LEEDS BECKETT UNIVERSITY

# Course information for applicants

This information applies to the course as it will be delivered to students starting the course in Choose an item..
Information provided here was confirmed on 20/05/2026

# General information

## Programme code
MENCS

## Target award
If you complete this course successfully you will be eligible for the award of:
MEng Computer Science

## 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) - The Chartered Institute for IT

### Summary of the accreditation or recognition
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 7 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:
4 years full-time
5 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 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 Master's 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. Master's 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.

## 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 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.

## 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 1 |
| Object Oriented Programming | 20 | S2 / Year 1 |
| Computer Communications | 20 | S2 / Year 1 |
| 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 |
| Operating Systems in Practice | 20 | S1 / Year 2 |
| Computer Network Architectures | 20 | S2 / Year 2 |
| Machine Learning 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 |
|---|---|---|
| Web Applications and Technologies | 20 | S1 / Year 2 |
| Database Systems | 20 | S1 / Year 2 |
| Robotics and AI | 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 |
|---|---|---|
| Advanced Software Engineering A | 20 | S1 / Year 3 |
| Production Project | 40 | S1 & 2 / Year 3 |
| Total number of credits of compulsory modules: | 60 | |

Option modules

| Module title | Credits | Semester/teaching period |
|---|---|---|
| Cloud Computing Development | 20 | S1 / Year 3 |
| Advanced Web Engineering | 20 | S1 / Year 3 |
| Advanced Database Systems | 20 | S1 / Year 3 |
| Intelligent Computer Vision | 20 | S2 / Year 3 |
| Developing Mobile Applications | 20 | S2 / Year 3 |
| Advanced Networking Systems | 20 | S2 / Year 3 |
| Total number of credits of elective modules a student must enrol on: | 60 | |

### Level 7

Compulsory modules

| Module title | Credits | Semester/teaching period |
|---|---|---|
| Network Management | 20 | S1 / Year 4 |
| Smart Systems | 20 | S1 / Year 4 |
| Research Practice | 20 | S1 / Year 4 |
| Project | 40 | S1 & 2 / Year 4 |
| Total number of credits of compulsory modules: | 100 | |

Option modules

| Module title | Credits | Semester/teaching period |
|---|---|---|
| Intelligent Systems and Robotics | 20 | S2 / Year 4 |
| Software Engineering for Service Computing | 20 | S2 / Year 4 |
| Software and Systems | 20 | S2 / Year 4 |
| Total number of credits of elective modules a student must enrol on: | 20 | |

# 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 and practical assessments.

### Placement year

Level 5 placement is assessed by presentation and a report.

### Level 6

Level 6 is assessed by coursework and practical assessments, with some major project output.

### Level 7

Level 7 is assessed mostly by coursework and a Dissertation.

# 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 | Level 7 |
|---|---|---|---|---|---|
| Teaching, learning and assessment | 288 hours | 219 hours | | 203 hours | 137 hours |
| Independent study | 912 hours | 981 hours | | 997 hours | 1063 hours |
| Placement study | | | 1200 hours | | |