Software Engineering

University of Strathclyde

Content

Software engineers design and develop large, complex systems. These include the systems used in vehicles, phones, large-scale financial systems and secure web and medical applications.

As a software engineer, you'll need a good understanding of software, hardware, communication technologies and strong design and team skills. You'll also need to understand the impact of the development strategies of different systems.

On the BSc Software Engineering degree you'll learn foundation skills such as programming and in later years, subjects will include algorithms, databases and logic.

In Year 3, you'll study more specialised areas such as new programming languages and in your final year, you'll undertake a practical computing project.

You'll secure and undertake a 12-month paid industrial placement between Years 3 and 4, typically within a software development team. The placement may be in the UK or abroad.

Start Date

October

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

G600

Course Length

4 years

Faculty

Faculty of Science

Department

Computer and Information Science

Entry Requirements

2027 entry requirements

Standard entry:
4 or 5 Highers at AAAB or AABBB including Maths plus English at National 5. Higher English and Computing Science preferred.

Widening access entry:
4 or 5 Highers at ABBB or BBBBB including Maths plus English at National 5. Advanced Highers at B/C count as A/B in grade pattern. Higher English preferred.

For entry to year 2 you would require Advanced Higher Maths and Computing Science at AB or BA plus 3 other Highers at ABB.

A Foundation Apprenticeship is accepted in place of a non-essential Higher.

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse» «htmlCombinationUCASCode»

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Website

www.strath.ac.uk