

# Software Engineering

University of Stirling

## Venues

Stirling Campus

## Content

During Semesters 1-3, students from all three of our computing-related degrees (Computing Science, Software Engineering and Business Computing) take the same core modules in Computing Science, plus two other subjects. Core topics include: Computational Thinking; Programming Using Java; Social and Professional Issues; and Data Structures, Objects and Algorithms. In Semester 1, Software Engineering students must also take a Mathematics module.

Semesters 4-8 cover compulsory core modules - including Computer Systems and Software Engineering - plus optional modules, including: Computer Security and Forensics; Artificial Intelligence; Web Services; Telecommunications; and Games Development. In Semesters 4-8, the course is made up of both core compulsory modules and optional advanced modules, giving you a chance to explore your particular interests.

You'll undertake an independent project in your final year, which involves the design and development of a major piece of software from initial requirements to final delivery.

Our students also enjoy access to an active Computer Club that organises a number of activities and projects for those interested in Computing Science and Software Engineering.

## Start Date

September

## Qualification

Degree

## Study Method

Full time

## Award Title

BSc Hons

## UCAS Code

G600

## Course Length

4 years

## Department

Natural Sciences

## Entry Requirements

2026 entry requirements:  
4 Highers at ABBB.

For entry to the three year Honours degree, you need 3 Advanced Highers at ABB including Computing Science. You should have experience of Java or other programming languages.

## SCQF Level

10

## Progression Routes

«ProgressionRoutes»

## Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

## Address

Stirling  
FK9 4LA

## Website

www.stir.ac.uk