### Computer Science wIE BSc (Hons) 2017-2018

**Summary**

<table>
<thead>
<tr>
<th>UCAS code</th>
<th>Award</th>
<th>Title</th>
<th>Duration</th>
<th>Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>G403</td>
<td>BSc</td>
<td>Computer Science wIE BSc (Hons)</td>
<td>4 years</td>
<td>FT + Placement year</td>
</tr>
</tbody>
</table>

- **Schools**: Computer Science
- **Faculty**: Engineering and Physical Sciences
- **Awarding Institution**: University of Manchester
- **Programme Accreditation**: BCS, IET
- **Relevant QAA benchmark(s)**: Computing
Aims and intended learning outcomes

Our Computer Science programmes, the most popular and most flexible of our offerings, offer students the opportunity to choose a study pathway which reflects their developing, possibly changing, interests. It aims to develop strengths in both the principles and practice of Computer Science, and includes extensive practical work.

Our programmes aim to:

1) enable graduates to exhibit a high level of practical and theoretical skills over a broad range of Computer Science together with a knowledge of currently available techniques and technologies.
2) explore the principles that support developments in a rapidly changing subject.
3) provide opportunities for students to understand the wide range of research challenges facing Computer Science, as well as the breadth and depth of research undertaken in this top-rated school, so they are prepared to embark on research here or elsewhere.
4) develop competent professionals able to play a leading part in many different commercial, industrial and academic activities and adapt rapidly to changing technology.
5) meet industry demand for high calibre graduates who will take a lead in continuing technological change.
6) prepare students for the social, organisational and professional context in which they will be working.
7) meet the educational requirements of the Engineering Council thus enabling graduates to progress to professional membership of the BCS and IET and attain the highest professional status of Chartered Engineer.
8) In addition, the with Industrial Experience programmes aim to: give extensive practical experience of an industrial or business environment where students are able to apply and develop their skills, both technical and personal.
9) In addition, the MEng programmes aim to: prepare high fliers for professional practice in Computer Science by enhanced depth and breadth of study together with increased emphasis on industrial relevance through industrially related group projects.

Intended learning outcomes

Knowledge & understanding

A1 Know and understand the essential mathematics relevant to computer science.
A2 Understand and apply a wide range of principles and tools available to the software engineer, such as design methodologies, choice of algorithm, language, software libraries and user interface techniques.
A3 Demonstrate a grasp of the principles of computer systems, including architecture, networks and communication.
A4 Recognise and appreciate the professional and ethical responsibilities of the practising computer professional, including understanding the need for quality.
A5 Know and understand the principles and techniques of a number of application areas informed by the research directions of the subject, such as artificial intelligence, databases and computer graphics.
A6 Apply their knowledge of computing in a commercial or industrial context.
A7 Show a critical understanding of the broad context within which Computer Science resides, including issues such as quality, reliability, enterprise, employment law, accounting and health and safety.
A8 Have a comprehensive knowledge and critical awareness of selected specialist fields at the forefront of computer science, studied at masters level.

Intellectual (thinking) skills

B1 Solve a wide range of problems related to the analysis, design and construction of computer systems.
B2 Design and implement a software or hardware system of significant size.
B3 Identify a range of solutions and critically evaluate and justify proposed design solutions.
B4 Solve computer science problems with pressing commercial or industrial constraints

B5 Generate an innovative design to solve a problem containing a range of commercial and industrial constraints

**Practical skills**
C1 Plan and undertake a major individual project
C2 Prepare and deliver coherent and structured verbal and written technical reports
C3 Give technical presentations suitable for the time, place and audience
C4 Use the scientific literature effectively and make discriminating use of Web resources
C5 Design, write and debug computer programs in appropriate languages
C6 Use appropriate computer-based design support tools
C7 Apply computer science skills in a commercial or industrial environment
C8 Demonstrate initiative taking, innovation and self-management in an industrially related group project
C9 Integrate previously acquired skills and apply them to new, demanding situations

**Transferable skills**
D1 Display an integrated approach to the deployment of communication skills
D2 Use IT skills and display mature computer literacy
D3 Work effectively with and for others
D4 Strike the balance between self-reliance and seeking help when necessary in new situations
D5 Display personal responsibility by working to multiple deadlines in complex activities
D6 Employ discrete and continuous mathematical skills as appropriate
D7 Demonstrate significantly enhanced group working abilities
D8 Further develop career plans and personal objectives
D9 Communicate effectively with non-specialist as well as computer scientist professionals at a range of levels
D10 Undertake a range of technical roles within a team and be able to display leadership
Teaching, learning and assessment methods

Learning and Teaching on all our programmes aims to combine an understanding of fundamental CS principles, development of strong practical skills and the group-working, learning and communication skills that are essential for any computing professional.

Course units which involve practical elements all have associated laboratory exercises, usually in timetabled sessions with staff and demonstrator support. Most labs operate a system of face-to-face marking in the lab so that students receive immediate feedback on their work. Units without labs all have regular coursework exercises to support skills development and feedback.

Most units are lecture based, with lab or coursework exercises used to reinforce and enhance knowledge and skills first encountered in lectures. The first year team project deviates significantly from this model and takes an Enquiry Based Learning approach. This unit aims to encourage students to be more actively engaged with, and responsible for, their own learning, to develop skills in problem solving, communication, independent learning, and group work, and to signal the importance we attach to independent learning. This approach is followed up in the second year with the workshop based approach used in the compulsory Software Engineering unit, which also contains a major group working component.

The choice of units offered to students on our programmes is very broad, but they also require depth in particular subject areas. This is achieved using the notion of Themes. A theme is a group of related second and third year course units which form a coherent whole; usually one second year and two third year units. All single honours students are required to complete at least two themes; those on the Computer Science programme can choose any pair of themes, but those on specialist programmes must complete at least two themes associated with their specialism. It is the choice of these themes that characterises the specialist programmes. The Programme Structure section below indicates the Themes for this group of programmes and the tables in that section show the Theme for each course unit.

All students undertake an individual 3rd year project, supervised by a member of academic task, which usually involves the development of significant software or hardware product. Assessment of this unit involves presentations of plans and results and a major written report.

Assessment in almost all units is a combination of lab/coursework and examination.

Learning, Teaching and Assessment of intended learning outcomes

Knowledge and Understanding

<table>
<thead>
<tr>
<th>Learning and Teaching Processes</th>
<th>Assessment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures (A1, A2, A3, A4, A5, A6, A7)</td>
<td>Unseen written examinations (A1, A2, A3, A4)</td>
</tr>
<tr>
<td>Laboratory sessions (A2, A3)</td>
<td>Marked tutorial exercises (A1, A2, A3, A4)</td>
</tr>
<tr>
<td>Personal tutorials (A1, A2, A3, A4, A7)</td>
<td>Laboratory reports (A2, A3)</td>
</tr>
<tr>
<td>Problem solving classes (A1, A2, A3, A4)</td>
<td>Project reports (individual and group) (A3, A4, A5, A6, A7)</td>
</tr>
<tr>
<td>Problem-based learning (A2, A3, A4, A5, A6, A7)</td>
<td>Oral presentations (individual and group) (A3, A4, A5, A6, A7)</td>
</tr>
<tr>
<td>Projects (A3, A4, A5, A6, A7)</td>
<td></td>
</tr>
<tr>
<td>Industrial seminars (A4, A5, A6, A7)</td>
<td></td>
</tr>
</tbody>
</table>

Intellectual Skills

<table>
<thead>
<tr>
<th>Learning and Teaching Processes</th>
<th>Assessment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures (B1, B2, B4, B5)</td>
<td>Unseen written examinations (B1, B2, B4)</td>
</tr>
<tr>
<td>Laboratory sessions (B1, B2)</td>
<td>Marked tutorial exercises (B1, B2)</td>
</tr>
<tr>
<td>Personal tutorials (B1, B2, B4)</td>
<td>Laboratory reports (B1, B2)</td>
</tr>
<tr>
<td>Problem solving classes (B1, B2, B4)</td>
<td>Project reports (individual and group) (B1, B2, B3, B4, B5)</td>
</tr>
<tr>
<td>Problem-based learning (B1, B2, B4)</td>
<td>Oral presentations (individual and group) (B1, B2, B3, B4, B5)</td>
</tr>
<tr>
<td>Projects (B1, B2, B3, B4, B5)</td>
<td></td>
</tr>
</tbody>
</table>

Practical Skills

<table>
<thead>
<tr>
<th>Learning and Teaching Processes</th>
<th>Assessment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures (C4, C6)</td>
<td>Laboratory reports (C1, C2, C3, C4, C5, C6, C7)</td>
</tr>
<tr>
<td>Laboratory sessions (C1, C2, C3, C4, C5, C6, C7)</td>
<td>Project reports (individual and group) (C3, C4, C5, C6)</td>
</tr>
<tr>
<td>Projects (C3, C4, C5, C6, C9)</td>
<td>Oral presentations (individual and group) (C6, C8, C9)</td>
</tr>
</tbody>
</table>
### Transferable skills

<table>
<thead>
<tr>
<th>Learning and Teaching Processes</th>
<th>Assessment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures (D3, D4, D5, D7)</td>
<td>Laboratory reports (D1, D3, D5, D6)</td>
</tr>
<tr>
<td>Laboratory sessions (D1, D3, D5, D6)</td>
<td>Essays (D2, D3)</td>
</tr>
<tr>
<td>Personal tutorials (D1,D2, D3, D4, D7)</td>
<td>Project reports (individual and group) (D1, D2, D3,D4, D5, D6, D7)</td>
</tr>
<tr>
<td>Problem solving classes (D4)</td>
<td>Oral presentations (individual and group) (D1, D3, D6, D7, D8)</td>
</tr>
<tr>
<td>Problem-based learning (D1, D2, D3, D4, D5, D6)</td>
<td>Industrial placement reports (D8)</td>
</tr>
<tr>
<td>Projects (D1, D2, D3, D4, D5, D6, D7)</td>
<td></td>
</tr>
<tr>
<td>Industrial placement (D8)</td>
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</tbody>
</table>
Programme structure

If you wish to take an external unit which is not listed on your programme course unit list (such as, for example, from University College) you must get permission from your Year Tutor. This applies for every year of your programme. If your choices do not meet the School’s course unit and theme requirements you will be contacted and be required to change your choices.

Level 1 - compulsory units
All of the units in this pool are mandatory.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP1020</td>
<td>First Year Team Project</td>
<td>20</td>
</tr>
<tr>
<td>COMP1120</td>
<td>Mathematical Techniques for Computer Science</td>
<td>20</td>
</tr>
<tr>
<td>COMP1212</td>
<td>Fundamentals of Computation</td>
<td>10</td>
</tr>
<tr>
<td>COMP1211</td>
<td>Fundamentals of Computer Engineering</td>
<td>10</td>
</tr>
<tr>
<td>COMP1412</td>
<td>Fundamentals of Artificial Intelligence</td>
<td>10</td>
</tr>
<tr>
<td>COMP1511</td>
<td>Fundamentals of Computer Architecture</td>
<td>10</td>
</tr>
<tr>
<td>COMP1612</td>
<td>Object Oriented Programming with Java 1</td>
<td>20</td>
</tr>
<tr>
<td>COMP1622</td>
<td>Object Oriented Programming with Java 2</td>
<td>10</td>
</tr>
<tr>
<td>COMP1812</td>
<td>Fundamentals of Distributed Systems</td>
<td>10</td>
</tr>
</tbody>
</table>

Level 2 options

MANDATORY UNITS - 60 CREDITS
OPTIONAL UNITS - 60 CREDITS

From the optional lists you must choose 20 credits from semester one and 40 credits from semester two.

Level 2 - compulsory units
All of the units in this pool are mandatory.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP2311</td>
<td>Fundamentals of Databases</td>
<td>10</td>
<td>Web and Distributed Systems</td>
</tr>
<tr>
<td>COMP2331</td>
<td>Software Engineering 1</td>
<td>10</td>
<td>Agile Methods</td>
</tr>
<tr>
<td>COMP2341</td>
<td>Software Engineering 2</td>
<td>10</td>
<td>Software Engineering</td>
</tr>
<tr>
<td>COMP2511</td>
<td>Operating Systems</td>
<td>10</td>
<td>Computer Architecture</td>
</tr>
<tr>
<td>COMP2612</td>
<td>Algorithms and Imperative Programming</td>
<td>20</td>
<td>Computer Languages</td>
</tr>
</tbody>
</table>

Level 2 - option pool 1
From this option pool choose a maximum of 20 credits and a minimum of 10 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP2111</td>
<td>Logic and Modelling</td>
<td>10</td>
<td>Rigorous Development</td>
</tr>
<tr>
<td>COMP2211</td>
<td>Processor Microarchitecture</td>
<td>10</td>
<td>System-on-Chip</td>
</tr>
<tr>
<td>COMP2411</td>
<td>Machine Learning and Optimisation</td>
<td>10</td>
<td>Learning and Search in Artificial Intelligence</td>
</tr>
<tr>
<td>COMP2841</td>
<td>Computer Networks</td>
<td>10</td>
<td>Mobile Computing and Networks</td>
</tr>
</tbody>
</table>

Level 2 - option pool 2
From this option pool choose a maximum of 40 credits and a minimum of 30 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP2272</td>
<td>Microcontrollers</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>COMP2442</td>
<td>Symbolic AI</td>
<td>10</td>
<td>Natural Language, Representation and Reasoning</td>
</tr>
<tr>
<td>COMP2522</td>
<td>System Architecture</td>
<td>10</td>
<td>Computer Architecture</td>
</tr>
<tr>
<td>COMP2712</td>
<td>Computer Graphics and Image Processing</td>
<td>10</td>
<td>Visual Computing</td>
</tr>
<tr>
<td>COMP2861</td>
<td>Distributed Computing</td>
<td>10</td>
<td>Web and Distributed Systems</td>
</tr>
<tr>
<td>COMP2852</td>
<td>Mobile Systems</td>
<td>10</td>
<td>Mobile Computing and Networks</td>
</tr>
</tbody>
</table>

Level 2 - option pool 3
From this option pool choose a maximum of 10 credits and a minimum of 0 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
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</thead>
<tbody>
<tr>
<td>BMAN1001</td>
<td>Fundamentals of Management</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>BMAN1062</td>
<td>Fundamentals of Financial Reporting</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>BMAN2081</td>
<td>Managing Business Operations</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>BMAN2082</td>
<td>New Product Development and Innovation</td>
<td>10</td>
<td>None</td>
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</tbody>
</table>
Level 2 - option pool 4
From this option pool choose a maximum of 10 credits and a minimum of 0 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
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</thead>
<tbody>
<tr>
<td>BMAN10252</td>
<td>Fundamentals of Technological Change</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>BMAN10552</td>
<td>Fundamentals of Finance</td>
<td>10</td>
<td>None</td>
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<tr>
<td>BMAN10612</td>
<td>Business Economics</td>
<td>10</td>
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<tr>
<td>BMAN10632</td>
<td>Fundamentals of Accounting</td>
<td>10</td>
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<tr>
<td>BMAN20242</td>
<td>Introduction to Corporate Finance &amp; Financial Instruments</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>BMAN20792</td>
<td>Technology Strategy &amp; Innovation 1</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>BMAN20832</td>
<td>Marketing</td>
<td>10</td>
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<tr>
<td>BMAN20842</td>
<td>Organisations and Employment</td>
<td>10</td>
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<tr>
<td>BMAN21012</td>
<td>Global Contexts of Business and Management</td>
<td>10</td>
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<tr>
<td>UCIL20022</td>
<td>Leadership in Action</td>
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<tr>
<td>UCIL20032</td>
<td>Leadership in Action Online Unit</td>
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<tr>
<td>UCIL20092</td>
<td>The Crisis of Nature: Issues in Environmental History</td>
<td>10</td>
<td>None</td>
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<tr>
<td>UCIL20102</td>
<td>Multilingual Manchester</td>
<td>10</td>
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</tr>
<tr>
<td>UCIL20282</td>
<td>The Information Age</td>
<td>10</td>
<td>None</td>
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<tr>
<td>UCIL20882</td>
<td>An Introduction to Current Topics in Biology</td>
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<tr>
<td>UCIL21002</td>
<td>Leadership of Learning</td>
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<tr>
<td>UCIL21012</td>
<td>Diverse Britain in a Globalising World</td>
<td>10</td>
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<tr>
<td>UCIL21120</td>
<td>Bioethics: Contemporary Issues in Science and Biomedicine</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>UCIL21302</td>
<td>Communicating with Confidence</td>
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<tr>
<td>UCIL21402</td>
<td>Innovation for a Sustainable Society</td>
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<tr>
<td>UCIL21802</td>
<td>Body, Health and Well-Being</td>
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<td>None</td>
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<tr>
<td>UCIL21902</td>
<td>Humanitarian Challenges in an Unequal World</td>
<td>10</td>
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<tr>
<td>UCIL24002</td>
<td>The Art of Enterprise</td>
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<td>None</td>
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<tr>
<td>UCIL25002</td>
<td>The Digital Society</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>UCIL29002</td>
<td>Physics &amp; The Grand Challenges of Today</td>
<td>10</td>
<td>None</td>
</tr>
</tbody>
</table>

Level 3 options
MANDATORY UNITS - 40 CREDITS
OPTIONAL UNITS - 80 CREDITS

From the optional lists you must choose 40 credits from semester one and 40 credits from semester two.

Level 3 - compulsory units
All of the units in this pool are mandatory.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP30040</td>
<td>3rd Year Project (Single Honours 40 Credits)</td>
<td>40</td>
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</table>

Level 3 - option pool 1
From this option pool choose a maximum of 40 credits and a minimum of 20 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP31111</td>
<td>Verified Development</td>
<td>10</td>
<td>Rigorous Development</td>
</tr>
<tr>
<td>COMP32211</td>
<td>Implementing System-on-Chip Designs</td>
<td>10</td>
<td>System-on-Chip</td>
</tr>
<tr>
<td>COMP33511</td>
<td>User Experience</td>
<td>10</td>
<td>Interactive Systems Design</td>
</tr>
<tr>
<td>COMP33711</td>
<td>Agile Software Engineering</td>
<td>10</td>
<td>Agile Method</td>
</tr>
<tr>
<td>COMP36111</td>
<td>Advanced Algorithms 1</td>
<td>10</td>
<td>Programming and Algorithms</td>
</tr>
<tr>
<td>COMP37111</td>
<td>Advanced Computer Graphics</td>
<td>10</td>
<td>Visual Computing</td>
</tr>
<tr>
<td>COMP38411</td>
<td>Cryptography and Network Security</td>
<td>10</td>
<td>Mobile Computing and Networks</td>
</tr>
</tbody>
</table>

Level 3 - option pool 2
From this option pool choose a maximum of 40 credits and a minimum of 20 credits.
### Level 3 - option pool 3
From this option pool choose a maximum of 40 credits and a minimum of 0 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP34120</td>
<td>AI and Games</td>
<td>20</td>
<td>Learning and Search in Artificial Intelligence</td>
</tr>
<tr>
<td>COMP38120</td>
<td>Documents, Services and Data on the Web</td>
<td>20</td>
<td>Web and Distributed Systems</td>
</tr>
</tbody>
</table>

### Level 3 - option pool 4
From this option pool choose a maximum of 20 credits and a minimum of 0 credits.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>BMAN29811</td>
<td>Managing Business Operations</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>BMAN29821</td>
<td>New Product Development and Innovation</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>BMAN30010</td>
<td>Management and Technology</td>
<td>20</td>
<td>None</td>
</tr>
<tr>
<td>BMAN30021</td>
<td>Marketing</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>BMAN30022</td>
<td>Strategy</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>BMAN30042</td>
<td>Human Resource Management</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>BMAN30202</td>
<td>Cases in Digital Transformation</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>BMAN30982</td>
<td>Project Organisations: Management &amp; Strategy</td>
<td>10</td>
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School of Computer Science  Page 00
Mechanisms for programme revision

Course units are reviewed annually by the Undergraduate Committee, as part of the Annual Review process, taking into account the results and comments from Course Unit Evaluation Questionnaires. Input is also received from the Teaching Assessment Panel, which has a responsibility for monitoring teaching quality in the School.

Programmes have been reviewed regularly by groups created specifically for this purpose; the last major review resulted in a new programme portfolio design which started in the first year in 2008-9. The responsibility for leadership of programme review is now in the hands of the Director of Teaching Strategy (currently Dr Steve Pettifer) who chairs a School Teaching Strategy Committee.
Aims and intended learning outcomes
Mechanisms for programme revision