



UNIVERSITY
OF LONDON

INTERNATIONAL
PROGRAMMES

Programme Regulations 2016–17

Work Experience Entry
routes *related to*

BSc in Computing and
Information Systems
BSc in Creative Computing
(Old Regulations)

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



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Important information regarding the Programme Regulations

About this document

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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 the College of the University of London responsible for the programme and they normally take account of the associated arrangements within the College. 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.

A [Glossary](#) provides an explanation of the terms used in this document.

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>.

To note:

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

Changes to Regulations 2016-17

No significant changes.

Registrations for the Work Experience Entry routes related to the BSc in Computing and Information Systems (Old Regulations) and BSc in Creative Computing (Old Regulations) have been discontinued. The last examinations under these Regulations will be held in 2017. New Regulations apply to all new students registering from 2014 onwards who have an effective date of registration of 30 November 2014 or later. Students can no longer register under the Old Regulations.

1 Structure of the Work Experience Entry routes

[Appendix A](#) gives Work Experience Entry route course outlines.

1.1

The Work Experience Entry route related to **the BSc in Computing and Information Systems (Old Regulations)** comprises **two** full courses as follows:

- **CO1108** Information systems: foundations of e-business
- **CO1109** Introduction to Java and object oriented programming

1.2

The Work Experience Entry route related to the **BSc in Creative Computing (Old Regulations)** comprises **two** full courses as follows:

- **CO1109** Introduction to Java and object-oriented programming
- **CO1112** Creative computing I: image, sound and motion

1.3

If you are registered for the Work Experience Entry route and you wish to proceed to the BSc in Computing and Information Systems or the BSc in Creative Computing by transferring your registration, you may do so provided you satisfy the progression requirements.

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 (Old Regulations), available in the VLE, for the minimum and maximum periods of registration applicable to this programme.

2.2

If you transfer from the Work Experience Entry route to the BSc in Computing and Information Systems or the BSc in Creative Computing, you will be given a new maximum period of registration of eight years for the degree. This will be effective from **30 November** in the year that you transfer.

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

3 Accreditation of prior learning and credit transfer

3.1

No recognition or accreditation of prior learning can be awarded for any course of the Work Experience Entry route.

4 Assessment for the programme

4.1

The standard of the examinations for the Work Experience Entry route is the same as for the Level 1 courses of the BSc in Computing and Information Systems and the BSc in Creative Computing (Old Regulations).

4.2

All examinations will be based on the syllabuses that are current for the year of the examination concerned. You must ensure that you have studied the correct syllabuses.

Assessment methods

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

4.3

The assessment for both courses is a combination of an unseen written examination and coursework.

4.4

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.

4.5

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 assignments set for that course. The ratio of unseen written examination to coursework is 80:20 for both courses.

See [regulation 7.2](#) for how to pass a course.

4.6

You may reuse work when developing your ideas for linked pieces of coursework, or when resubmitting coursework. Any repetition of work previously submitted must be referenced in accordance with the General Regulations and Study Support Section on the VLE including “How to avoid plagiarism” and “Harvard Referencing Guide”.

Date of examinations

4.7

Written examinations take place in **May** each year.

See [General Regulations](#) for rules for taking written examinations

4.8

Assessed coursework must be **uploaded to the VLE by midnight GMT** on:

15 January (coursework 1) and **15 March** (coursework 2)

You must check the VLE for submission instructions.

4.9

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 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 4.5 above).

4.10

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

5 Number of attempts permitted at an examination

5.1

The maximum number of attempts permitted at any examination of the Work Experience Entry route 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

If you fail a course but achieve 35% 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.

5.5

If, on the third and final attempt at any course, you receive the result 'Fail', your registration for the Work Experience Entry route will end unless the Examiners recommend otherwise in exceptional circumstances.

5.6

If your registration has been terminated under paragraph 5.5, you will not be permitted to re-register for the Work Experience Entry route.

6 Progression from the Work Experience Entry route

6.1

You are not required to attempt an examination every year and may take the two full courses in any order.

Progression to the BSc in Computing and Information System or the BSc in Creative Computing

6.2

If you have successfully completed the Work Experience Entry route under the Old Regulations by passing the relevant two full courses, you will be deemed to have satisfied the entrance requirements for the BSc in Computing and Information Systems or the BSc in Creative Computing and may progress to the degree by applying to transfer your registration.

6.3

If you have completed the Work Experience Entry Route under the Old Regulations, and you apply to transfer your registration to the related degree, you will be automatically transferred to the BSc in Computing and Information Systems (New Regulations) or the BSc in Creative Computing (New Regulations) providing your mark for each of the two courses is 40% or above.

6.4

If you are registered for the Work Experience Entry route and you have not successfully completed the Work Experience Entry route, you may transfer to the BSc in Computing and Information Systems or the BSc in Creative Computing (New Regulations) provided that you satisfy the entrance requirements for the degree.

6.5

If you transfer to the BSc in Computing and Information Systems (New Regulations) or the BSc in Creative Computing (New Regulations), you will be credited with the same courses passed with a mark of 40% or above as part of the Work Experience Entry route.

6.6

If you transfer, you will not be allowed to enter or re-enter for a course for which credit has been awarded.

Transfer to other programmes

6.7

If you are registered for the Work Experience Entry route (or you successfully complete the Work Experience Entry route) you will not be permitted to transfer your registration to a programme of study within the University of London International Programmes, other than the BSc in Computing and Information Systems or the BSc in Creative Computing, under any circumstances. If you wish to register for another programme, you will be required to cancel your registration for the Work Experience Entry route and apply to register afresh, subject to satisfying the relevant entrance requirements. There is no provision for you to carry credit in these circumstances.

Transfer to the other Work Experience Entry route

6.8

If you are registered for the Work Experience Entry route in Computing and Information Systems or the Work Experience Entry route in Creative Computing, you may apply to transfer your registration to the other Work Experience Entry route at any point prior to the completion of the route for which you are registered.

6.9

Any common courses will be credited to you and the mark achieved carried over. If you fail a course at the first or second attempt, you will be permitted to carry over the number of remaining attempts for that course. However, marks for courses which are not common to both routes will not be carried over on transfer. You will be required to forfeit these courses.

6.10

You must, on transfer, take any new courses required which have not previously been completed.

7 Marks

7.1

Courses are marked according to the following scale:

Mark range	Result
35 and over	Pass
0-34	Fail

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

7.2

In order to pass a course, you must achieve an average mark of at least 30% for the coursework and a mark of at least 30% for the written examination and the overall weighted average for the course must be at least 35%.

7.3

If you pass either course at the second or third attempt, you will receive a final mark which is the arithmetic mean of the mark actually achieved on that occasion and the minimum pass mark of 35%.

Appendix A – Course outlines

Introduction to Java and object-oriented programming [CO1109] (full course)

For: Work Experience Entry route Computing and Information Systems and Creative Computing

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.*

Information systems: foundations of e-business [CO1108] (full course)

For: Work Experience Entry route Computing and Information Systems

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.*

Creative computing I: image, sound and motion [CO1112] (full course)

For: Work Experience Entry route Creative Computing

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 B – Assessment Criteria

Examination scripts and coursework are marked according to the following scale.

Mark range	Class equivalent
70 and over	<p>EXCELLENT</p> <p>Demonstration of a thorough grasp of relevant concepts, methodology and content appropriate to the subject discipline; indication of originality in application of ideas, in synthesis of material or in performance; insight reflects depth and confidence of understanding the material.</p>
60 – 69	<p>VERY GOOD</p> <p>Demonstration of a sound 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.</p>
50 – 59	<p>GOOD</p> <p>Demonstration of an adequate level of understanding of relevant concepts, methodology and content; display of sufficient skills to tackle some complex problems; appropriate organisation of material.</p>
35 – 49	<p>ACCEPTABLE</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.</p>
0 – 34	<p>FAIL</p> <p>Work is deficient in most respects, revealing insufficient grasp of material and poor organisation, inability to identify and address the task required.</p>