

# BSc (Hons) Computing.

Computing is a creative activity which applies appropriate technology to the solution of problems. Computing professionals are involved in the investigation and analysis of problems, the design and evaluation of feasible solutions and the implementation of cost effective ways of meeting user needs. They must communicate with a wide range of people (managers, users and colleagues) and be aware of the business implications of the decisions made. Our students learn how to keep up with the latest tools and techniques, and practice their application to solving real world problems.

## OPTIONAL MODULES IN:

- > **Software Engineering**
- > **Network Technology**
- > **Computer Games Development**

The course is recognized by the Cyprus Technical and Scientific Chamber (ETEK) and has also been accredited by the British Computing Society (BCS), the chartered institute for information technology (IT). The graduates of the program receive the Chartered IT Professional (CITP) status.



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## MODULES

		Semester	ECTS			Semester	ECTS
<b>YEAR 1</b>	<b>COMPULSORY</b>			<b>YEAR 4</b>	<b>COMPULSORY</b>		
	Introduction to Programming	1	10		Honours Degree Project	YL	20
	Algorithms and Data Structures	2	10				
	Study & Research Skills	YL	10		<b>FOUR OPTIONAL MODULES</b>		
	English Language 1	1	10		<b>SOFTWARE ENGINEERING</b>		
	English Language 2	2	10		Advanced Software Engineering Techniques	YL	10
Discrete Mathematics	YL	10	Object Oriented Methods in Computing	YL	10		
				Distributed Enterprise Systems	YL	10	
<b>YEAR 2</b>	<b>COMPULSORY</b>			<b>GAMES DEVELOPMENT</b>			
	The Computing Challenge	YL	10	Games Development II	YL	10	
	Games Concepts	YL	10	Maths and Technology for Games	YL	10	
	Introduction to Networking	YL	10	Object Oriented Methods in Computing	YL	10	
	Computer Systems and Security	YL	10	Mobile Computing	YL	10	
	Systems Analysis and Database Design	YL	10	Research Topics in Computing	YL	10	
Interactive Applications	YL	10					
<b>YEAR 3</b>	<b>COMPULSORY</b>			<b>NETWORK TECHNOLOGY</b>			
	Advanced Programming	YL	10	Cloud Computing	YL	10	
	The Agile Professional	YL	10	Penetration Testing	YL	10	
	<b>FOUR OPTIONAL MODULES</b>			Advanced Network Routing	YL	10	
	<b>SOFTWARE ENGINEERING</b>			Wireless & Mobile Networks	YL	10	
	Software Development	YL	10	Research Topics in Computing	YL	10	
	Mobile Computing	YL	10				
	Database Systems	YL	10				
	Computer Security	YL	10				
	<b>GAMES DEVELOPMENT</b>						
	Games Development I	YL	10				
	Computer Graphics	YL	10				
	Software Development and Database Systems	YL	10				
	<b>NETWORK TECHNOLOGY</b>						
Network Management	YL	10					
Computer Security	YL	10					
Introduction to Network Routing	YL	10					
Digital Evidence & Incident Response	YL	10					

YL= Year Long

The University reserves the right to make amendments to programmes in order to improve the quality of learning content and outcomes.

## CAREER OPTIONS

A range of careers opens to students upon completion of their degree. These include roles in business requirements analysis, design and development of database-backed systems, development of web and mobile applications, computer games development, system testing and management, wired and wireless networks management, network security, and many more. Moreover, the broad skills that our students acquire enable them to remain competitive in the fast evolving area of computing technology.

## LINK WITH PROFESSIONAL BODIES

- > Course Graduates are eligible to register to the Cyprus Scientific and Technical Chamber (EOTEK).
- > The course is accredited by the British Computing Society (BCS), and the graduates of the program receive the Chartered IT Professional (CITP) status.

## ENTRY REQUIREMENTS

The minimum entry requirements are:

- > A score of 16.5 in the Apolytirion or High School Certificate grade of 82.5%, or 80 A' Level points (new Tariff system) in relevant subjects.

- > In addition, an IELTS score of 5.0 or equivalent is required.