LEEDS BECKETT UNIVERSITY

Course Specification

MEng Computer Science

Course Code: MENCS

2026/27

leedsbeckett.ac.uk

MEng Computer Science (MENCS)

Applicant Facing Course Specification for 2026/27 Undergraduate Entrants

Confirmed at

General Information

Award	Master of Engineering in Computer Science 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 with Honours Computer Science Bachelor of Science Computer Science (Level 6) Diploma of Higher Education Computer Science (Level 5) Certificate of Higher Education Computer Science (Level 4)
Awarding Body	Leeds Beckett University
Level of Qualification and Credits	Level 7 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 and 120 credit points at Level 7 of the UK Credit Framework for Higher Education (480 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: • 4 years (full time, campus based) • 5 years (full time, campus based, with placement year – if applicable)
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 (BCS) – The 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	Dr Pooneh Bagheri-Zadeh
Your Course Administrator	Anja Poulter - Anja.Poulter@leedsbeckett.ac.uk

Course Overview

Aims

The Aim of the course is to provide deep understanding of the theory and practice of advanced areas in Computer Science and their application to industrial and research contexts. On completion of the course, a student must be able to reflect upon technological advancements and apply expert knowledge to real-life complex computational problems.

The MEng Computer Science is a 4 year integrated Masters degree course that provides students with a range of advanced skill-sets in areas such as Systems Development, Software Engineering and Advanced Communication Technologies. The course prepares students to work on current future technologies in industry by blending theory and practice. Due to being a STEM course, the MEng Computer Science has emphasis on contextualising knowledge to real-time scenarios and application to problems in industry. The course is aimed at addressing the skills gap in industry and the heavy demand for Computer Science

Engineers. Hence, the curriculum is current and is designed in a way that helps students to adapt to new technologies.

The course is defined with 120 credits at each level of 4, 5, 6 and 7, with a possibility for students to go on a sandwich placement after level 6. The course starts very broad at Level 4. The course will provide progressively deepening learning over the levels, providing horizontal integration ensuring a cohesive and deep learning experience. Masters modules at level 7 will bring an element of breadth to the award where these skills can be critiqued and applied to a broader range of areas, for example Autonomic systems, Robotics etc. The course will share modules with both the UG and PG computing programmes whilst ensuring its unique role across both levels and a coherence of study.

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 computer science discipline.
2	Use originality in the application of knowledge in a professional environment, together with a practical understanding of how established techniques of research and enquiry are used to create and interpret knowledge in the discipline of computer science.
3	Evaluate and critique methodologies and practices within the field of computer science.
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 to use their preferred learning styles and support the development of less preferred learning styles, using presentations and seminar discussions to allow students to demonstrate their skills and understanding to their peers. 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.

This course will feature a mix of blended learning, both online and in-person.

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
Computer Communications	20	S2
Number of credits of compulsory modules	120	

Level 5
Compulsory modules

Module title	**Credits**	**Semester/ teaching period**
Software Systems Development	20	S1
Operating Systems in Practice	20	S1
Computer Network Architectures	20	S2
Machine Learning Techniques for AI	20	S2
Team Project	20	S2
Number of credits of compulsory modules	100	

Option modules

Module title	**Credits**	**Semester/ teaching period**
Web Applications and Technologies	20	S1
Database Systems	20	S1
Robotics and AI	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
Advanced Software Engineering A	20	S1
Project	40	S1 & S2
Number of credits of compulsory modules	60	

Option modules

Module title	Credits	Semester/ teaching period
Cloud Computing Development	20	S1
Advanced Web Engineering	20	S1
Advanced Database Systems	20	S1
Intelligent Computer Vision	20	S2
Developing Mobile Applications	20	S2
Advanced Networking Systems	20	S2
Number of credits of option modules a student should choose	60	

Level 7
Compulsory modules

Module title	Credits	Semester/ teaching period
Network Management	20	S1
Smart Systems	20	S1
Research Practice	20	S1
Dissertation	40	S1 & S2
Number of credits of compulsory modules	100	

Option modules

Module title	Credits	Semester/ teaching period
Intelligent Systems and Robotics	20	S2
Software Engineering for Service Computing	20	S2
Software and Systems	20	S2
Number of credits of option modules a student should choose	20	

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 presentations, viva and demonstrations incorporated within coursework.

Level 5 is assessed by phase tests predominately, with some coursework and practical assessments. There are some examinations. Presentations, 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 a major project output. There are also coursework based assessments and practical skills assessments. The major project at this level requires development of a product and presentation.

Level 7 is assessed by mainly coursework. Project Management has an examination. The dissertation requires students to develop a product, write a thesis and present at a poster showcase event.

Workload

Overall Workload	**Level 4**	**Level 5**	**Level 5 placement (if chosen)**	**Level 6**	**Level 7**
Teaching, Learning and Assessment	288 hours	219 hours		203 hours	145 hours
Independent Study	912 hours	981 hours		997 hours	1055 hours
Placement			1400 hours		