Programme Specification (PG)

Awarding body / institution:	Queen Mary University of London				
Teaching institution:	Queen Mary University of London				
Name of final award and title:	MSc FT Computer Science (Conversion)				
Name of interim award(s):	PG Certificate and PG Diploma				
Duration of study / period of registration:	1 Year FT				
Queen Mary programme code(s):	G5U5				
QAA Benchmark Group:	Computing				
FHEQ Level of Award:	Level 7				
Programme accredited by:	BCS The Chartered Institute for IT				
Date Programme Specification approved:					
Responsible School / Institute:	School of Electronic Engineering & Computer Science				
Schools / Institutes which will also be involved in teaching part of the programme:					
NA					

Collaborative institution(s) / organisation(s) involved in delivering the programme:

NA

Programme outline

This MSc provides a programme of study for students obtaining a good first degree in subjects other than Computing or degrees with a high level of Computing content.

The Programme provides two study streams entitled "Software Systems" and "Business Systems". Both streams include 6 common modules which together provide students with the core knowledge and skills required to work in the Computing industry. These include Computer Programming, Database Application Design and Implementation, Software Engineering and Networks and Computer Architecture. The common modules in semester 2 cover Security and Authentication and Risk Analysis, which are topics required by the Chartered Institute for IT for partial or full accreditation. The Software Systems stream provides specialised study in Data Analytics and the Design of Interactive Systems. The Business Systems stream has a more commercial focus, providing specialised study in the ways in which organisations acquire and use Information Systems and the Design of Mobile Services.

The programme prepares you for a wide range of careers depending on your chosen stream. Typical jobs after graduating from the Software Systems stream include Data Scientist, Computer Programmer, Software Engineer, Usability Engineer, Interactive System Designer. Typical jobs for graduates of the Business Systems stream include Business Systems Analyst, Database



Developer, Software Engineer and Mobile Service Designer.

Aims of the programme

The aim of this Masters programme is to offer a broad range of advanced study in the conceptual analysis of information and the development of effective technologies for its representation, distribution and use. The programme is multi-disciplinary and in addition to computer science optionally involves aspects of cognitive psychology, psycholinguistics, artificial intelligence, bioinformatics, logic, sociology and organisational management. The course aims to address both fundamental principles and advanced techniques and to provide students with directly applicable knowledge and skills. The course is aimed at preparing students both for research study and specialist employment, especially in domains such as broadcasting, multimedia production, consumer electronics and IT equipment-manufacturing.

What will you be expected to achieve?

The programme provides opportunities for students:

i) to develop a knowledge of a range of modelling, evaluation and design methods used in research and development in the focal areas of the programme.

(ii) to gain experience with applying them in practice in a research-oriented project.

Academic Content:				
A 1	Theories, principles and techniques in Computer Science			
A2	Programming languages and environments, systems development methodologies			
A3	Approaches to program and system testing and evaluation			

Disc	Disciplinary Skills - able to:				
B 1	Design, implement and test software systems				
В2	Critically evaluate alternative technology solutions				
В3	Design and implement data structures that are appropriate to a given software solution				
В4	Critically reflect on their own performance in Computing projects and apply to future projects				

Attributes:



C 1	Integrate scholarship, research and professional activities with the Computing discipline in a developing professional career
C2	Evaluate their practice and engage in continuing professional development

How will you learn?

Each non-project-based module normally involves lectures, problem solving coursework and practical sessions. Lectures are used to introduce principles and methods and also to illustrate how they can be applied in practice. Coursework allows students to develop their skills in problem solving and to gain practical experience. Practical sessions provide students with guidance and help while solving a problem. These lessons take the form of exercise classes and programming laboratories that allow the students to learn-by-doing in order to complement the lectures.

Individual projects are undertaken during the summer months under the supervision of an academic member of staff with whom there are normally weekly consultancy meetings. These are used for students to report on their progress, discuss research and design issues and plan their future work. This develops and reinforces students' ability to communicate technical ideas clearly and effectively. The Projects Coordinator also runs a thread of taught sessions to support the project module. A number of industrial-linked projects may be offered each year, which students can apply for.

How will you be assessed?

The assessment of taught modules normally consists of a combination of written examination and coursework.

The project is examined on the basis of a written report, a formal oral presentation, and, where applicable, a demonstration of any software and/or hardware developed by the student.

How is the programme structured?

Please specify the structure of the programme diets for all variants of the programme (e.g. full-time, part-time - if applicable). The description should be sufficiently detailed to fully define the structure of the diet.

The course has two streams and is organised over three semesters: The first semester (Semester A) consists of four compulsory modules. The second semester (Semester B) has four compulsory modules. Students carry out a large project full-time in the third semester (Semester C). This project will be individually supervised by an academic or research staff.

The Software Systems stream is the default stream for the programme.

Semester 1 (Business Systems) ECS7010P Computer Architecture and Networks ECS7009P Introduction to Software Engineering ECS780P Computer Programming ECS740P Database Systems

Semester 2 (Business Systems) ECS726P Security and Authentication ECS7005P Risk and Decision Making for Data Science and AI ECS745P Business Information Systems ECS725P Mobile Services

Semester 1 (Software Systems)







ECS7010P Computer Architecture and Networks ECS7009P Introduction to Software Engineering ECS780P Computer Programming ECS740P Database Systems

Semester 2 (Software Systems) ECS726P Security and Authentication ECS7005P Risk and Decision Making for Data Science and AI ECS733P Interactive Systems Design ECS784P Data Analytics

Semester 3: Core Module ECS750P Project (60 credits)

Module Title	Module Code	Credits	Level	Module Selection Status	Academic Year of Study	Semester
Database Systems	ECS740P	15	7	Compulsory	1	Semester 1
Computer Programming	ECS780P	15	7	Compulsory	1	Semester 1
Introduction to Software Engineering	ECS7009P	15	7	Compulsory	1	Semester 1
Computer Architecture and Networks	ECS7010P	15	7	Compulsory	1	Semester 1
Mobile Services	ECS725P	15	7	Elective	1	Semester 2
Security and Authentication	ECS726P	15	7	Compulsory	1	Semester 2
Interactive Systems Design	ECS733P	15	7	Elective	1	Semester 2
Business Information Systems	ECS745P	15	7	Elective	1	Semester 2
Data Analytics	ECS784P	15	7	Elective	1	Semester 2
Risk and Decision Making for Data Science and Al	ECS7005P	15	7	Compulsory	1	Semester 2
Project Module	ECS750P	60	7	Core	1	Semester 2

Academic Year of Study FT - Year 1



What are the entry requirements?

Information on the entry requirements can be found at: www.qmul.ac.uk/postgraduate/taught/coursefinder/courses/ computing-and-information-systems-msc/

How will the quality of the programme be managed and enhanced? How do we listen to and act on your feedback?

The Student-Staff Liaison Committee (SSLC) provides a formal means of communication and discussion between the School and its students. The committee consists of student representatives from each cohort, together with appropriate representation from School staff. It is designed to respond to the needs of students, as well as act as a forum for discussing programme and module developments. Student-Staff Liaison Committees meet four times a year, twice in each teaching semester.

Each semester, students are invited to complete a web-based module questionnaire for each of their taught modules, and the results are fed back through the SSLC meetings. The results are also made available on the student intranet, as are the minutes of the SSLC meetings. Any actions necessary are taken forward by the relevant Senior Tutor, who chairs the SSLC, and general issues are discussed and actioned through the School's Education Committee (EduComm).

The School's EduComm advises the Director of Education on all matters relating to the delivery of taught programmes at school level including monitoring the application of relevant QM policies and reviewing all proposals for module and programme approval and amendment before submission to Taught Programmes Board. Student views are incorporated in this Committee's work in a number of ways, including through student membership and consideration of student surveys and module questionnaires.

The School participates in the University's Annual Programme Review process, which supports strategic planning and operational issues for all undergraduate and taught postgraduate programmes. The APR includes consideration of the School's Student Experience Action Plan, which records progress on learning and teaching related actions on a rolling basis. Students' views are considered in the APR process through module questionnaires, among other data.

What academic support is available?

All students are assigned an academic advisor during induction week. The advisor 's role is to guide their advisees in their academic development including module selection, and to provide first-line pastoral support.

In addition, the School has a Senior Tutor for postgraduate students who provides second-line guidance and pastoral support for students, as well as advising staff on related matters.

Every member of teaching staff holds 2 open office hours per week during term-time.

Additional academic support is provided to those students who are successful in securing an industrial-linked project.

Programme-specific rules and facts

Special regulations apply for programmes accredited by the Engineering Council. Please refer to the Academic Regulations for full details. Students who complete the programme but do not meet the Engineering Council's requirements will graduate with an alternate programme title.



How inclusive is the programme for all students, including those with disabilities?

Queen Mary has a central Disability and Dyslexia Service (DDS) that offers support for all students with disabilities, specific learning difficulties and mental health issues. The DDS supports all Queen Mary students: full-time, part-time, undergraduate, postgraduate, UK and international at all campuses and all sites.

Students can access advice, guidance and support in the following areas:

- Finding out if you have a specific learning difficulty like dyslexia
- Applying for funding through the Disabled Students' Allowance (DSA)
- Arranging DSA assessments of need
- Special arrangements in examinations
- Accessing loaned equipment (e.g. digital recorders)
- Specialist one-to-one "study skills" tuition
- Ensuring access to course materials in alternative formats (e.g. Braille)
- Providing educational support workers (e.g. note-takers, readers, library assistants)
- Mentoring support for students with mental health issues and conditions on the autistic spectrum.

Links with employers, placement opportunities and transferable skills

The School has a wide range of industrial contacts secured through research projects and consultancy, our Industrial Experience programme and our Industrial Advisory Panel.

The Industrial Advisory Panel works to ensure that our programmes are state-of-the-art and match the changing requirements of this fast-moving industry. The Panel includes representatives from a variety of Computer Science oriented companies ranging from SMEs to major blue-chips. These include: Microsoft Research, IBM, The National Physical Laboratory, National Instruments, PA Consulting, Rohde and Schwarz, O2, Cisco Systems, ARM, Selex and BAE Systems.

Recent graduates have found employment as IT consultants, specialist engineers, web developers, systems analysts, software designers and network engineers in a wide variety of industries and sectors. A number of students also go on to undertake PhDs in electronic engineering and computer science. Merril Lynch, Microsoft, Nokia, Barclays Capital, Logica,, Credit Suisse, KPMG, Transport for London, Sky and Selex ES are among the organizations that have recently employed graduates of EECS programmes.

Transferable skills are developed through a variety of means, including embedding of QM Graduate Attributes in taught modules and the summer project, together with the opportunity to participate in extra-curricular activities, e.g. the School's E++ Society, the School's Annual Programming Competition and external competitions with support from the School.

Students have the opportunity to undertake an industrial-linked project in the summer - these are very competitive.

Programme Specification Approval

Person completing Programme Specification:

Dr Tony Stockman

Dr Tony Stockman

Person responsible for management of programme:

27 Nov 2023

Date Programme Specification produced / amended by School / Institute Education Committee:

Date Programme Specification approved by Taught Programmes Board:

Programme Title: MSc FT Computer Science (Conversion)

