

Changes to previous information

During the global COVID-19 pandemic, we prioritised the health, wellbeing and safety of our students and staff.

As we start the new academic year, your health, wellbeing and safety remains our top priority. This means when we return to our campuses and buildings in September 2020 social distancing and other health and safety measures will be in place. This is to help keep you, and others around you, safe. We will respond to the requirements of vulnerable students regarding their personal safety on an individual basis.

We remain committed to delivering an outstanding education and student experience both on campus and online. Like most universities, we'll be providing a mix of on-site face-to-face and digital learning and teaching. The exact mix will vary between courses and course modules taking into account teaching requirements and other considerations such as meeting the safety of vulnerable staff.

It is important to emphasise that a face-to-face, on-site experience will be delivered within the Government and Public Health England guidance and providing there are no serious unforeseeable public health issues that result in the Government introducing further lockdown measures.

Our response to the pandemic means we may have made changes to your course. This is to take account of these important health and safety measures.

We ask you to read the information provided about course changes carefully. We detail what we include in our online prospectus and explain what has changed.

You should read our statement of changes alongside any information provided in videos, at open days or in other promotional materials. This is because the information may also have been affected by the changes we had to make. We are providing this information so you can make an informed choice about whether the course remains suitable for you.

When you register for your course, you will be asked to confirm you have read about our changes and you agree to them. It means that by choosing to continue with your application, and register with us, you accept these changes and are happy to study your course with us.

We really look forward to seeing you in the next academic year. In the meantime, if you want to find out more about University life from this September, and being part of our supportive and welcoming community, please visit our [September 2020 web pages](#).

Current published course related information		
Course title	Business Information Systems with Foundation Year	
Award level	BSc– Single honours	
How do you want to study?		
Start Date	Sept 2020	
Modes of study	Full-time	
Duration	4 years full-time	
UCAS code	GN4F	
Location	Canterbury	
Partner institution	N/A	
Available with a Foundation Year	N/A	
Overview		
	<p>A degree in Business Information Systems will help you develop the skills to design and develop IT systems to solve real-world problems.</p> <p>You'll learn how to analyse the requirements for new or replacement systems, then gain hands-on experience in designing and implementing them. Both the theoretical and the practical skills that you need will be explored. Alongside practical elements you'll learn about legal requirements and ethical questions associated with the profession, meaning you'll enter your career with a wide-ranging understanding of the subject.</p> <p>Our foundation year offers you an alternative pathway to access degree level study. It will improve your computing discipline knowledge, including programming. It will also equip you with the skills you need to excel in studying at undergraduate level.</p>	
Why study Business Information Systems with Foundation Year?		
	Almost every modern business is reliant on information technology to perform and	Almost every modern business is reliant on information technology to

	<p>succeed: from the Amazon-sized businesses to the smallest ebay-traders. Information Systems allow businesses to co-operate with their suppliers and customers to provide mutual benefit.</p> <p>This course will enable you to develop specialist skills and in depth knowledge, so that you can play a key role supporting a wide range of businesses and sectors.</p> <p>Read less To prepare you for a career in the fast-developing IT sector, you'll gain a solid grounding in computing and will learn skills to support you with your degree and beyond.</p> <p>During the degree, you'll develop your understanding of how an organisation, its people and its technology can improve business sustainability. As you learn about these three areas, you'll be building your knowledge and putting it into practice through project work.</p> <p>Following the CDIO - conceive, design, implement and operate - model of learning, you'll cover all the elements of an IT project from conception, through design and implementation to final operation and review.</p>	<p>perform and succeed: from the Amazon-sized businesses to the smallest ebay-traders. Information Systems allow businesses to co-operate with their suppliers and customers to provide mutual benefit.</p> <p>This course will enable you to develop specialist skills and in depth knowledge, so that you can play a key role supporting a wide range of businesses and sectors.</p> <p>The course learning is adhering to World Health Organisation (WHO) and UK GOV Coronavirus guidance to ensure a safe learning and working environment during COVID19 endemic. The course will consist of blend of on and off campus practical learning in computing laboratories and off-campus on-line theoretical and practical learning. The off-campus hands on practical learning are being designed to use open source, student licensed software (which we have invested in) and cloud-based software resources so we can support your learning in your home. The on and off campus and on-line practical learning are being designed to help you develop practical skills, also an enquiring mind and demonstrating your technical skills and creativity.</p> <p>On-line learning will be provided by virtual learning environment Blackboard and appropriate specialist software tools that support certain module areas, for example computer programming using MS Visual Studio Live.</p> <p>Read less The on and off campus on-line practical elements of the course will prepare you to enter a career in the fast-developing IT sector, you'll gain a solid grounding in computing and will</p>
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		<p>learn skills to support you with your degree and beyond. Also, as an IT professional the course will develop your skills to identify, implement, maintain and support others to use innovative new technologies that have the potential to enhance their business.</p> <p>During the degree, you'll develop your understanding of how an organisation, its people and its technology can improve business sustainability. As you learn about these three areas, you'll be building your knowledge and putting it into practice through project work.</p> <p>Following the CDIO - conceive, design, implement and operate - model of learning, you'll cover all the elements of an IT project from conception, through design and implementation to final operation and review.</p>
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<p>Entry requirements</p>	<p>A typical offer would be minimum of 32 UCAS Tariff points.</p> <p>This course is also available without a Foundation Year.</p> <p>More information about entry requirements.</p>	
<p>About the course</p>		
<p>Years 1-3</p>	<p>The foundation year aims to improve your computing knowledge and prepare you for study at undergraduate level.</p> <p>You'll learn using IT software that is modern and commercially relevant, such as the Microsoft Office suite, including Project, web-based content management systems, database systems such as Oracle, and rapid prototyping software like Balsamiq.</p> <p>During Year 1, you'll develop a strong background in business information systems so that you can move on to more specialist studies in the final two years of the course.</p> <p>You may opt to take a third year placement, providing you meet the requirements. This allows you to put your learning into practice within a business setting. There may also be opportunities to apply for paid internships over the summer.</p> <p>By the end of the degree, you'll be able to analyse business problems and will know how to help businesses solve their own issues using both top-down and bottom-up techniques.</p> <p>You'll develop a good appreciation of team working: how teams are formed to maximise capability and how they manage workload, schedules and resourcing. You'll also have a good awareness and understanding of other roles in computing - software engineers and developers, infrastructure developers, support technicians and computer security specialists - meaning you'll be well placed to work alongside other computing professionals.</p>	<p>The foundation year aims to improve your computing knowledge and prepare you for study at undergraduate level.</p> <p>You'll learn using IT software that is modern and commercially relevant, such as the Microsoft Office suite, including Project, web-based content management systems, database systems such as Oracle, and rapid prototyping software like Balsamiq.</p> <p>All through the course, you'll experience through hands-on learning from on and off campus and on-line learning. This will develop your practical agile problem-solving approach to create IT solutions to problems. You will undertake group projects, typically sourced from industry or akin to problems in industry. Your groupwork will be supported through the use on-line tools and on-line project management solutions. You'll also develop skills enabling you to:</p> <ul style="list-style-type: none"> • work effectively and supportively in diverse and inclusive groups • communicate effectively in groups and one to one • apply project management to group-work • apply principles of commercial management and consideration of wider issues. <p>During Year 1, you'll develop a strong background in business information</p>

		<p>systems so that you can move on to more specialist studies in the final two years of the course.</p> <p>You will have the opportunity to take in your third year, providing you meet the requirements. If you can identify and secure a placement opportunity, with the support from the computing team. A placement will provide you with the further opportunity to develop your skills as a practicing computing professional, a personal development plan and evidence of your abilities for your future employers.</p> <p>This allows you to put your learning into practice within a business setting. There may also be opportunities to apply for paid internships over the summer.</p> <p>By the end of the degree, you'll be able to analyse business problems and will know how to help businesses solve their own issues using both top-down and bottom-up techniques.</p> <p>You'll develop a good appreciation of team working: how teams are formed to maximise capability and how they manage workload, schedules and resourcing. You'll also have a good awareness and understanding of other roles in computing - software engineers and developers, infrastructure developers, support technicians and computer security specialists - meaning you'll be well placed to work alongside other computing professionals.</p>
<p>Module information</p>		
<p>- Please note that the list of optional modules and their availability may be subject to change. We continually review and where appropriate, revise the range of modules on offer to reflect changes in the subject and ensure the best student experience. Modules will vary when studied in combination with another subject.</p>		
<p>Foundation year</p>		
	<p>Working with Software Core module - (20 Credits)</p>	

	<p>The aim of this module is to ensure that you have a good grounding in the software we use every day in computing to document and to capture information about computer systems, including video editing packages.</p>	
	<p>Working with Computer Hardware Core module - (20 Credits)</p> <p>You'll learn the basics of how electronic and logical systems create computer hardware and you'll develop simple systems for Arduino and Raspberry Pi computers.</p>	
	<p>Programming Concepts Core module - (20 Credits)</p> <p>In this module, you'll learn some basics of computer programming using a language such as Python. You'll learn to write simple programs and test them to ensure that they are working properly.</p>	
	<p>Mathematics / Advanced Mathematics Core module - (20 Credits)</p> <p>Much of what we do in computing has a mathematical basis to it. During this module, you'll learn or refresh your knowledge of the mathematics most commonly used in computing.</p> <p>If you have already achieved a good GCSE, or equivalent, you may study the Advanced Mathematics module.</p>	
	<p>Computing in Society Core module - (20 Credits)</p> <p>You'll investigate the role of computing in society and how computing can affect the society we live in. For example, you may look at how computer technology has: enabled the casualisation of labour through platforms such as Uber and Deliveroo; changed the shape of the high street with companies such as Amazon and changed the way we communicate and inform ourselves about the world through social media platforms such as Facebook.</p>	
	<p>Development Project Core module - (20 Credits)</p> <p>This project provides you with the opportunity to demonstrate your abilities to</p>	

	develop a solution to a problem area using either hardware and software. You'll also learn techniques to keep on track with your project and ensure what you build benefits a target audience in some way.	
Core year 1		
	<p>Introduction to C# Core module - (20 Credits)</p> <p>The aim of the module is to introduce you to the C# programming language commonly used in industry and the Visual Studio Integrated Development Environment (IDE). The module is an initial module in computer programming and will assume no prior knowledge of programming.</p> <p>This module provides support for the Design and Implement elements of the CDIO model.</p>	
	<p>Deployment Technologies for Computing Core module - (20 Credits)</p> <p>In this module, you'll use rapid application software development tools and hardware to create small computer systems. Many micro-businesses are built from small system developments and learning how to produce prototype systems helps businesses obtain funding for continued development from such sources as business angels, or from the public at sites such as Kickstarter or Indigogo.</p>	
	<p>Contemporary Business Issues Core module - (20 Credits)</p> <p>You'll study the multi-faceted nature of modern business. You'll have opportunities to look at current issues that affect businesses and discuss how these have been handled by different organisations.</p>	<p>Academic and Professional Skills for the Business Context Core module - (20 Credits)</p> <p>The module was called Contemporary Business Issues. This has been updated to the module Academic and Professional Skills for the Business Context to provide more relevant learning. Here, you are introduced to the multi-faceted nature of modern business and how each of these can affect the success of an enterprise. You will have opportunities to look at current issues that affect businesses and discuss how these have been</p>

		handled by the organisations involved.
	<p>People Management in 21st Century Core module - (20 Credits)</p> <p>In this module, you'll explore how people are an essential resource that can be used to the benefit of an organisation.</p>	<p>Managing People in Organisations Core module - (20 credits)</p> <p>This module was called People Management in 21st Century. This has been updated to the module Managing People in Organisations to provide more relevant uptodate learning. Essential to business are the people who work in it. People management is about ensuring that this essential resource can be utilised effectively to the benefit of an organisation.</p>
	<p>Ethics, Professionalism and Employability in Computing Core module - (20 Credits)</p> <p>In order to work in business information systems, it's important that you have a good understanding of some of the ethical issues in the field. Areas such as artificial intelligence will have a major effect on the business world. While working, it will be important to act professionally and this module will highlight elements that will form part of your everyday working life, such as using communication technology appropriately and obtaining qualifications to demonstrate your capability.</p>	
	<p>Group Development Project Core module - (20 Credits)</p> <p>The group development project introduces the concepts of running a project from conception, through design to implementation and operation. You'll learn simple project and product management tools in order to complete a small software development to work in a particular area. The conception, design and implementation will be done in small teams, where you'll also learn to review your own skill set and how teams can be formed to maximise productivity.</p>	<p>Software Lifecycle Group Development Project Core module - (20 Credits)</p> <p>The Software Lifecycle Group Development Project introduces the concepts of running a project from conception, through design to implementation and operation. You'll learn simple project and product management tools in order to complete a small software development to work in a particular area. The conception, design and implementation will be done in small</p>

		teams, where you'll also learn to review your own skill set and how teams can be formed to maximise productivity.
Optional year 1		
	N/A	
Core year 2		
	<p>Business Improvement using Technology Core module - (20 Credits)</p> <p>Many businesses have evolved their working practices over time and these can end up being sub-optimal. This can especially be the case when an organisation changes in size or the market changes. Business improvement is about understanding the business needs and modelling current practice in order to see how improvements can be made. The transition to new working needs change management for it to be successful. You'll learn the tools that business uses to plan and perform business improvement using realistic scenarios and business examples.</p>	<p>Using Technology for Business Improvement Core module - (20 Credits)</p> <p>This module was called Business Improvement using Technology, the title has been revised to Using Technology for Business Improvement with no changes to module learning. Many businesses have evolved their working practices over time and these can end up being sub-optimal. This can especially be the case when an organisation changes in size or the market changes. Business Improvement is about understanding the business needs and modelling current practice in order to see how improvements can be made. The transition to new working needs change management for it to be successful. You will learn the tools that business uses to plan and perform business improvement using realistic scenarios and business examples.</p>
	<p>Research Methods Core module - (20 Credits)</p> <p>When we lack information research is the tool we use to understand a scenario more fully. This module introduces you to the research tools of literature review, quantitative and qualitative research and supporting statistics and tools.</p>	
	<p>Project Management Core module - (20 Credits)</p>	

	<p>You'll critically examine the role of project management within a contemporary business context. You'll learn how specific project management applications play an important role in producing successful business outcomes and you'll study the philosophies, principles, structures and methodologies of project management.</p>	
	<p>Database Enhancement Group Project Core module - (20 Credits)</p> <p>The module aims to provide you with a practical appreciation of the fundamental issues involved in designing, implementing and testing a small relational database application in a multi-user environment using an industry standard database management system. You'll take an existing database and will make improvements to this, using knowledge of modelling concepts and theory in database systems.</p>	
	<p>E-Business Systems Core module - (20 Credits)</p> <p>This module focuses on businesses that are run using web-based or other electronic systems as a mainstay of their processes. The big new businesses of Amazon, Deliveroo and Uber are all only possible through the use of sophisticated E-business systems. You'll study how they operate and harness the technology, and you'll also learn how to build your own systems using content management system. You'll look at success factors for these companies and explore how to give an organisation the best chance of success.</p>	
<p>Optional year 2</p>		
	<p>Developing Sustainable Enterprise Optional module - (20 Credits)</p> <p>In this module, you look at how to give a business the best chance of continued success. This will involve exploring environmental issues and those of the people, culture, profit and business processes that support business success.</p>	<p>Management and Leadership Optional module - (20 Credits)</p> <p>This module was called Developing Sustainable Enterprise. This has been updated to the module Management and Leadership to provide more relevant up to date learning. This module looks at how modern business are managed and led and the effect of these on business</p>

		performance.
	<p>Introduction to Digital Marketing Optional module - (20 Credits)</p> <p>Many organisations now market themselves outside of the traditional print and television channels using, for example, social media to develop and sustain their marketplace. This can help start-ups and smaller businesses reach customers who they may never have had access to previously. In this module, you'll learn different ways that marketing can be used in the digital channel to help a business succeed.</p>	<p>Enterprise and Innovation Management Optional module - (20 Credits)</p> <p>This module was called Introduction to Digital Marketing. This has been updated to the module Enterprise and Innovation Management to provide more relevant upto date learning. This module looks at how new businesses can take advantage of spaces in the marketplace to generate new enterprises and how existing business can change to meet new needs and new demands to stay ahead of the competition.</p>
Core year 3		
	<p>Individual Study Core module - (40 Credits)</p> <p>The Individual Study is your opportunity to demonstrate your capabilities and what you have learned over your time at University. It is worth a third of your final year credits. You'll perform a research task that will usually involve literature and practical work. You'll write a dissertation to describe your work and create a poster to present the work to a broad range of people.</p>	
	<p>Cybersecurity Core module - (20 Credits)</p> <p>In this module, you'll learn how to perform a risk assessment of a variety of assets linked to an organisation, such as information, computers, networks, delivery and supply chains, people and buildings. You'll then develop skills to protect information systems (hardware, software and associated infrastructure), the data on them, and the services they provide, from unauthorised access, harm or misuse.</p>	
	<p>Current Issues in Computing Core module - (20 Credits)</p> <p>You'll examine a range of current issues within the field of computing. You'll explore</p>	

	the issues within a broad academic context, so you gain a multi-disciplinary perspective on an otherwise specialised field of study.	
Optional year 3		
	<p>Knowledge Management Optional module - (20 Credits)</p> <p>This module aims to provide you with an understanding of the main concepts and theories of business and organisational knowledge. You'll develop a practical perspective on knowledge management in the private and public sectors.</p>	<p>Service Management Optional module - (20 Credits)</p> <p>This module was called Knowledge Management. This has been updated to the module Service Management to provide more relevant up to date learning. This module looks at how businesses need to meet the complex demands when they provide a service to either other businesses or to consumers.</p>
	<p>Digital and Social Media Marketing Optional module - (20 Credits)</p> <p>The aim of the module is develop your critical understanding of the main activities involved in designing and implementing marketing communications using social media and online marketing.</p>	<p>Strategic Digital and Social Media Marketing Optional module - (20 Credits)</p> <p>This module was called Digital and Social Media Marketing, the title has been revised to Strategic Digital and Social Media Marketing with no changes to module learning. The aim of the module is to develop your critical understanding of the main activities involved in designing and implementing marketing communications using social media and online marketing.</p>
	<p>HCI Optional module - (20 Credits)</p> <p>This module introduces you to concepts relating to ensuring usability is part of the design of new systems, and systematic approaches to the design and analysis of user interfaces. You'll explore the new research, developments and future direction of HCI to enhance the interaction between humans and computers and create more powerful, faster, simpler and intuitive experiences.</p>	
	<p>Strategic Management Optional module - (20 Credits)</p> <p>The aim of the module is to provide you with an understanding of the impact of the business environment and the resources of the organisation, both human and material,</p>	

	<p>on strategic planning and choice. This will enable you to consider strategic alternatives, evaluate their suitability and make them aware of the complex issues involved in implementing strategy and managing strategic change.</p>	
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How you'll learn

Teaching

You'll be taught through a combination of lectures, seminars and practical labs. You'll typically have around 12 contact hours per week (exact contact hours depend on the option modules you select).

Lab work typically involves working in small groups to enable you to discuss and develop your understanding of topics covered in lectures and to put theory into practice.

You'll also have regular scheduled meetings with an assigned academic personal tutor, who will be your first point of contact for assistance.

All courses are informed by the University's Learning and Teaching Strategy 2015-2022.

The course learning is adhering to [World Health Organisation \(WHO\)](#) and [UK GOV Coronavirus guidance](#) to ensure a safe learning and working environment during COVID19 endemic. The course will consist of blend of on and off campus practical learning in computing laboratories and off-campus on-line theoretical and practical learning. The off-campus hands on practical learning are being designed to use open source, student licensed software (which we have invested in) and cloud-based software resources so we can support your learning in your home. The on and off campus and on-line practical learning are being designed to help you develop practical skills, also an enquiring mind and demonstrating your technical skills and creativity.

On-line learning will be provided by virtual learning environment Blackboard and appropriate specialist software tools that support certain module areas, for example computer programming using MS Visual Studio Live.

You'll be taught through a combination of on and off campus and on-line lectures, seminars and practical labs. You'll typically have around 50 contact hours per semester (depending on your module choices) and are expected to also spend about 150 hours each semester co-ordinating with team members on group activities.

On and off campus, online Lab work usually involves working in small groups where you can discuss and develop your understanding of topics covered in lectures and put theory into practice.

		<p>You'll also have regular scheduled meetings with an assigned personal academic tutor in person or on-line, who will be your first point of contact for assistance.</p> <p>All courses are informed by the University's Learning and Teaching Strategy 2015-2022.</p>
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Independent study	When not attending lectures, seminars, workshops or other timetabled sessions you'll be expected to continue learning through self-study. Typically, this will involve reading journal articles and books, undertaking research in the library, working on projects, preparing coursework assignments/examination, and preparing for workshops and seminars.	
Overall workload	<p>Your overall workload typically consists of 12 contact hours per week and an additional 30 hours of independent learning per week. In addition, there may be field trips.</p> <p>For each 20 credit module, your study time will about 10 hours a week plus work on assessments or preparation for examinations. Assessments would normally be expected to take approximately 50 hours for an assignment worth 50% of a 20 credit module. A similar amount of preparation and revision time would be expected for an examination worth 50% of a 20 credit module.</p>	<p>Your overall workload typically consists of per module of 50 contact hours and an additional 150 hours of independent learning per semester. In addition, there may be field trips permitting World Health Organisation (WHO) and UK GOV Coronavirus guidance to ensure a safe learning and working environment for all parties.</p> <p>For each 20 credit module, your study time will about 10 hours a week plus work on assessments or preparation for examinations. Assessments typically assessment for learning would normally be expected to take approximately 50 hours for an assignment worth 50% of a 20 credit module. A similar amount of preparation and revision time would be expected for an examination worth 50% of a 20 credit module.</p>
Academic input	<p>The team consists of highly qualified academics. They have a range of expertise and experience.</p> <p>All our team members hold Doctoral or professional qualifications (e.g. Member of the British Computer Society or Eur. Ing.). You can find out more about the current teaching on our webpage. You should note members of the teaching team might change.</p> <p>Postgraduate students assist in some teaching and assessing some modules. However, experienced academics teach the majority of lectures and seminars.</p>	
How you'll be assessed		

Year 1	70% assessment	<p>Additional information</p> <p>Each academic year consists of a mix of modules that are assessed by coursework only, to modules that are assessed by examination and coursework.</p> <p>In class tests or Examinations maybe open-book, closed book style exam, on-line, or 24hr take home exam.</p> <p>Coursework may include, Engineering log book, Technical drawings, Wiki pages, blogs, pitches to industry, posters, leaflets, engineering manual, etc.</p>
Year 2	80% assessment	
Year 3	60% assessment	
Fees		
FY UK/EU	Full-time £7,050	
	Part-time N/A	
FY Overseas	Full-time £9,910	
	Part-time N/A	
UK/EU	Full-time £9,250	
	Part-time £4,625	
Overseas	Full-time £13,000	
	Part-time N/A	
Course specific costs		
Field Trips (including trips abroad and trips to museums, theatres, workshops etc)	N/A	<p>There may be optional travel to off site locations and field trips will arranged in line with World Health Organisation (WHO) and UK GOV Coronavirus guidance This is to ensure a safe learning and working environment for all parties.</p> <p>Students are expected to pay a share of the overall cost: Typically in the order of £10-£20 per trip for UK regional trips. These are payable two weeks or more in advance of the trip. Fee will cover part of the travel and entry fee (if any).</p> <p>Food and drink are not included.</p>

		Also, possible opportunities to visit Industrial facilities on-line.
Professional accreditation	N/A	
Industry links	Several of the academic staff are members of the British Computer Society (BCS) and some staff are also linked to the Engineering Council through Chartered Engineering status (CEng, or Eur. Ing.).	
Other important information		
Date of publishing	29/06/2020	