

Computing

Glasgow Caledonian University

Content

Year 1

Fundamentals of Computer Systems; Fundamentals of Software Engineering; Programming 1; Maths for Computing; Fundamentals of Network and Cloud Computing; Database Development; Integrated Project 1.

Year 2

Programming 2; Object Oriented Analysis & Design; Human Computer Interaction; Data Structures and Algorithm; Web Application Development 1; Integrated Project 2.

Year 3

IT Project Management 1; Web Application Development 2; Research Skills & Professional Issues; Integrated Project 3; Option module 1; Option module 2.

Choose two* from: Applications Architecture and Design Patterns; User Psychology; DevOps; Mobile Platform Development.

Year 4

Honours Project; Front-end Web Development; Option module 1; Option module 2; Option module 3

Choose three* from:

Machine Learning and Data Analytics; Business Process Modelling; Advanced HCI; Programming Paradigms; Secure Software Development; IT Project Management 2; Management of Innovation and Creativity; Artificial Intelligence; Cloud Platform Development

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

G401

Course Length

4 years

Faculty

School of Computing, Engineering and Built Environment

Department

Computing

Entry Requirements

2025 entry requirements

Standard entry: 4 Highers at BBCC including Maths, Applications of Maths or Computing Science.

Widening access entry: 4 Highers at BCCC including Maths, Applications of Maths or Computing Science.

A Foundation Apprenticeship is accepted as equivalent of a non-essential Higher at B.

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

Address

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Website

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