

COMPUTER SCIENCE & SOFTWARE ENGINEERING

As a computer science and software engineering undergraduate at the University of Westminster, you will be well placed to develop and exploit the existing and emerging technologies that play a key role in software systems used by both consumer and business markets. You will be part of the Faculty of Science and Technology, based at our purpose-built Cavendish Campus in the heart of London, close to major industry headquarters and the City. The Faculty and Campus have undergone a major programme of refurbishment, with more than £30million invested in creating state-of-the-art facilities and resources. You will have access to over 700 recently updated desktops equipped with Windows, Solaris, Linux, Mac OS X and iOS, and fully equipped multimedia and computer games laboratories, all supported by specialist technicians.

Teaching and learning

You will gain the skills to compete in the world's rapidly changing technology environment. Our courses provide you with core software engineering and programming principles while allowing you to specialise in one of the industry-focused pathways. Teaching methods include lectures and seminars, laboratory practicals, group and individual projects, and online learning.

Employability

All of our courses offer you the opportunity to take a year-long industry placement between Years 2 and 3, giving you a competitive edge in the job market and contributing to your professional development. Our courses are accredited by the appropriate professional bodies, the Engineering Council, and BCS – the Chartered Institute for IT. From designers and programmers to systems analysts and project managers, our graduates are flourishing in the business, commercial and entrepreneurial sectors.

See also: Computer & Network Engineering p82 • Electronic Engineering p94 • Multimedia & Games Computing p140



Starting salaries for students from this course can be up to **£25,000**



Facilities at our Cavendish Campus

COMPUTER SCIENCE BSc HONOURS

Length of course: Three years full-time; four years full-time with industrial placement

UCAS code: G402

Campus: Cavendish (See p22)

Typical offer for September 2017: A Levels – BBC/A*A*; International Baccalaureate – 26 points; Pearson BTEC Level 3 Extended National Diploma/National Diploma – DMM/D*D*. Plus GCSE Maths and English at Grade C or above (Functional Skills qualifications are not accepted). See also entry requirements on p201.



This degree will give you the right computing skills and knowledge to be able to shape the future of businesses and organisations. The course covers the key topics in computer science, software engineering and development, and also explores specialised computer science topics, providing you with an excellent education and training for a rapidly changing environment.

The key aspect of this course is its flexibility, enabling you to build a customised route within computer science, and follow recommended pathways in a number of computing areas to suit your interests. You will develop a wide range of skills and knowledge in areas such as creative computing, information systems, graphics and games development, mobile and web computing, software engineering, design and development, and software security.

For module information and further details, please visit: westminster.ac.uk/computer-science-and-software-engineering



SOFTWARE ENGINEERING MEng/BEng HONOURS

Length of course: MEng: four years full-time; five years full-time with industrial placement BEng: three years full-time; four years full-time with industrial placement

UCAS code: MEng: G603; BEng: G600

Campus: Cavendish (See p22)

Typical offer for September 2017: A Levels – BBC/A*A*; International Baccalaureate – 26 points; Pearson BTEC Level 3 Extended National Diploma/National Diploma – DMM/D*D*. Plus GCSE Maths and English at Grade C or above (Functional Skills qualifications are not accepted). See also entry requirements on p201.



This course studies the best ways to design, build, maintain and evaluate software systems. It uses many of the technical aspects of computer science, especially programming, and aims to develop the professional attitudes, interpersonal and technical skills you will need in the software engineering industry.

The course provides a solid foundation in software engineering theory and practice to develop professional software systems. You will study software development, programming languages, technologies and applications, including Java, C/C#, UNIX, UML, graphics, networks, concurrent systems, databases, artificial intelligence, and web and mobile computing. The BEng emphasises fundamental principles, design, and acquisition of practical skills and evaluation of technologies. You can also apply to complete an integrated Masters programme with the award of an MEng degree after completion of the BEng.

For module information and further details, please visit: westminster.ac.uk/computer-science-and-software-engineering



"The staff here are really approachable, you have constant assistance. This course is really practical, you have all the tools you need to start a project from scratch and complete it."

Roberto Delrosso
Software Engineering BEng Honours,
graduate

