



LEEDS
BECKETT
UNIVERSITY

Course Specification

BSc (Hons) Software Engineering

Course Code: BSOFT

2026/27

leedsbeckett.ac.uk

BSc (Hons) Software Engineering (BSOFT)

Applicant Facing Course Specification for 2026/27 Undergraduate Entrants

Confirmed at

General Information

Award	Bachelor of Science (with Honours) in Software Engineering If you opt to undertake a full year placement and this is completed successfully you will have the words 'with placement year' added to the award title including for any contained awards that you are eligible for.
Contained Awards	Bachelor of Science Software Engineering Diploma of Higher Education Software Engineering Certificate of Higher Education Software Engineering
Awarding Body	Leeds Beckett University
Level of Qualification and Credits	Level 6 of the Framework for Higher Education Qualifications, with 120 credit points at each of Levels 4, 5 and 6 of the UK Credit Framework for Higher Education (360 credits in total). If you have opted to undertake a full year placement and complete this successfully you will achieve an additional 120 credit points at level 5. This will be included in your transcript.
Course Lengths and Standard Timescales	Start dates will be notified to students via their offer letter. The length and mode of delivery of the course is confirmed below: <ul style="list-style-type: none">● 3 years (full time, campus based)● 4 years (full time, campus based, with placement year – if applicable)
Part Time Study	PT delivery is usually at half the intensity of the FT equivalent course, although there may be flexibility to increase your pace of study to shorten the overall course duration. Some modules may be delivered in a different sequence to that defined within this information set but the modules offered within each level are consistent. Please note that the work placement option is not generally available to PT students.

Location(s) of Delivery

The majority of teaching will be at Headingley campus but on occasion may be at City campus.

Placement location, if applicable, will vary dependant on the opportunity.

Entry Requirements

Admissions criteria are confirmed in your offer letter. Details of how the University recognises prior learning and supports credit transfer are located here: <https://www.leedsbeckett.ac.uk/student-information/course-information/recognition-of-prior-learning/>

Admissions enquiries may be directed to: AdmissionsEnquiries@leedsbeckett.ac.uk.

Course Fees

Course fees are confirmed in your offer letter. A breakdown of any additional costs is included on the online prospectus entry for this course.

Fees enquiries may be directed to Fees@leedsbeckett.ac.uk.

Policies, Standards and Regulations (<https://www.leedsbeckett.ac.uk/our-university/public-information/academic-regulations/>)

There are no additional or non-standard regulations which relate to your course.

Professional Accreditation or Recognition Associated with the Course**Professional Body**

British Computer Society (Chartered Institute for IT)

Accreditation/ Recognition Summary

The BCS (The Chartered Institute for IT) accreditation is an indicator of quality of curriculum, teaching and resources. Accredited courses have been independently recognised as having met high standards. BCS accreditation means that the course offers thorough grounding in the subject area and with emphasis on professional aspects to work in the field.

Placement Information**Summary**

The course contains a placement year.

Leeds Beckett is dedicated to improving the employability of our students and one of the ways in which we do this is to support our students to gain valuable work experience through work-based placements. Our

placement teams have developed strong links with companies, many of whom repeatedly recruit our students into excellent placement roles and the teams are dedicated to supporting students through every stage of the placement process. More information about the many benefits of undertaking a work placement, along with details about how to contact our placement teams can be found here: <http://www.leedsbeckett.ac.uk/studenthub/placement-information/>

Placement Delivery

Students are responsible for obtaining their own placement, with assistance from the University.

Location

Placement location will vary dependant on the opportunity.

Approval

Whilst students source their own placements, they will need to meet requirements which will be outlined before module enrolment.

Timetable Information

Timetables for Semester 1 will be made available to students during induction week via:

- i) The Student Portal (MyBeckett)
- ii) The Leeds Beckett app

Any difficulties relating to timetabled sessions may be discussed with your Course Administrator.

Key Contacts

Your Course Director Mark Dixon

Your Course Administrator Claire Howson – C.Howson@leedsbeckett.ac.uk

Course Overview

Aims

The aims of the programme are to:

- To facilitate an inclusive learning environment for students that promotes vocational, technical and academic skills development and prepares them for life-long learning.
- To support students to engage in critical thinking, creativity and to be reflective practitioners in the field of Software Engineering by effectively applying theory and practice to real-world problems.

- To develop professionals with a sound understanding of underpinning concepts in computer science, specifically in the areas that support software engineering.

Course Learning Outcomes

At the end of the course, students will be able to:

1	Demonstrate a systematic understanding of knowledge and a critical awareness of current problems and/or new insights much of it at or informed by the forefront of the software engineering discipline.
2	Demonstrate originality and creativity in application of knowledge to industrial contexts using established techniques in the field of Software Engineering delivering effective solutions to real-world problems, and adapting to technological changes.
3	To develop vocational, professional and academic skills by engaging students in team work, collective problem solving, project management activities and reflective practices.
4	Demonstrate self-direction, originality and creativity in tackling and solving practical computer science related problems which have been planned and implemented within a global professional, legal, social and ethical framework.
5	Exercise initiative and personal responsibility in dealing with complex and unpredictable situations, making sound judgements, communicating their conclusions clearly to specialist and non-specialist audiences.

Teaching and Learning Activities

Summary

The Course employs a wide range of learning opportunities and teaching methods including the use of lectures, tutorials, practical work, work based learning, simulations, role play, case studies, projects, peer group interaction and self-managed teams. This range of activities should provide opportunities for students use their preferred learning styles and support the development of less preferred learning styles and some will through presentations and seminar discussions allow students to demonstrate their skills and understand to their peers. The course is designed to ensure equal opportunities for all students irrespective of experience and background. An inclusive design philosophy has driven design of the key themes within the programme.

Advantage will be taken of both technology and supportive activities to ensure that effective learning takes place. The VLE allows scope for students to access learning materials outside their contact hours, providing support for the remainder of the 200 notional learning hours for each 20 credit module. Students should feel that they are being challenged by the range and level of activities and assessments but should also feel supported and know how to access that support.

Feedback on learning and assessment activities will be both formative and summative for assessments, supporting students in reflecting on their progress.

During course team meetings the course team will reflect on these activities and their spread across the modules and levels and make adjustments to learning activities over time, student feedback will also be an important part of this.

Your Modules

This information is correct for students progressing through the programme within standard timescales. Option modules listed are indicative of a typical year. There may be some variance in the availability of option modules. Students who are required to undertake repeat study may be taught alternate modules which meet the overall course learning outcomes. Details of module delivery will be provided in your timetable.

Level 4

Compulsory modules

Module title	Credits	Semester/ teaching period
Computing Systems	20	S1
Fundamentals of Computer Science	20	S1
Fundamentals of Computer Programming	20	S1
Fundamentals of Databases	20	S2
Object Oriented Programming	20	S2
Software Engineering Principles and Practices	20	S2
Number of credits of compulsory modules	120	

Level 5

Compulsory modules

Module title	Credits	Semester/ teaching period
Software Systems Development	20	S1
Web Applications and Technologies	20	S1
Systems Programming	20	S2
Machine Learning for AI	20	S2
Team Project	20	S2
Number of credits of compulsory modules	100	

Option modules

Module title	Credits	Semester/ teaching period
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Operating Systems	20	S1
Database Systems and Approaches	20	S1
Number of credits of option modules a student should choose	20	

Placement year (if chosen) – Core Module

Module title	Credits	Semester/ teaching period
Placement Module	120	Min 40 weeks

Level 6

Compulsory modules

Module title	Credits	Semester/ teaching period
Professional Software Engineering	20	S1
Software Service Architectures	20	S2
Production Project	40	S1 & S2
Number of credits of compulsory modules		

Option modules

Module title	Credits	Semester/ teaching period
Cloud Computing	20	S1
Advanced Web Engineering	20	S1
Advanced Database Systems	20	S1
Advanced Machine Learning	20	S1
Developing Mobile Applications	20	S2
Intelligent Computer Vision	20	S2
Web and Network Security	20	S2
Number of credits of option modules a student should choose	40	

Assessment Balance and Scheduled Learning and Teaching Activities by Level

The assessment balance and overall workload associated with this course are calculated from core modules and typical option module choices undertaken by students on the course. They have been reviewed and

confirmed as representative by the Course Director but applicants should note that the specific option choices students make may influence both assessment and workload balance.

A standard module equates to 200 notional learning hours, which may be comprised of teaching, learning and assessment, any embedded placement activities and independent study. Modules may have more than one component of assessment.

Assessment

Level 4 is assessed by phase tests predominately, with some coursework and practical assessments. There could be viva and demonstrations incorporated within coursework.

Level 5 is assessed by phase tests predominately, with some coursework and practical assessments. There are some examinations. Viva and demonstrations could be incorporated within coursework. There are team based assessments and portfolio. The team project requires development of a product.

Level 5 placement is assessed by presentation and a report

Level 6 is assessed by major project output and coursework. There are also some exams and phase tests. The major project at this level requires development of a product and presentation.

Workload

Overall Workload	Level 4	Level 5	Level 5 placement (if chosen)	Level 6
Teaching, Learning and Assessment	274 hours	212 hours		193 hours
Independent Study	926 hours	988 hours		1007 hours
Placement			1400 hours	