BSc Computer Engineering   **UCAS code: H611**
For students entering Part 1 in 2008/9

Awarding Institution:	University of Reading
Teaching Institution:	University of Reading
Relevant QAA subject Benchmarking group(s):	Computing
Faculty:	Science Faculty
Programme length:	3 years
Date of specification:	10/Aug/2010
Programme Director:	Dr Gerard McKee
Programme Advisor:	Dr Corin Gurr
Board of Studies:	Computer Science and Informatics
Accreditation:	Accredited by the British Computer Society.

Summary of programme aims

The programme combines traditional computer science and electronic engineering principles with good practice in design and project management applied to technically demanding problems. At the end of the course students will be capable of applying these skills to problems requiring the integration of software and hardware. There is an emphasis on team and group work, and the production of quality written reports. Graduates will be well qualified to play a disciplined and innovative part in research and development across the Computing and Electronics sector.

To develop the students' knowledge of the theory and practice of modern computer science, it is necessary for them to secure employment as professional software engineers in a wide variety of industries; to encourage their critical and analytical skills; and to develop their skills in applying theoretical concepts to the practice of computer systems design.

Transferable skills

During the course of their studies at Reading, all students will be expected to enhance their academic and personal transferable skills in line with the University's Strategy for Learning and Teaching. In following this programme, students will have had the opportunity to develop such skills, in particular relating to communication, interpersonal skills, learning skills, numeracy, self-management, use of IT and problem-solving and will have been encouraged to further develop and enhance the full set of skills through a variety of opportunities available outside their curriculum.

As part of this programme students are expected to have gained experience and show competence in the following transferable skills: IT (word-processing, using standard and mathematical software, scientific programming), scientific writing, oral presentation, team-working, problem-solving, use of library resources, time-management, career planning and management, and business awareness.

Programme content

The profile which follows states which modules must be taken, together with one or more lists of modules from which the student must make a selection. Students must choose such additional modules as they wish, in consultation with their programme adviser, to make 120 credits in each Part.

Part 1 (three terms)
Compulsory modules

Module	Title	Credits	Level
SE1EA5	Electronic Circuits	20	4
SE1EB5	Computer and Internet Technologies	20	4
SE1SA5	Programming	20	4
SE1SB5	Software Engineering	20	4
SE1SC5	Computer Science Roadmap	20	4

And

Module	Title	Credits	Level
MA116	Mathematics for Computer Science	20	4

Or

SE1CB5	Engineering Mathematics	20	4

Part 2 (three terms)
Compulsory modules

Module	Title	Credits	Level
CS2A6	Compilers	10	5
CS2B6	Operating Systems	10	5
CS2C6	Computer Architecture	10	5
CS2TD7	Databases	10	5
CS2F7	Object Oriented Design	10	5
CS2G7	Essential Algorithms	10	5
CS2R7	Space Robotics	10	5
CS2J7	Programming with Java	10	5
EE2A2	Embedded Microprocessor Systems	20	5
EE2C2	Digital Circuit Design	10	5
EE2D6	FPGAs and HDLs	10	5

Part 3 (three terms)
Compulsory modules

Mod Code	Module Title	Credits	Level
SE3Q2	Computer Engineering Project	30	H
EE3V7	Functional Verification	10	H
SE3C9	Computer Networking	20	H
SE3Z10	Social, Legal and Ethical Aspects of Science and Engineering	10	H

Optional modules (a total of 50 credits to be chosen):

CS3E6	Distributed Computing	10	6
CS3H7	Concurrent Systems	10	6
CS3K7	Data Mining	10	6
CS3M6	Evolutionary Computation	10	6
CS3U7	Image Analysis	10	6
CS4V10	Visual Intelligence	10	7
CS3W7	Multi-Agent Systems	10	6
CS3Y7	Robot Systems	10	6
CS3C5	Dependable Systems Design	10	6
CY3F2	Virtual Reality	10	6
MM374	Informatics for E-Enterprise	20	6
CS3TB4	Software Quality and Testing	10	6
CS3TE4	Requirements Analysis	10	6
CS3TZ4	Network Security	10	6
CS4E7	Computational Robotics	10	6

Students may also take a maximum of 20 credits of Part 2 modules from the following list:

CS2K7	XML and Web Technologies	10	5
CS2L7	Human Computer Interaction	10	5

Progression requirements
To gain a threshold performance at Part 1 and qualify for the CertHE a student shall normally be required to achieve an overall average of 40% over 120 credits taken in Part 1, where all the credits are at level 4 or above, and a mark of at least 30% in individual modules amounting to not less than 100 credits. In order to progress from Part 1 to Part 2, a student shall normally be required to achieve a threshold performance at Part 1, and to have no module mark below 30% in any of the compulsory Part 1 modules.

To gain a threshold performance at Part 2 and qualify for the DipHE a student shall normally be required to achieve an overall average of 40% over 120 credits taken in Part 2, and a mark of at least 30% in individual modules amounting to not less than 100 credits. In order to progress from Part 2 to Part 3, a student shall normally be required to achieve a threshold performance at Part 2.

A student must obtain at least 40% in their project (SE3Q2) to be eligible for honours.

Part 2 contributes one third of the final assessment and Part 3 contributes two thirds.

Summary of teaching and assessment
Teaching is organised in modules that typically involve lectures and tutorials or practicals. Most modules are assessed by a mixture of coursework and formal examination. Some modules such as the Part 3 project are assessed by coursework.

Admission requirements
Entrants to this programme are normally required to have obtained:
 Grade B in Mathematics and Grade C in English in GCSE; and achieved
 A level: 300 points from 3 A Levels, or 340 points from 3 A Levels and 1 AS Level (total points exclude General Studies)
 International Baccalaureate: 33 points; or
 Irish Highers: AABBB
 Equivalent qualifications are acceptable.

Admissions Tutor: Dr MP Evans

Support for students and their learning
University support for students and their learning falls into two categories. Learning support includes IT Services, which has several hundred computers, and the University Library, which across its three sites holds over a million volumes, subscribes to around 4,000 current periodicals, has a range of electronic sources of information and houses the Student Access to Independent Learning (S@il) computer-based teaching and learning facilities. There are language laboratory facilities both for those students studying on a language degree and for those taking modules offered by the Institution-wide Language Programme.   Student guidance and welfare support is provided by Personal Tutors, School Senior Tutors, the Students' Union, the Medical Practice and the Student Services Directorate. The Student Services Directorate is housed in the Carrington Building and includes the Careers Advisory Service, the Disability Advisory Service, Accommodation Advisory Team, Student Financial Support, Counselling and Study Advisors. Student Services has a Helpdesk available for enquiries made in person or online (www.risisweb.reading.ac.uk), or by calling the central enquiry number on (0118) 378 5555. Students can get key information and guidance from the team of Helpdesk Advisers, or make an appointment with a specialist adviser; Student Services also offer drop-in sessions on everything from accommodation to finance. The Carrington Building is open between 8:30 and 17:30 Monday to Thursday (17:00 Friday and during vacation periods). Further information can be found in the Student website (www.reading.ac.uk/student).

Within the providing Department additional support is given though practical laboratory classes. The development of problem-solving skills is assisted by appropriate assignment and project work. There is a Course Adviser to offer advice on the choice of modules within the programme. Course handbooks are provided for each Part of the course: these give more details about the modules which make up the degree. In addition, the School of Systems Engineering produces a Handbook for Students, which provides general information about the staff and facilities within the School.

Career prospects

Career prospects are good given the market for computer related skills. Graduates can find employment connected with the software industry, either in programming, consultancy or systems analysis and design. The combination of both software and hardware design skills widens the opportunities further. Some graduates continue in research either in the Subject Group or at other Universities.

Opportunities for study abroad or for placements

N/A

Programme Outcomes

The programme provides opportunities for students to develop and demonstrate knowledge and understanding, skills, qualities and other attributes in the following areas:

Knowledge and Understanding

A. Knowledge and understanding of:

1. Software engineering and theoretical issues in Computer Science
2. A range of programming languages and environments.
3. Information technology.
4. Appropriate mathematical techniques, including the use of mathematics as a tool for communicating results, concepts and ideas.
5. Business context.
6. Engineering practice.

Teaching/learning methods and strategies

The knowledge required for the basic topics is obtained via lectures, exercises, practicals, assignments and project work.
Appropriate IT and other software packages are taught.
Practical demonstrators and project supervisors advise students, and feedback is provided on all continually assessed work.
As the course progresses students are expected to show greater initiative.

Assessment
Most knowledge is tested through a combination of practicals, assignments and formal examinations. Students write reports on many assignments, and also make oral presentations of their work.

Skills and other attributes

B. Intellectual skills - *able to:*

1. Select and apply appropriate computer based methods, mathematical and scientific principles for analysing general systems.
2. Analyse and solve problems.
3. Organise tasks into a structured form.
4. Understand the evolving state of knowledge in a rapidly developing area.
5. Transfer appropriate knowledge and methods from one topic within the subject to another.
6. Plan, conduct and write a report on a project or assignment.
7. Prepare an oral presentation.

Teaching/learning methods and strategies

Appropriate software, mathematical, scientific and IT skills and tools are taught in lectures, and problems to be solved are given as projects or assignments. Project planning is part of the Part 3 project, and written and oral presentations are required for various assignments and projects.

Assessment
Skills 1-5 are assessed partly by examination, though sometimes also by project or assignment work. Skills 6 and 7 are assessed as part of project work.

C. Practical skills - *able to:*

1. Use appropriate software tools.
2. Program a computer to solve problems.
3. Use relevant software and analyse the results critically.
4. Design, build and test a system.
5. Research into computer science problems.

Teaching/learning methods and strategies

Software tools are introduced in lectures and their use is assessed by examinations and assignments.
Programming assignments are set, and students may write programs to solve other projects.
Practicals and projects are used to teach about skill 3, and projects are used for skills 4, 5, 6 and 7.

6. Utilise project management methods.
7. Present work both in written and oral form.

Assessment
Skills 1 and 5 are tested in coursework and in examinations. Skills 2, 5 and 7 are tested by assignments and projects, 3 is assessed in practicals and sometimes in projects, Skills 4, 5 and 6 are assessed through project work.

D. Transferable skills - *able to:*

1. Use software tools.
2. Acquire, manipulate and process data.
3. Use creativity and innovation.
4. Solve problems.
5. Communicate scientific ideas.
6. Give oral presentations.
7. Work as part of a team.
8. Use information resources.
9. Manage time.

Teaching/learning methods and strategies

Software tools are taught partly in lectures, mainly through practical sessions and assignments. Data skills are acquired in laboratory and projects. Creativity and innovation and problems solving are experienced through projects, as are team working, time management and presentations. Use of information resources, such as the library and IT methods is experienced through projects and assignments.

Assessment
Some skills, like the use of software tools and ability to communicate orally and in written form are directly assessed, in assignments or projects, other skills are not directly assessed but their effective use will enhance the students overall performance.

Please note - This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the learning outcomes, content and teaching, learning and assessment methods of each module can be found in the module description and in the programme handbook. The University reserves the right to modify this specification in unforeseen circumstances, or where the process of academic development and feedback from students, quality assurance process or external sources, such as professional bodies, requires a change to be made. In such circumstances, a revised specification will be issued.