BSc (Hons) Information Systems (top-up)

Programme Specification

1.	**Programme title**	BSc (Hons) Information Systems (top-up)
2.	**Awarding institution**	Middlesex University
3a	**Teaching institution**	Middlesex University – Hendon
3b	**Language of study**	English
4a	**Valid intake dates**	September and January
4b	**Mode of study**	FT/PT
4c	**Delivery method**	☐ On-campus/Blended ☒ Distance Education
5.	**Professional/Statutory/Regulatory body**	None
6.	**Apprenticeship Standard**	None
7.	**Final qualification(s) available**	BSc (Hons) Information Systems BSc Information Systems
8.	**Academic year effective from**	2023/24

9. Criteria for admission to the programme

The entry point for students shall be year3/Level6 (according to Framework for Higher Education Qualifications in England).

Students shall be accorded credit towards their Middlesex programme as follows:

- 120 credits, year1/Level4, Faculty of Science and Technology
- 120 credits, year2/Level5, Faculty of Science and Technology

In addition to the successful completion of the programmes outlined above, Middlesex requires compliance with the University's English Language requirements as specified in the Programme entry requirements.

In general, GCSE grade C, Common European Framework (CEF) level C1 or IELTS 6.0, or the equivalent, is the minimum requirement for Undergraduate study.

An articulation agreement covers direct entry to the programme for students who have successfully completed the following Online Business School programmes:

- Qualifi Level 5 Diploma in Information Technology
- Qualifi Level 5 Diploma in IT – Networking
- Qualifi Level 5 Diploma in IT – Web Design
- Qualifi Level 5 Diploma in IT - E-Commerce

Recognition of Prior Learning (RPL) is permitted. Students without standard qualifications or with out-of-date (over 5 years) qualifications but with relevant work experience will be considered on an individual basis. Decisions will be based on a combination of qualification obtained, a detailed CV, a portfolio of work undertaken or an interview. Work references will be required to verify work experience. Once a portfolio is submitted, it will be reviewed, and a decision will be made with regards to the credits recognised, and which of the programme modules are mapped to the applicant's prior learning.

10. Aims of the programme

The programme aims to:

- Prepare students for working in Information Systems development or other teams and for interacting with the users of those systems.
- Develop business and organisational competencies to complement previously-acquired technical Information Systems skills (for example, database design methods).
- Acquire some specialised knowledge and skills required to work either in enterprise or corporate contexts within the general Information Systems framework.

11. Programme outcomes*

A. Knowledge and understanding	**Teaching/learning methods**
On completion of this programme the successful student will have knowledge and understanding of : 1. Essential facts, concepts, principles and theories relating to a range of programming and development paradigms. 2. The effective application of scientific principles toward creation, use and support of information systems for the solution of practical problems, founded on appropriate technological disciplines.	• Materials based on the SCATE pedagogy model. • Guided individual and group research using discussion forums on the VLE or social media. • Coursework assignments • Open-ended practical assignments • Formative and summative assessment and feedback on assignments using a range of online feedback tools. • Directed reading. • Online synchronous seminar discussions using screen sharing.

3. The effectiveness of various strategies and development plans, policies and processes for the accounting, budgeting and, where applicable, charging of IT resources and services. 4. Different strategies for effective use of information technology to include databases and web technology and taking account of the complex interrelations between hardware, software and people. 5. Information security issues in relation to the design, development and use of information systems	• Online discussion using discussion boards on VLE or social media. **Assessment methods** • Reports • Business Reports • Portfolios • Online synchronous or pre-recorded presentations • Individual coursework assignments • Group coursework assignments aided by discussion forums or social media. • Case Studies Reports • Peer assessment and review using discussion and feedback tools on the VLE. • Creation of Visualization Documents (Timelines, Mind Maps • Pre-Recorded Video Demonstrations
B. Skills On completion of this programme the successful student will be able to: 1. Demonstrate the ability to critically evaluate arguments, assumptions, abstract concepts and data (that may be incomplete), to achieve a solution - or identify a range of solutions - to a problem. 2. Deploy appropriate theory, practices and tools for the specification, design, implementation and evaluation of computer-based systems. 3. Demonstrate practical competencies for specifying, designing and constructing effective implementation strategies for computer-based systems consistent with a range of business needs. 4. Translate logical designs into physical designs taking account of the target environment, performance requirements	**Teaching/learning methods** • Materials based on the SCATE pedagogy model. • Critical thinking and problem-solving activities • Practical application of concepts, principles and models to specific case studies and scenarios • Directed reading. • Online synchronous seminar discussions using screen sharing. • Online discussion using discussion boards on VLE or social media. • Individual coursework assignments • Group coursework assignments aided by discussion forums or social media. • Online synchronous student presentations using screen sharing. • Directed and independent research **Assessment methods** • Reports • Business Reports • Portfolios

and existing systems. 5. Identify and manage resources necessary for all stages – analysis, planning, estimation, execution and improvement - of individual systems development to ensure technical, financial and quality targets are met.	• Online synchronous or pre-recorded presentations • Individual coursework assignments • Group coursework assignments aided by discussion forums or social media. • Case studies Reports • Peer assessment and review using discussion and feedback tools on the VLE. • Creation of Visualization Documents (Timelines, Mind Maps • Pre-Recorded Video Demonstrations

12. Programme structure (levels, modules, credits and progression requirements)

12.1 Structure of the programme

The programme is split into two 12-week blocks. The first block runs from October to January and the second runs from January to April. Students can join the programme in October or January. Full-time students take 2 modules per block, part-time students take 1 module per block. All modules are compulsory.

First Block (October to January)	Second Block (January to April)
Study both (Full-Time) Study one (Part-Time)	Study both (Full-Time) Study one (Part-Time)
CSD3531 Designing the User Experience	CSD3521 Information Systems Development
CSD3511 IS Planning and Management	CSD3501 Web, Mobile and Cloud Computing

12.3 Non-compensatable modules

Module level	Module code
N/A	N/A

13. Information about assessment regulations

Information on the University's formal assessment regulations, including details of how award classifications are determined, can be found in the University Regulations available online.

Grades are awarded on the standard University scale of 1–20, with Grade 1 being the highest.

For additional information on assessment and how learning outcomes are assessed please refer to the individual module narratives for this programme.

14. Placement opportunities, requirements and support (if applicable)

Placement options are not available to direct-entry students in their final year.

The programme team will make every effort for the students on the programme to attend employability events which are available online and gain from the department's employability strategy.

MDX*WORKS*, delivered by the Employment Service, provides online support provisions to aid graduates to secure a graduate job when they leave University.

15. Future careers / progression

IT Project Manager - An IT Project Manager specialises in information technology but also in sectors unrelated to IT that rely on IT systems. Their role is to manage the development and implementation of plans to meet business needs and the change control procedures to ensure a smooth transition during the implementation period.

Systems Designer - A Systems Designer develops and implements information systems in sectors as diverse as finance, communications and retail. The role can involve working on all elements of the system including hardware, software, installation and maintenance. There are a range of opportunities in this increasingly varied industry.

User Experience (UX) Architect – User Experience Architects are concerned with research, prototyping and evaluation exercises throughout the lifecycle. They manage and participate in activities aimed at understanding end-user requirements, capabilities, limitations and use contexts both for workplace and non-workplace applications in a variety of domains.

Systems Developer - Systems Developers test systems, diagnose and fix faults, write diagnostic programs and design and write code for operating systems and software to ensure that they function more efficiently. They may also create systems in response to technical specifications supplied by an IT analyst, often integrating off-the-shelf software packages into existing systems.

IT Systems/Business Analyst - An IT Systems/Business Analyst designs new IT solutions to improve business efficiency and productivity. They are responsible for analysing the business needs of their clients and stakeholders to help identify business problems and propose solutions, using the discipline of business analysis. They examine existing business models and the flows of data in the business, and then design an appropriate improved IT solution.

Information Systems Manager - An Information Systems Manager installs computer systems, ensures that backup systems operate effectively, buys hardware and software, provides the ICT technology infrastructures for an organisation, and contributes to organisational policy regarding quality standards and strategic planning.

Postgraduate studies – A range of postgraduate courses are available at Middlesex University or other universities. The MSc in Business Information Systems Management (BISM) is one of the postgraduate programmes that is aligned to the programme learning outcomes students will be able to demonstrate upon completion. The programme description is available at https://www.mdx.ac.uk/courses/postgraduate/business-information-systems-management.

16. Particular support for learning

The Faculty's Teaching and Learning Strategy is aligned with that of the University in seeking to develop learner autonomy and resource-based learning. Support of the students' learning experience, the following is provided:

- All new students go through an online induction programme.
- Library and Student Support provide workshops and one to one support for those students needing additional support in academic writing, presentation skills and numeracy.
- Students are allocated a personal email account, and secure networked computer storage for student's University-related files and documents.
- Soft copies of all module handbooks are provided on MyUniHub.
- The primary delivery mechanism for this programme is the University's virtual learning environment (My Learning on myUniHub). The module leaders have divided their syllabuses into units and planned a schedule of weekly learning tasks.
- Extensive library facilities are available off campus, with e-resources accessible through the MyLibrary page on MyUniHub. Virtual learning is provided via the My Learning pages through MyUniHub..
- Students can access advice and support on a wide range of issues from the UniHelp, and specific one-to-one advice and support from the School's Achievement Officers.

Middlesex University encourages and supports students with disabilities. Some practical aspects of Faculty of Science and Technology programmes may present challenges to students with particular disabilities. You are encouraged to contact the Disability and Dyslexia Support (DDS) any time to evaluate facilities and talk in confidence about your needs. If we know your individual needs, we'll be able to provide for them more easily. DDS can be contacted in several ways:

- Daily call back service
- Email support

For further information visit https://www.intra.mdx.ac.uk/about-us/services/library-and-student-support/disability-and-dyslexia-support#How

Academic Advising:
At the beginning of the programme all students will be allocated an Academic Advisor for the year and given their contact details. The academic advisor will have regular group and/or individual meetings with their tutees and will monitor their engagement data regularly. A wide range of support resources are available

(https://unihub.mdx.ac.uk/student-life/welcome/supporting-you) ranging from UniHelp and Academic Advisors to MDXSU advice and the Learning Enhancement Team.

17. HECos code(s)	100360

18. Relevant QAA subject benchmark(s)	Computing

19. Reference points

QAA Subject Benchmark Statement – Computing

QAA Subject Benchmark Statement – Librarianship, Information, Knowledge, Records and Archives Management

BCS

20. Other information

N/A

Please note programme specifications provide a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve if s/he takes full advantage of the learning opportunities that are provided. More detailed information about the programme can be found in the rest of your programme handbook and the university regulations.

21. Curriculum map for *BSc (Hons) Information Systems (top-up)*

This section shows the highest level at which programme outcomes are to be achieved by all graduates, and maps programme learning outcomes against the modules in which they are assessed.

Programme learning outcomes.

Knowledge and understanding	
A1	Essential facts, concepts, principles, and theories relating to a range of programming and development paradigms.
A2	The effective application of scientific principles toward creation, use and support of information systems for the solution of practical problems, founded on appropriate technological disciplines.
A3	The effectiveness of various strategies and development plans, policies and processes for the accounting, budgeting and, where applicable, charging of IT resources and services.
A4	Different strategies for effective use of information technology to include databases and web technology and taking account of the complex interrelations between hardware, software, and people.
A5	Information security issues in relation to the design, development, and use of information systems.
Skills	
B1	Demonstrate the ability to critically evaluate arguments, assumptions, abstract concepts and data (that may be incomplete), to achieve a solution - or identify a range of solutions - to a problem.
B2	Deploy appropriate theory, practices and tools for the specification, design, implementation and evaluation of computer-based systems.
B3	Demonstrate practical competencies for specifying, designing and constructing effective implementation strategies for computer-based systems consistent with a range of business needs.
B4	Translate logical designs into physical designs taking account of the target environment, performance requirements and existing systems.
B5	Identify and manage resources necessary for all stages – analysis, planning, estimation, execution and improvement - of individual systems development to ensure technical, financial and quality targets are met

Programme outcomes									
A1	A2	A3	A4	A5	B1	B2	B3	B4	B5
Highest level achieved by all graduates									
6	6	6	6	6	6	6	6	6	6

Module Title	Module Code	A1	A2	A3	A4	A5	B1	B2	B3	B4	B5
Web, Mobile and Cloud Computing	CSD3501				*	*		*			*
IS Planning and Management	CSD3511		*	*	*	*	*			*	
Information Systems Development	CSD3521	*					*	*			*
Designing the User Experience	CSD3531	*	*					*	*	*	