LEEDS BECKETT UNIVERSITY

Course information for applicants

This information applies to the course as it will be delivered to students starting the course in 2027/28.
Information provided here was confirmed on 24/08/2026

General information

Programme code
BSOFT

Target award
If you complete this course successfully you will be eligible for the award of:
BSc (Hons) Software Engineering

Delivery mode
✓ On campus
☐ Distance learning

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

Professional accreditation or recognition

Professional body
British Computer Society (BCS) (Chartered Institute for IT)

Summary of the accreditation or recognition
BCS accreditation for the course will be sought during the next revalidation phase. 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.

Awarding body
Leeds Beckett University

Regulator
Office for Students

Level of qualification
Level 6 of the Framework for Higher Education Qualifications

Course duration

If you are made an offer of a place on the course, your offer letter will include the start date.

This course can be studied:
3 years full-time
4 years full-time with a placement year

Work placement

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.

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.

Entry requirements

Admissions criteria are available on the online prospectus entry for this course.

If you have previous relevant qualifications or experience, you could be exempt from certain parts of your course. Recognition of prior learning (RPL) allows you to start your course at a point appropriate to the learning and skills that you may have developed in a professional, vocational or community setting.

Find out more here: https://www.leedsbeckett.ac.uk/student-information/course-information/recognition-of-prior-learning
If you have questions about entry requirements and admissions, contact AdmissionsEnquiries@leedsbeckett.ac.uk

Course fees

Course fees and a breakdown of any additional costs is included on the online prospectus entry for this course.

If you have questions about fees for this course, contact Fees@leedsbeckett.ac.uk

Timetable

You will receive your full timetable for the year during induction week.

What you will study

Course aims

The aims of the course 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.

Teaching and learning activities

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.

Course structure

This information is correct for students progressing through the course within standard timescales. If you have to repeat study or take time out during your course, you may be taught alternative modules which meet the overall course learning outcomes.

The option modules listed may vary. Those listed here are likely to be offered in a typical year.

Level 4

Compulsory modules

Module title	Credits	Semester/teaching period
Computing Systems	20	S1 / Year 1
Fundamentals of Computer Science	20	S1 / Year 1

Fundamentals of Computer Programming	20	S1 / Year 1
Fundamentals of Databases	20	S2 / Year 2
Object Oriented Programming	20	S2 / Year 2
Software Engineering Principles and Practices	20	S2 / Year 2
Total number of credits of compulsory modules:	120	

Level 5

Compulsory modules

Module title	Credits	Semester/teaching period
Software Systems Development	20	S1 / Year 2
Web Applications and Technologies	20	S1 / Year 2
Systems Programming	20	S2 / Year 2
Applied Machine Learning Techniques for AI	20	S2 / Year 2
Team Project	20	S2 / Year 2
Total number of credits of compulsory modules:	100	

Option modules

Module title	Credits	Semester/teaching period
Operating Systems	20	S1 / Year 2
Database Systems	20	S1 / Year 2
Total number of credits of elective modules a student must enrol on:	20	

Placement year (if chosen)

Compulsory modules

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 / Year 3
Software Service Architectures	20	S2 / Year 3
Production Project	40	S1 & 2 / Year 3
Total number of credits of compulsory modules:	80	

Option modules

Module title	Credits	Semester/teaching period
Cloud Computing	20	S1 / Year 3
Advanced Web Engineering	20	S1 / Year 3
Advanced Database Systems	20	S1 / Year 3
Advanced Machine Learning Techniques for AI	20	S1 / Year 3
Developing Mobile Applications	20	S2 / Year 3
Embedded Intelligent Vision Systems	20	S2 / Year 3

Web and Network Security	20	S2 / Year 3
Total number of credits of elective modules a student must enrol on:	40	

Assessment and feedback

The balance of assessment may change depending on which option modules you choose.

Level 4

Level 4 is assessed mostly by phase tests, with some coursework and practical assessments.

Level 5

Level 5 is assessed mostly by phase tests, with some coursework, practical assessments and examinations.

Placement year

Level 5 placement is assessed by presentation and a report.

Level 6

Level 6 is assessed by coursework and major project output.

Workload

You can expect to spend a total of 100 hours learning per 10 credits.

Typically, a student on this course can expect to divide their time like this:

Overall workload	Level 4	Level 5	Placement year (if chosen)	Level 6
Teaching, learning and assessment	274 hours	212 hours		193 hours
Independent study	926 hours	988 hours		1007 hours
Placement study			1400 hours	