commerce [CO3323]

(15 credits)

This course is designed to familiarise students with current and emerging electronic commerce, technologies using the internet. Subject areas will include 'Internet Technology for Business Advantage', 'Web-based Tools for Electronic Commerce', 'Electronic Payment Systems', 'Strategies for Marketing', 'Sales and Promotion', 'Internet Security', 'International, Legal, Ethical and Tax Issues'.

**Assessment:** One 2 ¼-hour unseen written examination and coursework.

### Data compression [CO3325]

(15 credits)

Minimum redundancy coding; data compression and information theory; adaptive Huffman coding; arithmetic coding; statistical modelling; dictionary-based compression; sliding window compression; LZ278 compression; speech compression; graphics compression; fractal image compression.

**Assessment:** One 2 ¼-hour unseen written examination and coursework.

### **Computer security [CO3326]**

(15 credits)

Passwords; access controls; symmetric and asymmetric encryption; confidentiality; authentication; integrity; nonrepudiation; availability; hash functions. Security for electronic mail, IP, Web, databases, distributed systems. Standards.

**Assessment:** One 2 ¼-hour unseen written examination and coursework.

### **Sound and music [CO3346]**

(15 credits)

For students registered for the BSc in Creative Computing only

Sound synthesis and manipulation; computer systems and models in music; multimedia and music information retrieval; computer music creativity (machine-led, human-led and machine/human interaction).

**Assessment:** One 2 ¼-hour unseen written examination and coursework.

### **Interaction design [CO3348]**

(15 credits)

(This course cannot be taken with withdrawn course CO3315)

This course examines the notion of 'interaction with technology' with a focus on the design concepts of modern user experience design and production. It begins with a grounding in the specification, design, prototyping and evaluation of advanced interactive systems, with an introduction to HCI and a short history of the field. An overview of design approaches follows. Human/user attributes and requirements, and interaction paradigms, looks at the human in HCI and available types of interaction.

Usability requirements/usability engineering are discussed in the context of a number of specific design approaches and techniques, requirements and issues. Design guidelines and standards, accessibility requirements, and issues involved in designing for specific populations (globalization and internationalism) follows. Finally, information on current interaction design questions and approaches for new and emerging technologies and paradigms provides an exposition of real-world applications and sectors where Interaction Design is relevant.

**Assessment:** One 2 ¼-hour unseen written examination and coursework.

### **Software engineering project management [CO3353]**

(15 credits)

(This course cannot be taken with course CO3314. Prerequisite: Software engineering, algorithm design and analysis CO2226)

The course examines software process and engineering concepts such as the software lifecycle, object oriented programming, design for re-use and user-centred design, together with contemporary approaches such as Agile methods of software and project management (for which a grounding in traditional development methodologies is necessary). It focuses on selection of tools and methodologies for specific purposes, and explores a variety of contexts, ranging from embedded systems, to the inherently parallel distributed environments of cloud computing to the multidisciplinary design of advanced interactive and web-based technologies.

**Assessment:** One 2 ¼-hour unseen written examination and coursework.

### **Introduction to natural language processing [CO3354]**

(15 credits)

This course combines a critical introduction to key topics in theoretical linguistics with hands-on practical experience of developing applications to process texts and access linguistic resources. The main topics covered are accessing text corpora and lexical resources; processing raw text; categorizing and tagging; extracting information from text; analyzing sentence structure.

**Assessment:** One 2 ¼-hour unseen written examination and coursework.

### **Advanced graphics and animation [CO3355]**

(15 credits)

(This course cannot be taken with course CO3343)

This course covers major contemporary graphics and animation techniques. Students are given the mathematical foundations of the subject as well as other theoretical foundations such as perceptual theories. These theoretical aspects are taught in the context of their practical use. Students are introduced to some industry standard graphics software tools so that they are familiar with how they work, but the main focus is on programming the graphical software. The material covered in the course is chosen to reflect the research carried out at Goldsmiths, University of London. The course covers advanced 2D and particularly 3D techniques, including a range of topics such as 3D modelling and texturing; rendering; lighting; animation; hardware acceleration in graphics; applications areas such as recreating historical environments. Students are expected to implement basic graphics software.

**Assessment:** One 2 ¼-hour unseen written examination and coursework.

---

## **CertHE in Computing and Information Systems and/or the CertHE in Creative Computing**

The course codes follow the course titles and these codes should be used when completing examination entry forms.

The course outlines for those courses which are now available only to re-entry students have been omitted from this Schedule. Students permitted to take these courses should refer to previous editions of the Regulations for details of the course outlines.

### **Mathematics for computing [CO1102]**

(30 credits)

Number systems; sets and subsets; set algebra; symbolic logic and logic gates; sequences; summations; elementary counting principles; probability; relations and functions; matrix algebra; systems of linear equations; introduction to the theory of graphs and digraphs.

**Assessment:** One three-hour unseen written examination.

### **Information systems: Foundations of e-business [CO1108]**

(30 credits)

For students registered for the CertHE in Computing and Information Systems only

The challenge of applying IT successfully; basic concepts for understanding systems commerce; business processes; information and databases; communication, decision making, and different

types of information systems; product, customer and competitive advantage; human and ethical issues; computer hardware; software, programming and artificial intelligence; networks and telecommunications; information systems planning; building and maintaining information systems; information system security and control; the future of information systems; customer relationship management.

**Assessment:** One three-hour unseen written examination and coursework.

### **Introduction to Java and object-oriented programming [CO1109]**

(30 credits)

Basic types and expressions; assignment statements; loops and conditionals (simple and nested); handling simple I/O; objects and classes; methods with and without parameters; inheritance; constructor methods (and the use of 'new'); method overloading; method overriding; arrays and simple sorting; basic file handling; try and catch (simple exception handling); implementing simple graphical user interfaces; incorporating applets in a web page; simple built-in dynamic structures - vectors; types vs. classes; scope of variables; code layout and documentation.

**Assessment:** One three-hour unseen written examination and coursework.

### **Introduction to computing and the Internet [CO1110]**

(30 credits)

Basic computing and communication skills. Fundamentals of computing - hardware, software, architecture, operating systems. Data storage, representation and transmission. Fundamentals of networking and the Internet/WWW: technology, protocols, standards and applications. Professional, legal and social issues relating to the Internet and WWW.

**Assessment:** One three-hour unseen written examination and coursework.

### **Creative computing I: image, sound and motion [CO1112]**

(30 credits)

For students registered for the CertHE in Creative Computing only

The Bauhaus; History of mathematics and computing in creativity; Multimedia; Point, Line, Plane; Trigonometry 1; Animation 1; Bits and Pixels; Motion 2; Perspective, Projections and Affine Transformations; Open GL; Genetic programming; Simulation; Filters and Special Effects.

**Assessment:** One three-hour unseen written examination and coursework.

---

## **Diploma in Computing and Information Systems and/or the Diploma in Creative Computing**

Course codes are given after the course titles and these codes should be used when completing examination entry forms.

The course outlines for those courses which are now available only to re-entry students have been omitted from this Schedule. Students permitted to take these courses should refer to previous editions of the Regulations for details of the course outlines.

All Diploma students are expected to pass the non-credit bearing *Study Skills in English* course which is assessed by their institution.

### **Mathematics for business [CO0001]**

(Not credit bearing)

Linear and quadratic equations and graphs. Functions and their applications in business and economics. Systems of linear equations: their graphical and algebraic solutions; supply and demand analysis. Matrix algebra; solving a system of linear equations using matrix methods. Linear programming using graphs. Differential calculus: use of derivative for optimising economic functions. Exponential and logarithmic functions. Integral calculus and economic applications.

**Assessment:** One three-hour unseen written examination and coursework.

### **Mathematics for computing [CO1102]**

(30 credits)

(Students must have passed or have been awarded recognition of prior learning for CO0001 before they can take this course)

Number systems; sets and subsets; set algebra; symbolic logic and logic gates; sequences; summations; elementary counting principles; probability; relations and functions; matrix algebra; systems of linear equations; introduction to the theory of graphs and digraphs.

**Assessment:** One three-hour unseen written examination.

### **Information systems: Foundations of e-business [CO1108]**

(30 credits)

For students registered for the Diploma in Computing and Information Systems only

(This course cannot be taken with withdrawn courses CO1105 or CO1103)

The challenge of applying IT successfully; basic concepts for understanding systems commerce; business processes; information and databases; communication, decision making, and different types of information systems; product, customer and competitive advantage; human and ethical issues; computer hardware; software, programming and artificial intelligence; networks and telecommunications; information systems planning; building and maintaining information systems; information system security and control; the future of information systems; customer relationship management.

**Assessment:** One three-hour unseen written examination and coursework.

### **Introduction to Java and object-oriented programming [CO1109]**

(30 credits)

(This course cannot be taken with withdrawn courses CO1101 or CO1104 or CO1107)

Basic types and expressions; assignment statements; loops and conditionals (simple and nested); handling simple I/O; objects and classes; methods with and without parameters; inheritance; constructor methods (and the use of 'new'); method overloading; method overriding; arrays and simple sorting; basic file handling; try and catch (simple exception handling); implementing simple graphical user interfaces; incorporating applets in a web page; simple built-in dynamic structures - vectors; types vs. classes; scope of variables; code layout and documentation.

**Assessment:** One three-hour unseen written examination and coursework.

### **Introduction to computing and the Internet [CO1110]**

(30 credits)

(This course cannot be taken with withdrawn course CO1106)

Basic computing and communication skills. Fundamentals of computing - hardware, software, architecture, operating systems. Data storage, representation and transmission. Fundamentals of networking and the Internet/WWW: technology, protocols, standards and applications. Professional, legal and social issues relating to the Internet and WWW.

**Assessment:** One three-hour unseen written examination and coursework.

### **Creative computing I: image, sound and motion [CO1112]**

(30 credits)

For students registered for the Diploma in Creative Computing only

The Bauhaus; History of mathematics and computing in creativity; Multimedia; Point, Line, Plane; Trigonometry 1; Animation 1; Bits and Pixels; Motion 2; Perspective, Projections and Affine Transformations; Open GL; Genetic programming; Simulation; Filters and Special Effects.

**Assessment:** One three-hour unseen written examination and coursework.

## Appendix C – Recognition of Prior Learning (also referred to as Accreditation of Prior Learning)

*The University gives notice that it reserves the right to review its recognition of prior learning policy each year. The rulings below relate only to applications submitted within the period 1 September 2016 to 31 August 2017 (but see paragraph 3 below).*

*This Schedule should be read together with [section 3](#) these Regulations.*

***Students must note that prior learning will not be accredited unless specific application has been made in accordance with the instructions given in the prospectus and the Student Guide***

### **BSc in Computing and Information Systems and BSc in Creative Computing**

1. Under [section 3](#), students holding the qualifications detailed in the table overleaf may apply for Recognition of Prior Learning and may be credited with a pass for courses to the value of a maximum of 120 credits at Levels 4 and 5, on the basis of academic studies which they have previously followed. Applications for recognition of prior learning will be considered only from students who satisfy the entrance requirements for registration on the BSc in Computing and Information Systems or the BSc in Creative Computing. Recognition of prior learning may be awarded to a maximum of 60 credits at Level 5. There is no provision for recognition of prior learning at Level 6.
2. Students who have other relevant qualifications may also apply for recognition of prior learning. The University will consider such qualifications individually in the light of the course outline, the level of examination performance and the equivalence of the course to the Level 4 and 5 courses for which recognition is sought. The granting of exemptions by other higher educational or professional institutions will be noted but does not bind the University of London.
3. In order for an application to be considered a student must normally have successfully completed the **whole** of the qualification on the basis of which they are applying for recognition of prior learning and have already received the final award for that qualification. An application from a student who has not yet received his or her award will be considered under the rules governing recognition of prior learning at the time that the award is finally made and **not** at the time that they apply for recognition of prior learning. The award must have been received not later than **17 September** if the student is applying from outside the European Union, or **17 October** for a student applying from within a member country of the EU, in the year that the application for recognition of prior learning is submitted.
4. Where recognition of prior learning is awarded automatically, no fee is payable. A fee is payable for all applications which are given individual consideration. This non-refundable fee is payable for each full course for which recognition of prior learning is requested.
5. Recognition for the courses specified in the table below is awarded automatically **provided that the qualification has been obtained in the five years preceding the application for recognition of prior learning**. There is no application fee for awards under this category.

### **CertHE in Computing and Information Systems and CertHE in Creative Computing**

There is no provision for recognition of prior learning at this level.

## Diploma in Computing and Information Systems and Diploma in Creative Computing

A student who satisfies the entrance requirements for the Diploma and has gained a pass in a mathematical subject at GCE 'AS' level or an equivalent examination may apply for exemption from *CO0001 Mathematics for business*. Prior learning is not recognised for any other subject of the Diploma examination or for the first year *Study skills in English* course.

### Table of Recognition of Prior Learning 2017-18

<b>Awarding Body</b>	<b>Qualification</b>	<b>Recognition for (max of 4 full courses) / Special Criteria</b>
<b>Hong Kong</b>		
<b>Chinese University of Hong Kong</b>	Higher Diploma in Network and Mobile Computing	CO1108 (if taken Internet Business Thinking & Strategies and Electronic Customer Relationship Management); CO1110 Meets Maths entry requirement
	Higher Diploma in Computer Game Development	CO1110 Meets Maths entry requirement
<b>City University of Hong Kong</b>	Associate of Science in Network and Systems Administration	CO1110 Meets Maths entry requirement
	Associate of Science in Information Systems Development	CO1110 Meets Maths entry requirement
<b>Hong Kong Polytechnic University</b>	Associate in Information Technology	CO1110 Meets Maths entry requirement
	Associate in Statistics and Computing for Business	Meets Maths entry requirement
<b>Hong Kong University SPACE</b>	Associate of Engineering (Business Information Systems)	CO1110 Meets Maths entry requirement
	Associate of Engineering (Computer Engineering)	CO1110 Meets Maths entry requirement
	Associate of Engineering (Computer Science)	CO1109; CO1110 Meets Maths entry requirement
	Associate of Engineering (Electronic Engineering)	CO1109; CO1110 Meets Maths entry requirement
	Higher Diploma in Business Information Systems	CO1108; CO1110 Meets Maths entry requirement
	Higher Diploma in Business Systems	CO1108; CO1110 Meets Maths entry requirement
	Higher Diploma in Information Technology	CO1109 (if followed Web and Multimedia Development stream); CO1110; CO2222 (if followed the Networking (NETW) or Information Security and Ethical Hacking streams (ISEH)) Meets Maths entry requirement
	Higher Diploma in Engineering	CO1110 Meets Maths entry requirement
	Higher Diploma in Library Information Management	CO1110 (if followed Information Management stream) Does not meet Maths entry requirement
<b>Institute of</b>	Higher Diploma in Telecommunications and	CO1110; CO2222



**Programme Regulations 2017-18 Computing and Information Systems and Creative Computing (New Regulations) (BSc/CertHE/Diploma/Individual courses)**

<b>Vocational Education</b>	Networking	Meets Maths entry requirement
	Higher Diploma in Information and Network Security	CO1110, CO2222 Meets Maths entry requirement
<b>Malaysia</b>		
<b>Kolej Damansara Utama, Malaysia (KDU)</b>	Higher Diploma in Computer Studies	CO1102, CO1108, CO1110
	Diploma in Computer Studies	CO1108, CO1109
	Diploma in Games Technology	CO1109
<b>Malta</b>		
<b>St Martin's Institute of Information Technology (SMIIT)</b>		For CIS/CC CertHE applicants who hold SMIIT Mathematics 2 at 70%+; Meets Maths entry requirement
<b>Singapore</b>		
<b>Nanyang Polytechnic</b>	Diploma in Business Informatics	(graduated before 2014: CO1102 if passed IT1501 with A; CO1109, CO1110); (graduated in or after 2014: CO1102 if passed IT1501 with A; CO1110); Meets Maths entry requirement
	Diploma in Business Enterprise IT	CO1102 if passed both IT1561 & IT1571 with at least C; CO1110, CO2209; Meets Maths entry requirement
	Diploma in Engineering Informatics	CO1102 if passed both IT1751 & IT1761 with at least C; CO1110; Meets Maths entry requirement
	Diploma in Financial Informatics	CO1102 if passed both IT1621 & IT1631 with at least C; Meets Maths entry requirement
	Diploma in Cyber Security & Forensics (previously Diploma in Information Security)	CO1102 if passed both IT1521 & IT1531 with at least C; CO1110; Meets Maths entry requirement
	Diploma in Information Technology	(graduated before 2014: CO1102 if passed both IT1101 & IT1201 with at least C; CO1109, CO1110); (graduated in or after 2014: CO1102 if passed both IT1101 & IT1201 with at least C; CO1110); Meets Maths entry requirement
	Diploma in Business Intelligence & Analytics	CO1102 if passed IT1325 with A; CO1110, CO2209; Meets Maths entry requirement
	Diplomas in: Aeronautical & Aerospace Technology; Aerospace Systems & Management; Biomedical Engineering; Digital & Precision Engineering; Electronics, Computer & Communications Engineering; Engineering with Business; Electrical Engineering with Eco-Design; Mechatronic Engineering; Nanotechnology & Materials Science	CO1102; Meets Maths entry requirement
	Diploma in Multimedia & Infocomm Technology	CO1102 if passed both EG1740 & EG2741 with at least C; CO1110, CO2209;

**Programme Regulations 2017-18 Computing and Information Systems and Creative Computing (New Regulations) (BSc/CertHE/Diploma/Individual courses)**

		Meets Maths entry requirement
	Diploma in Telematics & Media Technology	CO1102, CO1110; Meets Maths entry requirement
<b>Ngee Ann Polytechnic</b>	Diploma in Information Technology	CO1109, CO1110; Meets Maths entry requirement
	Diploma in Information Security & Forensics	CO2222; Meets Maths entry requirement
	Diplomas in: Aerospace Technology; Aerospace Electronics; Audio-Visual Technology; Automation & Mechatronic Systems; Biomedical Engineering; Clean Energy Management; Electrical Engineering; Chemical & Biomolecular Engineering; Engineering Science; Marine & Offshore Engineering (new in 2014, previously Shipbuilding & Offshore Engineering); Mechanical Engineering; Environmental & Water Technology	CO1102; Meets Maths entry requirement
	Diploma in Electronic & Computer Engineering	(graduated before 2014: CO1102, CO1110); (graduated in or after 2014: CO1102); Meets Maths entry requirement
	Diploma in Network Systems & Security	CO1102, CO1110, CO2222; Meets Maths entry requirement
<b>Republic Polytechnic</b>	Diplomas in: Business Applications; Business Information Systems; Information Technology; IT Service Management; Mobile Software Development	CO1110; Does not meet Maths entry requirement
	Diploma in Infocomm Security Management	CO1110; CO2222; Does not meet Maths entry requirement
	Diplomas in: Aerospace Avionics; Aerospace Engineering; Aviation Management; Electrical & Electronic Engineering; Engineering Systems & Management; Industrial & Operations Management; Green Building Energy Management; Supply Chain Management	Meets Maths entry requirement
<b>Singapore Polytechnic</b>	Diplomas in: Engineering with Business; Aeronautical Engineering; Aerospace Electronics; Bioengineering; Energy Systems & Management; Electrical & Electronic Engineering;	CO1102; Meets Maths entry requirement

**Programme Regulations 2017-18 Computing and Information Systems and Creative Computing (New Regulations) (BSc/CertHE/Diploma/Individual courses)**

	Mechanical Engineering; Mechatronics & Robotics; Engineering Systems	
	Diploma in Music & Audio Technology	CO1102 if passed both MS0100 & ST8104 (or MS0102) with at least C; Meets Maths entry requirement
	Diplomas in: Applied Chemistry with Materials Science; Applied Chemistry with Pharmaceutical Science;	CO1102 if passed both MS2125 & MS2128 with at least C; Meets Maths entry requirement
	Diploma in Business Information Technology	(graduated before 2014: CO1109 if passed both ST1005 & ST0316; CO1110); (graduated in or after 2014: no APL) Meets Maths entry requirement
	Diploma in Infocomm Security Management	(graduated before 2017: CO1109 if passed both ST1005 (or ST1109) & ST0316; CO1110; CO2209 if passed both ST1001 & ST2503); (graduated in or after 2017: CO1110; CO2209 if passed ST1001 & ST2503); Meets Maths entry requirement
	Diploma in Information Technology	(graduated before 2017: CO1109 if passed both ST1005 (or ST1109) & ST0316; CO1110); (graduated in or after 2017: CO1110); Meets Maths entry requirement
	Diploma in Computer Engineering	CO1102, CO1110; CO2222 if taken Computer Networks or Computer Security option; Meets Maths entry requirement
<b>Temasek Polytechnic</b>	Diplomas in: Digital Forensics; Internet & Multimedia Development; Interactive Media Informatics; Cyber & Digital Security; Game & Entertainment Technology (until 2013 intake); Game Design & Development (from 2014 intake); Mobile & Wireless Computing (until 2013 intake)	CO1102 if at least grades A/B or B/A in CMA1C01 & CMA1C02; CO1110; Meets Maths entry requirement if CMA1C01 & CMA1C02 or EMA1001 & EMA1002 with at least C
	Diploma in Information Technology	CO1102 if at least grades A/B or B/A in CMA1C01 & CMA1C02; CO1110; CO2226; Meets Maths entry requirement if CMA1C01 & CMA1C02 or EMA1001 & EMA1002 with at least C
	Diploma in Mobile & Network Services	(graduated in or after 2014; CO1102 if at least grades A/B or B/A in CMA1C01 & CMA1C02; CO1110, CO2222) Meets Maths entry requirement if CMA1C01 & CMA1C02 or EMA1001 & EMA1002 with at least C
	Diploma in Big Data Management & Governance (new in 2015)	CO1102 if at least grades A/B or B/A in CMA1C01 and CMA1C02; CO1110; Meets Maths entry requirement if CMA1C01 & CMA1C02 or EMA1001 & EMA1002 with at least C
	Diplomas in: 3D Interactive Media Technology; Aerospace Electronics; Aerospace Engineering; Aviation Management & Services; Biomedical Engineering; Business Process & Systems Engineering; Clean Energy;	CO1102 if at least grades A/B or B/A in EMA1001 & EMA1002; Meets Maths entry requirement if CMA1C01 & CMA1C02 or EMA1001 & EMA1002 with at least C

**Programme Regulations 2017-18 Computing and Information Systems and Creative Computing (New Regulations) (BSc/CertHE/Diploma/Individual courses)**

	Computer Engineering; Electronics; Green Building & Sustainability; Infocomm & Network Engineering; Integrated Facility Management; Mechatronics; Media & Communications Technology; Microelectronics	
	Diploma in Business Intelligence & Analytics	CO1110 Does not meet Maths entry requirement
<b>United Kingdom</b>		
<b>IMIS (previously known as Institute of Data Processing management ) , United Kingdom</b>	Higher Diploma	1102, 1108
<b>NCC Education, United Kingdom</b>	International Higher Diploma	1108

## Appendix D – Schemes of award

### Scheme of award – BSc degree in Computing and Information Systems and BSc degree in Creative Computing

Courses are marked according to the following scale:

Mark range	Class equivalent
70 and over	First Class Honours
60–69	Second Class Honours (Upper Division)
50–59	Second Class Honours (Lower Division)
40–49	Third Class Honours
0–39	Fail

See below for detailed information.

### Scheme of award – CertHE and Diploma in Computing and Information Systems and CertHE and Diploma in Creative Computing

Courses are marked according to the following scale:

Mark range	Class equivalent
70 and over	Distinction
60–69	Merit
50–59	Credit
40–49	Pass
0–39	Fail

See below for detailed information.

### Scheme of award – Diploma of Higher Education in Computing Studies (exit award)

Courses are marked according to the scale used for the degree. The scale used for classification of the award is:

Mark range	Classification
40 and above	Pass
0–39	Fail

**Scheme of award – Certificate of Higher Education in Computing Studies (exit award)**

Courses are marked according to the scale used for the degree. The scale used for classification of the award is:

<b>Mark range</b>	<b>Classification</b>
40 and above	Pass
0–39	Fail

See below for detailed information.

**Scheme of award – BSc degrees (including the Diploma of Higher Education and Certificate of Higher Education exit awards)**

**Students registered for the BSc degree in Computing and Information Systems or the BSc degree in Creative Computing on or after 30 November 2014**

**Degree requirements**

1. Pass mark and compensation
  - 1.1 A student must achieve a mark of at least 40% to pass a course. Compensation may be permitted, as shown in 1.2 below.
  - 1.2 Where the student is entering to complete the award, but has failed a non-core course with a minimum mark of between 35% and 39% for that course, the failure may be compensated by an overall mean mark of 45% or above achieved at that Level, on the condition that:
    - (a) courses to a value of not more than 30 credits may be compensated at any Level;
    - (b) the total credit value of courses for which a compensated fail may be awarded may not exceed the amount specified for the programme in the following table:

<b>Qualification</b>	<b>Maximum credit value of compensated fails that may be permitted</b>
Certificate of Higher Education	0
Diploma of Higher Education (Exit award only)	30
BSc	60 (no more than 30 at any one level)

- 1.3 Except as provided in paragraph 1.4 below, to be admitted to an honours degree under these regulations a student must:
  - (a) have completed to the satisfaction of the University courses (including any recognition of prior learning) valued at a minimum of 360 credits;
  - (b) have been assessed in all parts of the examination prescribed for each course;
  - (c) have achieved all the learning outcomes specified for the programme;
  - (d) have passed the core CO3320 Project course;
  - (e) have passed, or received a compensated fail as set out in paragraph 1.2 above, in courses to a value of 360 credits at least 120 of which must have been at Level 6.

- 1.4 A student who meets the criteria set out in paragraph 1.3 (a-d) above but has passed, or received a compensated fail as set out in paragraphs 1.1 and 1.2 above, in courses to a value of 300 to 345 credits, at least 60 of which must have been at Level 6, will be eligible for the award of a pass degree.

## **2. Classification of Degrees**

- 2.1. Final degree classification will be calculated on the basis of a student's best marks obtained for courses to a value of 90 credits at Level 4, plus the best marks obtained for courses to the value of 90 credits at Level 6, plus the best marks obtained for courses to a value of 120 credits of those remaining at Levels 5 and 6 combined but all weighted as for Level 5 courses. If necessary, marks obtained for courses to a value of 30 credits for which a fail or compensated fail has been awarded shall be included.
- 2.2 The mark for the CO3320 Project course will be included in the consideration for the award of the degree, even if higher marks for courses to a value of 30 credits have to be excluded.
- 2.3 If a student, at the first attempt, achieves a compensatable fail mark for a course or half course and, in subsequent attempts to redeem the failure achieves further compensatable fail marks, the highest mark obtained will be used for the purposes of classification.
- 2.4 The mark awarded for resit examinations will be the arithmetic mean of the best mark achieved and the pass mark of 40%.
- 2.5 Except as provided in paragraph 2.1, when calculating a candidate's final degree classification, a relative weighting of 1:3:5 will be applied to courses at Levels 4, 5 and 6 respectively.
- 2.6 Candidates who have completed the requirements for a degree, and who have achieved a sufficient standard in the examinations above that for a Pass may, on the recommendation of the Board of Examiners, be awarded either (a) First Class Honours, or (b) Second Class Honours, or (c) Third Class Honours. The Second Class of Honours shall be divided into an Upper and Lower Division.
- 2.7 Candidates whose final weighted average falls within 2% below the borderline between two classes of Honours or the borderline between a classification and a fail degree shall be considered, and those who have obtained marks in the higher classification in courses totalling **at** least 120 credits in value at Levels 5 and 6, must be awarded the higher classification.
- 2.8 Where a student meets the conditions specified in paragraph 2.7 but has only obtained marks in the higher classification in courses totalling at least 90 credits in value at Levels 5 and 6, the Board of Examiners may consider mitigating circumstances not previously taken into account by examiners in respect of the student's profile, the higher classification may be awarded.

## **3. Recognition of prior learning**

- 3.1. Any recognition of prior learning awarded will be included in the total value of courses passed.
- 3.2 Any recognition of prior learning awarded will not adversely affect the classification of the degree

## **4. Exit awards**

- 4.1 A student who obtains a minimum of 240 credits may be awarded a Diploma of Higher Education in Computing Studies as an exit award, as long as at least 120 credits are obtained at Level 5 or above. A maximum of 30 compensated credits and a maximum of 60 credits for recognition of prior learning are permitted.
- 4.2 A student registered for the BSc in Computing and Information Systems or the BSc in Creative Computing who has passed 120 credits at Level 4 or above may be awarded a CertHE in Computing Studies. They may be eligible for the award of a CertHE in

Computing and Information Systems or a CertHE in Creative Computing if they have successfully completed the four Level 4 courses (120 credits) that comprise the relevant CertHE. Neither recognition of prior learning nor compensation is permitted. They will not be eligible for the award of a Level 4 Diploma.

## 5. Calculation of final class of degree

5.1 A student's overall mark is calculated as  $\frac{X + 3Y + 5Z}{n + 54}$  where

$$\left\{ \begin{array}{l} n = \min \{m, 6\} \\ m = 8 - (\text{the number of 15 credit courses for which prior learning has been accredited at Level 4}) \\ X = \text{total marks on best } n \text{ 15 credit courses at Level 4} \\ Z = \text{total marks on best six 15 credit courses at Level 6} \\ Y = \text{total marks on remaining best eight 15 credit courses at Levels 5 and 6} \end{array} \right.$$

- 5.2 The Project **will** contribute to Y or Z or both, according to its value relative to other courses, even if its mark is lower than those of omitted courses.
- 5.3 In calculating Y, the mark for each exempt course at Level 5 will be recorded as the maximum of 40 and the simple mean of the other marks obtained at Level 5 at the first attempt.
- 5.4 In calculations each full 30 credit course is recorded as two 15 credit courses each with the same mark as the full 30 credit course.

---

## Scheme of award – CertHEs in Computing and Information Systems and Creative Computing

In order to be considered for the award of the CertHE, a student must have passed the relevant courses to the value of 120 credits at Level 4.

A student passing an examination at the second or third attempt will receive a final mark that is the arithmetic mean of the mark actually achieved on that occasion and the pass mark of 40%.

No compensation is allowed for a course that has been failed three times and neither credit nor recognition of prior learning is permitted.

The final mark is determined by an average of all four marks obtained from each of the four courses studied.

---

## Scheme of award – Diplomas

In order to be considered for the award of the Diploma, a student must have passed the examinations in **all** five relevant courses.

In addition, students must have successfully completed the Study Skills in English course at the institution they are attending.

The class of Diploma will be based on the value of all **five** courses.

To obtain a given classification for the Diploma, students will be classified on the basis of the median mark.



The median mark gives the indicative class for classification purposes. A student may be classified at the indicative class, at one class above the indicative class or at one class below it, depending on the following:

1. If all papers are no worse than one class below the indicative class, then no lower class than the indicative class will be awarded.
2. If any papers are more than one class below the indicative class, but no paper is more than two classes below the indicative class, one of the following applies:
  - a. if the arithmetic mean mark is in the indicative class or above, the indicative class will be awarded or
  - b. the class below the indicative class will be awarded
3. If any paper is more than two classes below the indicative class, the class below the indicative class will be awarded.
4. If the median mark is no more than 1% from the borderline and the arithmetic mean is in a class above the indicative class, then the class above the indicative class will be awarded.

A student passing an examination at the second or third attempt will receive a final mark that is the arithmetic mean of the mark actually achieved on that occasion and the pass mark of 40%.

When identifying the median mark for classification purposes, the mark for an exempt course will be recorded as the mean of the marks for the other courses passed.

## Appendix E - Assessment criteria

Examination scripts and coursework are marked according to the following scales:

### BSc in Computing and Information Systems and the BSc in Creative Computing

Mark range	Class equivalent
70 and over	<p><b>EXCELLENT</b></p> <p>Demonstration of a deep understanding of relevant concepts, methodology and content appropriate to the subject discipline; indication of originality in application of ideas; ability to develop original creative works or synthesise existing ideas; ability to critique material and concepts; insight reflects depth and confidence of understanding of material; an ability to engage with academic publications in the area; an ability to communicate technical or academic ideas effectively.</p>
60–69	<p><b>VERY GOOD</b></p> <p>Demonstration of a comprehensive level of understanding based on a competent grasp of relevant concepts, methodology and content; display of skill in interpreting complex material; appropriate organisation of material; ability to write and communicate ideas effectively.</p>
50–59	<p><b>GOOD</b></p> <p>Demonstration of a sound level of understanding of relevant concepts, methodology and content; display of sufficient skills to tackle some complex problems; ability to respond to critique; appropriate organisation of material and an ability to communicate concepts.</p>
40–49	<p><b>ACCEPTABLE</b></p> <p>Demonstration of a limited level of understanding of relevant concepts, methodology and content; clear if limited attempt to tackle problems; display of some skills in organisation of material and communication of concepts.</p>
0–39	<p><b>FAIL</b></p> <p>Poor understanding of concepts, methodology and content; work is deficient in many respects, revealing insufficient grasp of material and poor organisation; limited ability to identify and address the tasks required; limited ability to communicate ideas.</p> <p>NOTE: course marks in the range 35-39 are potentially compensatable.</p>

**CertHE and Diploma in Computing and Information Systems and CertHE and Diploma in Creative Computing**

<b>Mark range</b>	<b>Class equivalent</b>
70 and over	<p><b>EXCELLENT</b></p> <p>Demonstration of a deep understanding of relevant concepts, methodology and content appropriate to the subject discipline; indication of originality in application of ideas; ability to develop original creative works or synthesise existing ideas; ability to critique material and concepts; insight reflects depth and confidence of understanding of material; an ability to engage with academic publications in the area; an ability to communicate technical or academic ideas effectively.</p>
60–69	<p><b>VERY GOOD</b></p> <p>Demonstration of a comprehensive level of understanding based on a competent grasp of relevant concepts, methodology and content; display of skill in interpreting complex material; appropriate organisation of material; ability to write and communicate ideas effectively.</p>
50–59	<p><b>GOOD</b></p> <p>Demonstration of a sound level of understanding of relevant concepts, methodology and content; display of sufficient skills to tackle some complex problems; ability to respond to critique; appropriate organisation of material and an ability to communicate concepts.</p>
40–49	<p><b>ACCEPTABLE</b></p> <p>Demonstration of a limited level of understanding of relevant concepts, methodology and content; clear if limited attempt to tackle problems; display of some skills in organisation of material and communication of concepts.</p>
0–39	<p><b>FAIL</b></p> <p>Poor understanding of concepts, methodology and content; work is deficient in many respects, revealing insufficient grasp of material and poor organisation; limited ability to identify and address the tasks required; limited ability to communicate ideas.</p>