

## 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	Software Engineering	
Award level	BEng – Single honours only	
<b>How do you want to study?</b>		
Start Date	Sept 2020	
Modes of study	Full-time Full-time with year in industry	
Duration	3 years full-time 4 years full-time with year in industry	
UCAS code	I302 I303 (with year in industry)	
Location	Canterbury	
Partner institution	N/A	
Available with a Foundation Year	Yes	
<b>Overview</b>		
	<p>Software Engineers who can collaborate with others in effective teams to produce reliable, robust software on time and on budget are in very high demand.</p> <p>This is a dynamic course that will develop your skills in analysis, design, programming, testing and evaluation. You will learn to produce secure, high quality, usable and adaptable software systems.</p> <p>This degree will also develop your skills in analysis, design, programming, testing and evaluation to produce software solutions, ensuring you have all the necessary skills to flourish in your career.</p>	
<b>Why study Software Engineering?</b>		
	<p>This innovative course has been designed in collaboration with industry and you'll have the excellent opportunity to work with a range of employers. We offer a truly immersive learning opportunity where the applied side of the course provides the opportunity to solve problems provided by local industry. Working with your peers and other fields of engineering you will typically</p>	<p>Software Engineering is a fast moving exciting field of study with the challenges involved to engineer high quality, secure and reliable software systems. This programme will enable you to adopt a professional approach to the entire process of developing software, from the initial gathering of requirements, through to the design of</p>

	<p>have the opportunity to apply theory to solving industry supplied work related/work based problems.</p> <p>We are one of only a handful of universities in the UK to offer the CDIO (Conceive, Design, Implement and Operate) international engineering education model developed by MIT that allows you to learn in a practical, hands-on way to tackle real industrial problems.</p>	<p>the functionality and interfaces, to the implementation of the final product using industry best practices.</p> <p>This innovative course has been designed in collaboration with industry and you'll have the excellent opportunity to work with a range of employers. We offer a truly immersive learning opportunity where the applied side of the course provides the opportunity to solve problems provided by local industry. Working with your peers and other fields of engineering you will typically have the opportunity to apply theory to solving industry supplied work related/work based problems.</p> <p>This course will enable you to develop specialist skills and in depth knowledge, so that you can play a key role as a software engineer.</p> <p><b>The course learning is adhering to <a href="#">World Health Organisation (WHO)</a> and <a href="#">UK GOV Coronavirus guidance</a> 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.</b></p> <p>On-line learning will be provided by virtual learning environment Blackboard and appropriate specialist</p>
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		<p>software tools that support certain module areas, for example computer programming using MS Visual Studio Live.</p> <p>Read less</p> <p><b>The on and off campus on-line practical elements of the course we will help you develop on and off campus will prepare you to enter a career in software application development, you'll gain a solid grounding in software engineering and will learn skills to support you with your degree and beyond.</b></p> <p>We are one of only a handful of universities in the UK to offer the CDIO (Conceive, Design, Implement and Operate) international engineering education model developed by MIT that allows you to learn in a practical, hands-on way to tackle real industrial problems.</p>
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<p>Entry requirements</p>	<p>A typical offer would be 88-112 UCAS Tariff points including Level 3 qualifications in IT or Computing or Maths. Plus, 5 GCSEs at grade C, or above (or equivalent) including maths, science and English language).</p> <p>BEng Software Engineering with Foundation Year is available for those who do not meet these entry requirements.</p> <p>More information about entry requirements.</p>	
<p>About the course</p>		
<p>Years 1-3</p>	<p>You'll gain the engineering skills and knowledge needed to study at BEng level where you'll use the pioneering CDIO (Conceive, Design, Implement and Operate) approach to problem solve software challenges. We are one of only a handful of universities in the UK to offer the CDIO international engineering education model developed by MIT that allows you to learn in a practical, hands-on way to tackle real industrial problems.</p> <p>The course will:</p> <ul style="list-style-type: none"> <li>Introduce you to the discipline of Software Engineering, including programming concepts</li> <li>Inform your choice of degree specialism in Computing</li> <li>Provide you with the study skills needed for a degree-level course</li> <li>Allow you to apply academic knowledge and skills to real world technical challenges.</li> </ul> <p>This course will make use of computer laboratories, practicals and workshops to develop your technical subject and employability skills. You will have the opportunity to work in mixed engineering teams to research and solve industry work-related/industry sourced problems. The CDIO approach will typically enable you to make contributions to industry - your software engineered prototype solution maybe the building block to a final solution used by industry.</p>	<p>The programme's emphasis is on high quality software development and programming, software design, analysis, quality assurance and project management, all of which will enable you to develop knowledge and skills in this area.</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 software engineering 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"> <li>• work effectively and supportively in diverse and inclusive groups</li> <li>• communicate effectively in groups and one to one</li> <li>• apply project management to group-work</li> <li>• apply principles of commercial management and consideration of wider issues.</li> </ul> <p>You'll gain the engineering skills and knowledge needed to study at BEng level where you'll use the pioneering</p>

	<p>During the BEng Software Engineering, you will be supported to develop your employability skills and job application skills to apply for year-long placement opportunities. Year-long placement opportunities in engineering often lead to opening doors to great potential engineering graduate employment opportunities with companies such as IBM, BULL, P&amp;O, UEL and South Eastern Railway.</p> <p><b>Work experience</b> You may opt to take a third year placement module, providing you meet the requirements of the Year in Industry. This allows you to put your classroom knowledge into practice.</p> <p>We have also offered a number of paid summer student internships open to students to apply for. A previous opportunity involved two students who undertook a development internship with us to look at the production of a prototype healthcare system. This was used to demonstrate the capability of such a system to surgical teams in Kent.</p> <p>Students on this programme can expect to go on a small number of optional trips such as the National Computing Museum at Bletchley Park. We also have a number of guest lecturers each year.</p>	<p>CDIO (Conceive, Design, Implement and Operate) approach to problem solve software challenges. We are one of only a handful of universities in the UK to offer the CDIO international engineering education model developed by MIT that allows you to learn in a practical, hands-on way to tackle real industrial problems.</p> <p>The course will:</p> <ul style="list-style-type: none"> <li>Introduce you to the discipline of Software Engineering, including programming concepts</li> <li>Inform your choice of degree specialism in Computing</li> <li>Provide you with the study skills needed for a degree-level course</li> <li>Allow you to apply academic knowledge and skills to real world technical challenges.</li> </ul> <p>You will have the opportunity to work in mixed engineering teams to research and solve industry work-related/based sourced problems. The CDIO approach will typically enable you to make contributions to industry - your software engineered prototype solution maybe the building block to a final solution used by industry.</p> <p><b>Work Experience</b> <b>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.</b></p> <p>Year-long placement opportunities in software engineering often lead to opening doors to great potential</p>
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		<p>engineering graduate employment opportunities with companies such as IBM, BULL, P&amp;O, UEL and South Eastern Railway.</p> <p>We have also offered a number of paid summer student internships open to students to apply for. A previous opportunity involved two students who undertook a development internship with us to look at the production of a prototype healthcare system. This was used to demonstrate the capability of such a system to surgical teams in Kent.</p> <p>Students on this programme can expect to go on a small number of optional trips such as the National Computing Museum at Bletchley Park. We also have a number of guest lecturers each year.</p>
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### Module information

- 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.

### Core year 1

	<p>Introduction to C# Core module - (20 Credits)</p> <p>The aim(s) of the module is to introduce students to the C# programming language 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. You will use a log-book to demonstrate your learning throughout this module as you build up your skills and will be assessed on specific entries into this log book.</p> <p>This module provides support for the Design and Implement elements of the CDIO module.</p>	
	<p>Deployment Technologies for Computing Core module - (20 Credits)</p>	<p>Mathematics for Computer Science Core module - (20 Credits)</p>

	<p>In this module you will be exposed to basic understanding of electronic principles, sensors, wiring up electronic components, programming hardware systems, controls, robotics and also introduce a rapid application development platform to build mobile applications for a deployment system using visual and model driven approach. This will allow you to create simple prototype systems to demonstrate your concepts and ideas and will be used in the Software Lifecycle Development project in Semester 2.</p>	<p>The module was called Mathematics for Computer Science</p> <p>This has been updated to the module Deployment Technologies for Computing to provide more relevant learning and strengthen your mathematical ability for software application development. This module aims to provide a foundation in applied mathematics covering the areas of: graph theory, probability theory, linear algebra and pure mathematics such as calculus and number theory. The first section of the module will examine a range of standard topics as follows: basic statistics; sequences and series; set theory; difference equations, calculus; complex numbers and graph theory. The second part of teaching will examine more pervasive ideas through for example the application of probability theory, linear algebra and special topics such as game theory which combines a range of mathematical concepts.</p>
	<p>Fundamentals of Computer Systems Core module - (20 Credits)</p> <p>This module will introduce you to the base concepts of the binary computer through interaction with small devices such as simulation systems or the Raspberry Pi. Students will examine its components, its operation and basic elements of data storage.</p>	
	<p>Application Development Core module - (20 Credits)</p> <p>The aim(s) of the module is to continue to develop your capability to develop simple C# solutions to problem situations. This will cover more complex programming concepts than looked at in Introduction to C# as well as concepts of Graphical User Interface development and design and linking C# systems to file store and database systems.</p>	



	<p>Ethics, Professionalism and Employability in Computing Core module - (20 Credits)</p> <p>This module aims to give a good understanding of ethical, professional and employability issues you will encounter when embarking on a career in Computing. The module will focus on the kind of roles available to computer professionals and discuss the choices required, both in general and with regard to the degree modules that might best guide you into a particular career. Students will have the opportunity to research and explore the knowledge required for their chosen career and be encouraged to discuss the ethical and professional issues relating to these areas.</p>	
	<p>Software Lifecycle Group Development Project Core module - (20 Credits)</p> <p>To develop your understanding of the fundamental concepts of software engineering you will work through a project in teams to develop a piece of software. You will work through the software life-cycle tasks to developing a computer-based solution to meet specific user requirements through the development of a simple system. You will also develop your understanding of what is required for good team formation and operation.</p>	
Optional year 1		
	N/A	
Core year 2		
	<p>Object-oriented Programming Core module - (20 Credits)</p> <p>Object oriented programming continues the software programming stream from year 1 by looking at a way of thinking about problems and development of solutions – using the class and object model. Continuing the use of the main programming language from year 1 (typically C#) the module deepens your knowledge of how to use the power of this development language. The students will also consider the concepts of the ethics of untested software and</p>	

	Intellectual property rights in the software industry and how this may affect their own software development careers.	
	<p>Software Engineering Core module - (20 Credits)</p> <p>The aim of this module is to provide the students with an opportunity to understand the basic methodologies, tools and techniques involved in creating comparatively small software systems. The module aims to provide students with the ability to effectively use one of the industry used software development frameworks such as Visual Studio Team Services (VSTS) and its embedded tools to create a full application starting with a scenario of a small project idea and ending with full deployment of a solution application.</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 will be taking an existing database and making improvements to this while understanding the modelling concepts and theory to understand database systems.</p>	
	<p>Web Development Project Core module - (20 Credits)</p> <p>This module aims to provide students with the theoretical knowledge and practical skills to understand and construct interactive websites. The focus will be on client-side and server-side design and implementation enabling students to appreciate the role of various network architectures and system configurations. This module provides support for all elements of the CDIO model.</p>	
	<p>Networking and Operating Systems Core module - (20 Credits)</p> <p>The aim of this module is to first introduce you to basic principles of operating systems</p>	

	<p>and undertake practical exercises on basic administrative tasks. You will also be introduced to the fundamental aspects of Computer Networks. Key aspects such as the design, construction and operation of Local and Wide Area Networks, and the layered protocol architecture are covered. The module aims to reinforce the taught material using physical equipment and software tools in a laboratory environment.</p>	
	<p>Algorithms and Data Structures Core module - (20 Credits)</p> <p>In software development we often use standard techniques to solve problems. These solutions come from the way we store the information (Data Structures) and the steps we work through to arrive at the information we need to extract (the algorithms). This module looks at both elements together – so you can understand how to create solutions more quickly, reliably and with ease of understanding and maintenance of other programmers. This essential skill for all developers will help you work effectively in industry.</p>	
Optional year 2		
	N/A	
Core year 3		
	<p>Individual Study - Part A Core module - (20 Credits)</p> <p>The Individual Study is your opportunity to demonstrate your capabilities and what you have learned over your time at University and is worth a third of your final year credits. You will perform a research task that will usually involve literature and practical work. You will write a dissertation to describe your work and create a poster to present the work to a broad range of people.</p>	
	<p>Programming Languages and Frameworks Core module - (20 Credits)</p> <p>The module introduces special purpose frameworks used for special types of applications, such as web applications with special languages such as CodeIgniter for PHP, or Selenium for Testing. You will look</p>	

	<p>at a variety of different frameworks in different areas of software development with a view to evaluating commonality and differences between them.</p>	
	<p>Cybersecurity Core module - (20 Credits)</p> <p>In this module you will learn to 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 will 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. We believe that an understanding of computer security is so important in modern IT that all computing students should be versed in it to some level to protect themselves and any organisation they work with.</p>	
	<p>Individual Study - Part B Core module - (20 Credits)</p> <p>You will continue and conclude your work on your Individual Study that you started in the first Semester.</p>	
	<p>Human Computer Interaction Core module - (20 Credits)</p> <p>The module shows you to concepts relating to how to ensure usability is part of the design of new systems and to introduce systematic approaches to the design and analysis of user interfaces. You will explore the new research, developments and future direction of the field to enhance the interaction between humans and computers.</p>	
	<p>Advanced Databases and Big Data Core module - (20 Credits)</p> <p>This module uses the Conceive Design Implement Operate (CDIO) educational framework utilising software engineering fundamentals within the context of conceiving, designing, implementing and operating a complex value-added real-world database system. The module follows on directly from the Year 2 Database</p>	

	<p>Enhancement Group Project module. It aims to consolidate/extend the practical and analytical skills required to carry out more advanced logical/conceptual database design and explores alternative ways of modelling data. It also aims to keep students abreast of recent developments in the field; particularly in the storage and effective use structured Big Data.</p>	
Optional year 3		
	<p>Optional Year in Industry</p> <p>The year in industry allows you to develop your knowledge and skills in a business or industrial setting. This allows you to build up the practical skills desired by employers and to demonstrate your capabilities on your CV.</p>	

## How you'll learn

### Teaching

This degree uses a Conceive-Design-Implement-Operate-like structure – where some of your teaching will be done via real-world inspired projects. You will be taught through a combination of lectures, seminars and practical labs. You will typically have around 12 contact hours per week and are expected to also spend about 4 hours each week co-ordinating with team members on group activities. Labs will often emphasise working in small groups to enable you to discuss and develop your understanding of topics covered in lectures and place theory into practice.

You will also have regular scheduled meetings, in addition to the above contact hours, with an assigned academic personal tutor, which is your first point of contact for assistance to your undergraduates needs.

Your actual contact hours depend on the option modules you select.

All programmes 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.**

This degree uses the pioneering CDIO (Conceive, Design, Implement, Operate) education model – developed by the world-renowned Massachusetts Institute of Technology (MIT) in collaboration with business. This will help your natural creativity and thirst for problem-solving flourish as you learn and some of your teaching will be done via real-world inspired projects. You will be taught through a combination of lectures, seminars and practical labs. You will typically have around 50 contact hours per semester and are expected to also spend about 4 hours each week coordinating with

		<p>team members on group activities. Labs will often emphasise working in small groups to enable you to discuss and develop your understanding of topics covered in lectures and place theory into practice.</p> <p>You will also have regular scheduled meetings on-line and in person, in addition to the above contact hours, with an assigned academic personal tutor, which is your first point of contact for assistance to your undergraduates needs.</p> <p>Your actual contact hours depend on the option modules you select.</p> <p>All programmes are informed by the University's Learning and Teaching Strategy 2015-2022.</p>
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<p>Independent learning</p>	<p>When not attending timetabled sessions it is expected you will continue learning through self-study. Typically, this involves completing computer-based exercises, preparing for workshops and seminars, undertaking research in the library, working on projects, undertaking coursework assignments or preparing for class-tests and examinations and reading journal articles and books. Your module leader will direct you towards specific readings and/or activities to complete before class.</p> <p>For your final year individual study (dissertation), you will undertake independent research and will be assigned a supervisor; who will guide you through your first substantial and independent work through regular scheduled meetings.</p>	
<p>Overall workload</p>	<p>Your overall workload typically consists of 12 contact hours and an additional 25 hours of independent learning. 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 <a href="#">World Health Organisation (WHO)</a> and <a href="#">UK GOV Coronavirus guidance</a> 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 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>Academic input</p>	<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.). Find out more about the current teaching</p>	



	<p>staff. 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>	
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How you'll be assessed		
Years 1-3	<p>You will be assessed largely by coursework and project work, though some modules will also have examinations or class tests. Coursework is mainly practically-oriented with appropriate theoretical elements to ensure a well-rounded education. Assessments are generally individual, with group work in some modules where this matches the approaches used in industry.</p> <p>We use coursework assessment methods based on their suitability for specific modules. Formative feedback is provided formally in year one and during the year three individual study, and informally in workshops and seminars. Methods of assessment used include production of software artefacts, project plans and diaries, essays, reports, 'investigation-based' presentations, oral presentations, individual studies/projects, poster presentations, online assessment, logs, examinations and time constrained assignments.</p>	<p><b>Additional information</b></p> <p><b>Each academic year consists of a mix of modules that are assessed by coursework only, to modules that are assessed by examination and coursework.</b></p> <p><b>In class tests or Examinations maybe open-book, closed book style exam, on-line, or 24hr take home exam.</b></p> <p><b>Coursework may include, Engineering log book, Technical drawings, Wiki pages, blogs, pitches to industry, posters, leaflets, engineering manual, etc.</b></p>
Your future care		
	<p>Software Engineering currently offers some of the highest paid engineering roles in the UK and employment opportunities include working for major IT organisations such as IBM, BULL, Comuserve and Siemens. Working as a software engineer could lead you to work in:</p> <p>Creating, implementing and maintaining information systems for the public sector.</p> <p>Designing, implementing and maintaining intelligent smart building systems.</p> <p>Designing, implementing and maintaining electronic banking solutions enabling smooth national and international financial transactions.</p> <p>Designing, implementing and maintaining technology education software to enhance student learning.</p> <p>As a graduate of software engineering, you could also be in demand in many non-IT sectors and involved in work with:</p> <p>The aerospace industry, researching, developing, testing and maintaining info-entertainment systems that keep passengers entertained throughout long</p>	

	<p>haul flights.</p> <p>The manufacturing industry: researching, developing, testing and maintaining automated systems in manufacturing cells and interacting with manufacturing upstream and downstream work cells</p> <p>City transport: collating real-time bus and train locations and communicating information over distributed networks to different users' interfaces, bus stop boards, train information displays, mobile apps, etc</p> <p>The Ministry of Defence: researching, designing, developing and testing systems that listen for and identify terror threat communications.</p> <p>This list represents possible career opportunities and in some cases you may be required to undertake further studies or gain relevant work experience and/or professional accreditation in order to pursue particular roles. Further academic study can enhance your career prospects and lead you to senior and specialist positions both within engineering and also teaching or research-related roles.</p>	
<b>Fees</b>		
UK/EU	Full-time £9,250	
	Part-time N/A	
Overseas	Full-time £13,000	
	Part-time N/A	
UK/EU with placement Year	Full-time £1,850	
	Part-time N/A	
Overseas with placement Year	Full-time N/A	
	Part-time N/A	

Course specific costs		
Travel	There may be opportunities to visit IT organisations such as HP, Citrix, IBM and partner institutions in Europe and you may be required to cover the costs associated with these trips.	<p><b>There may be optional travel to off site locations and field trips will arranged in line with <a href="#">World Health Organisation (WHO)</a> and <a href="#">UK GOV Coronavirus guidance</a> This is to ensure a safe learning and working environment for all parties.</b></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>There may be opportunities to virtually visit IT organisations such as HP, Citrix, IBM and partner institutions in Europe and you may be required to cover the costs associated with these trips.</p> <p>Food and drink are not included.</p>
Professional accreditation	N/A	
Industry links	N/A	
Other important information		
	N/A	
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