



# Streamline Your Path to Higher Education

**BACHELOR OF  
ENGINEERING**  
Software Engineering  
Top-Up

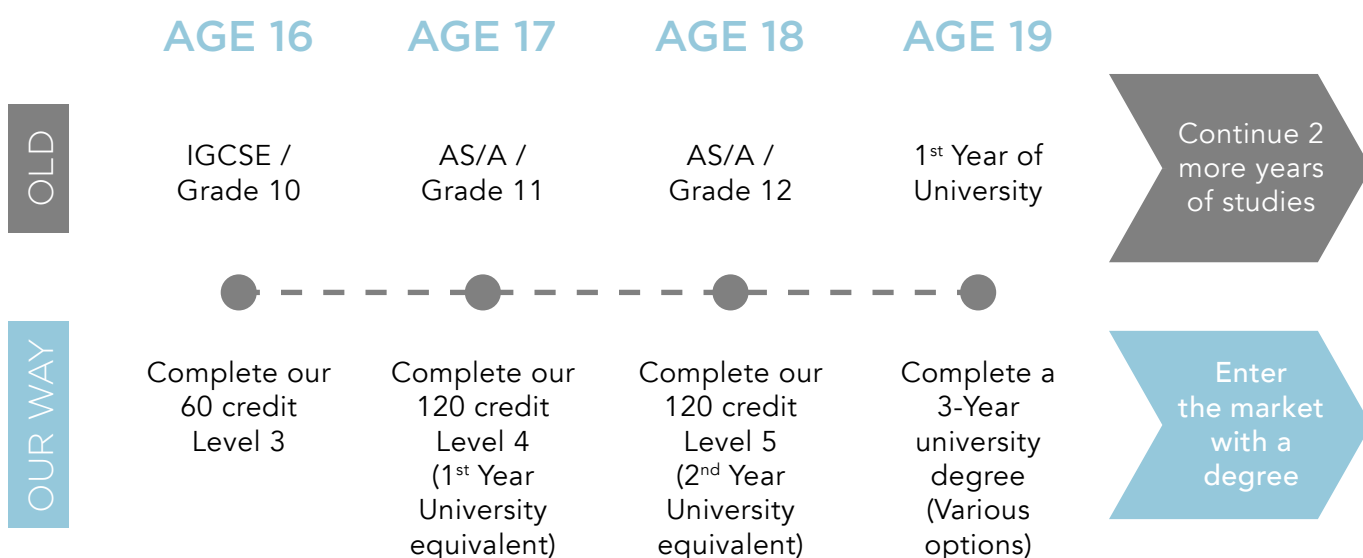
# ABOUT THIS QUALIFICATION

120 Credits

3 Modules

## THE POWER OF PROGRESSION

The aim is to help you achieve internationally-recognised qualifications in a shorter period of time. Credits earned through these qualifications can be used in applications for further study.

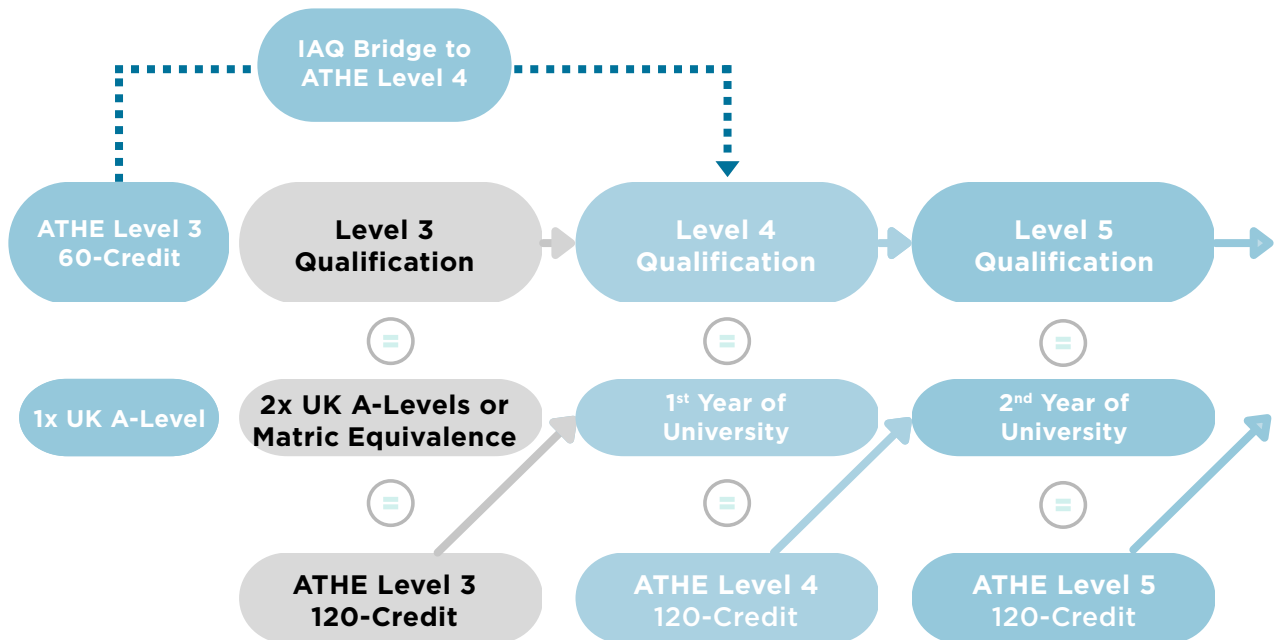


## COURSE SUMMARY

This **Top-Up** programme is designed to help you progress from an appropriate prior qualification to an honours degree. An induction programme will facilitate an effective transition to honours degree study.



# QUALIFICATION EQUIVALENCE



# PROGRAMME ACCREDITATION

The qualification is fully accredited by the **Awards for Training and Higher Education (ATHE)** and is regulated by the **Office of Qualifications and Examinations Regulation (Ofqual)**.

# ADMISSIONS REQUIREMENTS

For direct entry into Level 3 (HE6), you will need either an FdSc or HND in software engineering or computing/programming-related course. Students with non-traditional qualifications and/or relevant experience may be accepted into the course after a successful interview. You may be required to attend an interview and/or provide a portfolio of work.

# TECHNICAL REQUIREMENTS



Our platform is fully technology-driven, therefore students will need a reliable PC/laptop/tablet or regular access to one.



A stable internet connection with sufficient data to access online resources and participate in programme activities will be provided to in-contact/on-campus candidates.



You will also be provided with a Microsoft (MS) Office 365 account, giving you access to the full MS suite along with numerous resources that will assist you in completing tasks and assignments.

# PROGRAMME DELIVERY

The learning and teaching methods follow a blended approach which incorporates lectures, seminars, tutorials, critiques, self-directed learning, e-learning, laboratory/workshop sessions, and online sessions, all supported by a dedicated tutor/facilitator. Practical skills are acquired through technical introductions, support, workshop sessions, demonstrations, and activity-based assignments. The learning approach emphasises active engagement, fostering a strong practical theme throughout.

# MODULES

- Undergraduate Project
- Agile Programming
- Enterprise Systems Development

