



UNIVERSITY
OF LONDON

INTERNATIONAL
PROGRAMMES

Programme Regulations 2017–18

Work Experience Entry
routes *related to*

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

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 Work Experience Entry Routes	3
2 Registration.....	3
3 Recognition of Prior Learning and credit transfer	4
4 Assessment for the programme	4
5 Number of attempts permitted at an examination	5
6 Progression from the Work Experience Entry Route	6
7 Marks.....	7
Appendix A – Course outlines	8
Appendix B – Assessment Criteria.....	9

Important information regarding the Programme Regulations

About this document

Last revised: 18 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 the 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

No significant changes.

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 (New Regulations)** comprises **two** 30 credit 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 (New Regulations)** comprises **two** 30 credit 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](#) 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'.

Registration of our former students

2.3

If we cancelled your registration for the Diploma, Certificate of Higher Education (CertHE) or BSc in Computing and Information Systems or the Diploma, CertHE or BSc in Creative Computing because you had taken an examination the maximum number of times allowed without success, you will not be allowed to register for the Work Experience Entry Route.

2.4

If you have been awarded the CertHE or Diploma in Computing and Information Systems or the CertHE or Diploma in Creative Computing, you will not be permitted to register for the Work Experience Entry Route.

2.5

If you have successfully completed the Work Experience Entry Route, you will not be permitted to enter examinations again for the same or equivalent courses as those passed.

2.6

If you are registered for a programme of study other than the CertHE, Diploma or BSc in Computing and Information Systems or CertHE, Diploma or BSc in Creative Computing, you may apply to register for the Work Experience Entry Route, provided you satisfy the entrance requirements. You must cancel your registration for the other programme of study and apply to register afresh for the Work Experience Entry Route. If you are permitted to register afresh in this way:

- you will not be permitted to carry credit for any courses previously passed either to the Work Experience Entry Route or, in the event of a subsequent transfer, to the degree in Computing and Information Systems or Creative Computing

2.7

If you are registered for the CertHE, Diploma or BSc in Computing and Information Systems or CertHE, Diploma or BSc in Creative Computing, you will **not** be permitted to transfer your registration to the Work Experience Entry Route under any circumstances.

3 Recognition of prior learning and Credit transfer

3.1

Recognition and accreditation of prior learning will not be considered 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 4 courses of the BSc in Computing and Information Systems and the BSc in Creative Computing.

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. You must satisfy the Examiners in both elements of the assessment.

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](#) 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 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.

5.5

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 regulation 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 by passing the relevant two 30 credit 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 related degree by applying to transfer your registration.

6.3

If you are registered for the Work Experience Entry Route and 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 provided that you satisfy the entrance requirements for the degree.

6.4

If you transfer to the BSc in Computing and Information Systems or the BSc in Creative Computing, you will be credited with the same courses passed as part of the Work Experience Entry Route.

6.5

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

6.6

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

6.7

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 registered.

6.8

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.

6.9

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
40 and over	Pass
0-39	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 35% for the coursework and a mark of at least 35% for the written examination and the overall weighted average for the course must be at least 40%.

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 pass mark of 40%.

Appendix A – Course outlines

Introduction to Java and object-oriented programming [CO1109] (30 credit 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] (30 credit 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] (30 credit 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 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>VERY GOOD</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>GOOD</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>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 and communication of concepts.</p>
0–39	<p>FAIL</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>