UNIVERSITY of BRADFORD

Computer Science BSc (Hons) with integrated foundation Programme Specification

Academic Entry Year:	2026/2027
Degree Awarding Body:	The University of Bradford
Main Location:	City Campus
Subject Benchmarks:	Computing (Quality Assurance Agency 2022)
Qualifications Framework:	HE Qualifications of UK Degree Awarding Bodies (FHEQ: QAA 2014) and Regulated Qualifications Framework (RQF: Ofqual 2015)
Target Degree Award:	Bachelor of Science with Honours (BSc Hons) Computer Science [FHEQ Level 6]
Intermediate/exit awards:	Bachelor of Science (BSc) [FHEQ Level 6]
	Diploma of Higher Education (DipHE) [FHEQ Level 5]
	Certificate of Higher Education (CertHE) [FHEQ Level 4]
	Foundation Certificate (FdC) Engineering [RQF Level 3]
Programme Admissions:	UK/home students (all routes) and international students (excluding foundation)
Programme Start Date(s):	September
Programme Modes of Study:	**UCAS code I100:** 3 years full-time
	Partner entry only: 3 years full-time with international year 1
	UCAS code I101: 4 years full-time with sandwich placement year or study abroad
	UCAS code I102: 4 years full-time with integrated foundation year
	UCAS code I103: 5 years full-time with foundation year and sandwich year

The BSc (Hons) Computer Science is accredited by **BCS - The Chartered Institute for IT** for full Chartered IT Professional (CITP) registration, recognised internationally under the Seoul Accord. This recognition enhances the credibility and quality assurance of academic programmes, allowing students to have their qualifications recognised globally. It helps students and graduates in their pursuit of international education, employment, and professional mobility. Visit the **BCS website** to find out more about professional registration in IT.

Please note: The University has a set of terms and conditions for all students accepting an offer to study on a course here at Bradford. This is called the Student Contract. This document sets out the Terms and Conditions which apply when an offer of a place on a programme of study at the University of Bradford is accepted. **View our Student Contract for further details**. Information about this programme and its modules has been published in advance of the academic year to which it applies. Every effort has been made to ensure that the information is accurate at the time of publication, but changes may occur given the interval between publishing and commencement of teaching. Any change which impacts the terms and conditions of an applicant's offer will be communicated to them.

Minor Modification Schedule

1. July 2025: Annual changes for the 2025 academic year, including changes to academic regulations and a computing pathway for Foundation level study.
2. May 2026: Annual changes for 2026 entry including simplified format and changed modes of study.

Programme Overview

In the digital age that we are living in, computers infiltrate every aspect of our lives. Computer science's positive impact on the world is far-reaching, where we see technologies from the digital industry facilitating communication, inspiring innovation, empowering entrepreneurship, fuelling invention and productivity, streamlining research, driving societal change, and resolving business and societal challenges, preparing for and responding to crises all over the world. Thus, we need computer scientists to theorise, design, develop, and apply the software and hardware for the programmes we use.

The BSc (Hons) Computer Science is offered by the **School of Computing and Engineering** which is part of the **Faculty of Management, Sciences and Engineering** at the University of Bradford, which includes a renowned tradition of undergraduate and postgraduate programmes concerned with the understanding, design, and exploitation of computation and computer technology. The Computer Science programme concentrates on the theoretical foundations of computation, information representation and data processing, problem solving and computer technology, and their industry, commercial and research applications. It incorporates ideas from many other disciplines, including mathematics, engineering, management and graphics, and has a close affinity with digital communications through the Internet, World Wide Web, and wireless communication technologies.

Exposure to industry is deeply embedded within this programme in a number of ways. The programme is industry informed with our Industry Advisory Board (IAB), a membership comprised of industry representatives from both regional and national companies, reviewing our provision of the programme and advising on our programme enhancements. The launch of the Computing Enterprise Centre offers to our students the opportunity to develop industry-based projects in the second and final years and also provides industry-sponsored competitive internships.

Our placement scheme also provides students with the opportunity to work in a company for up to one year as part of their studies, further enhancing their discipline specific and transferable skills. We support industry placements and collaborate with local, national and international organisations offering such job offers through our industry contacts and extended network of successful graduates.

The student societies with links to professional bodies afford further opportunities for students to engage with industry, such as Pi Soc as the first ever BCS Student Chapter, and our ACM Student Chapter. The School encourages and offers support to these societies in their participation in industry and research led activities including programming competitions, data dives and extra-curricular collaborations and visits.

The Faculty of Management, Sciences and Engineering welcomes and celebrates the diverse cultural and national backgrounds of our students. We are committed to an educational experience that is inclusive of the diversity of the students and staff, and that addresses attainment gaps within our student body, particularly those between BME and white students. The University of Bradford holds Bronze **Athena Swan Charter** and **Race Equality Charter** accreditations from **AdvanceHE**, recognising our commitment to advancing the careers of everyone in STEM.

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The School of Computing and Engineering places emphasis on both teaching and research. Lecturers at Bradford are active researchers in their fields of expertise producing peer-reviewed knowledge through publications in journal articles and books. This research permeates to their teaching practice giving students access to world leading professionals, equipment and ideas within the Engineering and Artificial Intelligence theme of the Research Institute of Digital and Sustainable Futures.

The undergraduate and postgraduate programmes offered by our School are accredited by the British Computer Society (BCS) - The Chartered Institute for IT and computing professionals and/or aligned to the requirements of the Association for Computing Machinery (ACM). The accreditation of our programmes means that successful BSc (Hons) Computer Science graduates are exempted from some further examinations for professional registration and ensures that graduates are not only exposed to industry throughout their course but also are employment-ready upon graduation. Upon completing the BSc (Hons) Computer Science programme, you will become more than just a programmer - you will also develop skills in communication, teamwork, systems design and entrepreneurship.

Programme Aims

The aims of the programme are to provide students with a sound grounding in the fundamentals of computer science, software development (programming) and the tools and applications that modern computer scientists use, achieved by:

- Providing students with a core of fundamental modules, in stages 1 and 2, that are essential to all computer scientists, plus a wide range of options, particularly in the final stage, so that students may choose the particular area in which they are strong or wish to specialize, which builds on the knowledge and understanding gained earlier.
- Providing the support in the form of lectures, labs and tutorials that will enable students to develop their personal portfolio of skills and knowledge, in line with the School commitment to providing a very high standard of academic delivery and environment, supported by up-to-date computing facilities, hardware devices and software tools.
- Developing discipline and personal transferable skills so that during studies and on graduation students may move directly into responsible positions in industry or commerce (such as placement, graduate schemes respectively) and as business innovators, or may pursue further programmes of study.
- Enabling development of problem analysis and computational solutions by application of fundamental principles and concepts of computer science, such as abstraction, data representation, logic, algorithms and digital technologies.
- Promoting educational opportunities and interest in academic development for ethnic minorities, women, mature and alternatively qualified students, as well as for school-leavers and traditionally qualified students.

Programme Learning Outcomes

Stage 0: Foundation students eligible for progression to the degree stages will be able to:

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0.1. Demonstrate knowledge and understanding of mathematics, computer hardware, operating systems and AI to an appropriate standard to allow students to engage with an accredited Computer Science programme.

0.2. Develop basic knowledge and skills in coding, data handing, computer vision and cyber security to support problem-soling and computational thinking required for undertaking a computer science programme.

0.3. Demonstrate knowledge and skills in data management and presentation, IT and communication skills, teamwork, and personal management.

To be eligible for the award of Certificate of Higher Education at FHEQ level 4, students will be able to:

1. Describe the history and development of computer science and outline important concepts and topics within the field.

2. Outline the professional, ethical, security, industrial and research dimensions of the discipline of computer science.

3. Demonstrate knowledge of fundamental concepts of computer science, and the environment in which they operate; basics of software construction and the tools required to support it, develop skill in constructing software.

4. State and explain relevant models, principles and practices applicable to the study of computers, computer architecture and systems.

5. Demonstrate knowledge of a range of underlying theories, logical and mathematical foundations relevant to computer science.

6. Work effectively as individuals and in groups.

7. Collect, manage and present information, ideas and concepts, interpret data using suitable techniques, and communicate efficiently with a range of audiences.

To be eligible for the award of Diploma of Higher Education at FHEQ level 5, students will be able to additionally:

8. Apply methods, methodology, knowledge, skills and standards to build and test complex software systems through teamwork.

9. Apply knowledge of investigative and research principles to demonstrate an understanding of how to develop computing designs, databases and processes.

10. Develop computational thinking for problem solving, algorithm design and assessing efficiency of different implementations.

11. Demonstrate the use of practical computer science skills in designing, developing and monitoring communication networks.

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12. Demonstrate fundamental understanding of various applications of AI techniques in solving computation problems.

13. Apply knowledge of the fundamentals of numerical analysis to develop and implement efficient numerical algorithms.

14. Communicate effectively with industry and other computing professionals and demonstrate personal and technical skills.

To be eligible for the award of Honours Degree of Bachelor at FHEQ level 6, students will be able to additionally:

15. Demonstrate a systematic understanding of key aspects of their field of study, including acquisition of coherent and detailed knowledge informed by aspects of Computer Science.

16. Deploy accurately established techniques of analysis and enquiry within Computer Science.

17. Show conceptual understanding that enables students to devise and sustain arguments, and/or to solve problems, using ideas and techniques, and to describe and comment upon particular aspects of current research, or equivalent scholarship, or practice in Computer Science.

18. Develop an ability to make critical use of relevant literature to discuss aspects of current research in the discipline, to make use of primary sources, to manage and communicate their own learning, and to recognise the uncertainty, ambiguity and limits of knowledge.

19. Develop a systematic understanding of the fundamental concepts and theories of computer science including detailed knowledge of hardware, computer architecture, information and communication technologies.

20. Show a firm grasp of the mathematical foundations of computing and how they underpin the formal specification and design of commercial or research applications.

21. Analyse problems and develop solutions using leading edge ideas and techniques.

22. Competence in the use of major software application packages.

23. Exercise initiative in information management, interpretation and presentation of Computer Science tools, products and solutions.

24. Apply knowledge in core computer science areas such as computer systems analysis, design, programming and administration, and specialise in artificial intelligence, computer graphics, large and distributed systems and their use and security.

25. Demonstrate professional interest and expertise for a variety of careers such as software designer, scientific programmer, application developer, graphics programmer, data scientist, system administrator, financial analyst, IT project manager, IT consultant or computer science researcher that match both learners and employers' expectations.

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Learning, teaching and assessment strategy

We seek to provide a nurturing and supportive environment that enables students to become an independent learners and problem solvers. Students will be supported via various approaches including e.g. learning in small groups and in practical laboratory sessions where discussions and formative feedbacks are embedded, having the support of lecturers, demonstrators and project supervisor, who all provide academic support and guidance. Students will also have their own personal academic tutor who provide academic and pastoral care throughout the programme of study. Students will also have the opportunity to be part of the University of Bradford Computing Society for students, PiSoc, as well as the Peer Assisted Learning (PAL) scheme, where students are able to meet with other fellow Computer Science students at different stages of their study. The programme is designed to develop your knowledge and skills in ways to allow gradual transition from one stage to the next.

At stage 0 (Foundation level), cognitive and personal skills are developed in more open-ended problem solving and design exercises, often tackled by working in small groups supported by members of academic, technical, and library staff.

Students at Stages 1-3 will experience a wide range of teaching and learning environments and a consistent balance between direct academic delivery, and individual and group study. Concepts, principles and theories are generally explored in formal lectures, practiced in associated tutorials and seminars, and demonstrated and experimented in laboratory classes. Practical skills are developed in laboratory sessions. Professional and personal skills are developed through the Technical and Professional Skills module which involves communications skills, library skills, group work and presentations. The Enterprise-Pro module develops an appreciation of how to manage group dynamics whilst working on a substantial computing and software engineering exercise. Honours students undertake a major individual project in their final year, drawing together the knowledge and experience gained throughout the programme. The project provides the opportunity for students to demonstrate the ability to solve problems using current ideas and current, cutting-edge techniques that are at the forefront of computing and applied multidisciplinary disciplines.

Each 20-credit module on the programme requires students to commit 200 hours of study. Many of these hours will be formally timetabled - lectures, laboratories, seminars and tutorials – and others will involve students carrying out private study or group work. The balance between these forms of study changes as students pass through the three years of the programme. There are many contact hours (time spent with academic tutors) in all stages of the programme; in the final year students will also be expected to manage their plan for the individual project, under the general guidance of their academic tutors.

In addition, the learning and teaching on the programme are informed by industry and by staff undertaking knowledge transfer projects, nationally and internationally funded research projects and consultancy work that embed new knowledge and concepts into our teaching materials and curriculum planning; and inviting industrial speakers. Throughout the academic year industry speakers and researchers are also invited to give talks and lectures that inform and inspire our students about current and future developments within their disciplines.

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Innovative projects initiated by industry are also embedded within a number of the modules, such as Technical and Professional Skills (level 4), Enterprise-Pro (level 5) and Final Year Project (level 6), through our Computing Enterprise Centre, allowing students to work on topics that are highly relevant to their future careers throughout the course.

Students will also have the opportunity to interact with our Independent Computing Industry Advisory Board members and a wider audience of industry contacts during the Final Year Project Showcase, which allows them to demonstrate their work and to receive feedback and ideas from professionals within the discipline.

Further, the programme employs a number of innovative and active learning methods. For example, Team Based Learning (TBL) strategies are integrated within a number of the modules. We also endeavour to use team teaching methods where lecturing staff are able to contribute their specialised research and knowledge into the curriculum.

Throughout the programme, we make use of case studies so that students can apply their theoretical understanding to real-world issues. In this way, abstract concepts are brought to life through practical activities.

We use the Canvas Instructure virtual learning environment to share course materials and reading lists, communicate with students, track student participation, facilitate discussions, support formative and summative assessments and provide feedback. Students can use Canvas independently to revise materials, ask questions and interact with lecturers and other students using discussions, practise and assess their understanding using quizzes, or for finding resources for further reading

We embed technologies to deliver key concepts in an interactive environment that strongly links theory with practical skills. For example: in programming lectures, a remote desktop application allows lecturers to demonstrate coding in an environment identical to that in our cutting-edge labs; our Enterprise-Pro module (level 5) requires and supports students to develop their projects using an industry standard tool for collaborative team-based software development. This allows students to develop industry standard skills based on real working practice.

Our curriculum development is informed by the research conducted by academic members of staff within the School, exposing students to the cutting-edge developments within the related fields of expertise. Knowledge and experience from Industrial partners are also integrated within the programme through both our Industry Advisory Board and research projects through case studies, lab-based activities and invited talks, ensuring that research findings are at the heart of our curriculum.

Equality, diversity and inclusion are embedded in our programme’s learning and teaching activities. We celebrate differences and ensure that everyone has equal opportunities to achieve their desired outcomes. Students are also instilled with the understanding of ethical and professional issues within the context of computer science and IT and the responsibilities around these issues. Students will be encouraged to explore a diverse range of digital technologies and theories and engage constructively with businesses and communities to enrich their understanding of the impact of Computer Science on everyone's everyday lives and embrace the values of equality, diversity

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and inclusion in their development of Computer Science solutions. This approach will equip students with the wider perspective of the relevance of Computer Science for the betterment of businesses and society.

Methods of assessment are varied, and progress will be assessed using a mix of formal examinations, presentations and seminar papers, reports, laboratory tests, essays, coursework assignments, and projects. Formative assessments are also used to allow feedback to be provided, strengths and areas of improvement to be identified. The appropriate method is chosen so that students may demonstrate the learning outcomes of each module.

All of our staff have achieved, or are working towards, Fellowship of the Higher Education Academy (FHEA). As part of our commitment to Excellence in Learning and Teaching, we conduct research into innovative and effective teaching methods. For example, assessment for our Final Year Project module was enhanced by incorporating regular formative and summative feedback opportunities to enhance the final outcomes, based on a research project conducted by staff within the School that culminated in a journal publication.

Curriculum

The BSc Computer Science curriculum is organised into modular units, studied across the "Academic Year" of September to May or discretely in a single Semester. Students study 120 credits in total in each stage/year. Students can join the programme in Stage 0 (foundation) or Stage 1 before progressing towards the degree award. The Admission Requirements section lists how entry to these stages is different. At the end of Stage 0, students who successfully complete the year will progress onto the BSc route's Stage 1.

The Integrated Foundation Year, Stage 0, introduces students to the principles of computing holistically, introducing foundational concepts, frameworks and techniques common to other professions before contextualising them for Computer Science. The year features practical elements where students spend time in laboratories to conduct experiments on engineering applications. Students will be able to develop awareness of the breadth of opportunities and challenges posed by computing and the exciting possibilities for their career development. The teaching of Mathematics aims to provide an academic outcome comparable to A-level.

In Stage 0, students will study 120 core credits at RQF Level 3:

Stage 0 Computer Science Core Modules (RQF Level 3)

Code	Module Title	Credit	Period	Selection
ENG3500-B	Professional and Independent Learning for Engineering and Computing	20	Semester 1	Core
ENM3003-B	Foundation Mathematics	20	Semester 1	Core
COS3011-B	Computer Skills and Applications	20	Semester 1	Core
COS3009-B	Introduction to Coding	20	Semester 2	Core
COS3003-B	Introduction to Computing	20	Semester 2	Core
ENM3002-B	Introduction to Computer Visualisation	20	Semester 2	Core

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Students at Stage 1 will study 120 core credits at FHEQ Level 4 as follows, depending on whether they are studying the UK/Home route or the International College International Year 1 (IY1) route.

Table 1: UK/Home Stage 1 Core Modules

Module Code and Title	Credit	Period
COS4014-B **Mathematics for Computing**	20	Semester 1
COS4016-B **Fundamentals of Programming**	20	Semester 1
COS4015-B **Technical and Professional Skills**	20	Semester 1
COS4001-B **Computer Architecture and Systems Software**	20	Semester 2
COS4017-B **Software Design and Development**	20	Semester 2
COS4018-B **Internet Technologies**	20	Semester 2

Table 2: IY1 Stage 1 Core Modules

Module Code and Title	Credit	Period
BIC4028-A **Mathematics for Informatics**	10	SEM1 or SEM2
BIC4025-B **Fundamentals of Programming**	20	NSYR
BIC4020-C **Academic English and Skills**	30	ACYR or NSYR
BIC4011-B **Computer Systems**	20	NSYR
BIC4012-B **Software Engineering**	20	NSYR
BIC4029-B **Introduction to Web Development**	20	NSYR or SEM3

All students then study the same Stage 2.

Stage 2 Computer Science Core Modules (FHEQ Level 5)

Code	Module Title	Credit	Period	Selection
COS5028-B	Artificial Intelligence	20	Semester 1	Core
COS5021-B	Data Structures and Algorithms	20	Semester 1	Core
COS5020-B	Database Systems	20	Semester 1	Core
COS5025-B	Computer Communications and Networks	20	Semester 2	Core
COS5019-B	Enterprise-Pro	20	Semester 2	Core
COS5018-B	Numerical Analysis	20	Semester 2	Core

This programme provides the option for students to undertake a work placement or period of study abroad between the 2nd and 3rd stages of the BSc. Students wishing to take this option will be encouraged to register for the placement year programme. All School of Computing and Engineering students are encouraged to apply for Industrial Placements (Year in industry). See the **Placement and/or Study Abroad** section for more details.

At the end of Stage 2, students who successfully complete will progress onto Stage 3 or onto the elective placement year / study abroad year.

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At Stage 3 students take 80 core credits including the Final Year Project (FHEQ Level 6) and select 2 optional modules: one from Semester 1 (FHEQ Level 6/Level 7) and one from Semester 2 (FHEQ Level 6).

Stage 3 Computer Science Core and Option Modules (FHEQ Level 6/Level 7*)

Code	Module Title	Credit	Period	Selection
COS6006-D	Final Year Project	40	Academic Year	Core
COS6021-B	Numerical Methods and Computer Graphics	20	Semester 1	Core
COS6009-B	Large Scale Data Driven Applications	20	Semester 1	Option 1
COS6008-B	Cyber Security	20	Semester 1	Option 2
COS7025-B*	Mobile Application Development	20	Semester 1	Option 3
COS6012-B	Concurrent and Distributed Systems	20	Semester 2	Core
COS6028-B	Software Systems Design and Testing	20	Semester 2	Option 4
COS6026-B	Machine Learning	20	Semester 2	Option 5
COS6025-B	Principles of Security Technologies	20	Semester 2	Option 6

Placement and/or Study Abroad

Timetabled Pre-Placement lectures and Timetabled ‘drop-in’ sessions will be scheduled to support students throughout the pre-placement process. All placement opportunities received are made available to students on the placement route via the VLE.

Any placement or period of study abroad is subject to approval by the Programme Team. Students who wish to participate in a placement or period of study abroad will be required to find, apply for and make the most of their chosen opportunity, and will be supported in doing so by the Programme Team, the Faculty Academic Lead for Placements, as well as the central University Careers and Employability Service.

Students on placement or study abroad will be registered for the optional FHEQ Level 5 modules **ENG5002-Z (Placement)** or **ENG5004-Z (Study Abroad)** and encouraged to complete a diary and portfolio presentation of their activity, as completing this module on return to the University will enable evidence to be added to the academic transcript or HEAR.

Students funded by the Lifelong Learning Entitlement (LLE) or international students on a UKVI Student Visa should be aware that there may be financial restrictions that apply to your funding around resits or restudy for your course if you take a placement or study abroad year. You must get advice from the Student Life Service if this may affect you before applying for placement or study abroad.

Please note that **this programme is not eligible for Study Abroad Semester opportunities**, where you go abroad for part of a year to study different modules: this is a requirement from BCS. A full placement year in work, or full study abroad year where you study additional modules, does not impact the accreditation of your degree.

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Further information about internships and placements and study abroad opportunities is published on the University's website.

Assessment, Continuation and Award Regulations

This programme follows the Assessment, Continuation and Award regulations published on the University's website for undergraduate courses (Regulation 2).

The target Honours Degree award confers eligibility on the degree holder to register with BCS as a Chartered IT Professional (CITP):

- BSc (Hons) Computer Science: Complete 360 FHEQ Credits from the approved curriculum and achieve the award learning outcomes.

Intermediate awards are available in line with the Assessment, Continuation and Award regulations at 300, 240 and 120 FHEQ credits and at 120 RQF credits. These intermediate/exit awards do not confer eligibility to register with BCS as CITP.

Admission Requirements

We are proud to be one of the most inclusive universities in the UK. All our students have potential, and we believe that as many people as possible should have the chance to benefit from higher education, no matter what their background or circumstances. We take the time to understand the background of our applicants, understand their journey to education, and make decisions based on an applicant's potential to thrive at university and beyond.

In addition to satisfying the general admissions requirements of the University of Bradford, the minimum entry requirements for Computer Science are as follows. All routes require GCSE Mathematics Grade 4/C (or equivalent) and:

- **Stage 0 (Foundation Year) entry:** 72 Ucas tariff points with no subject specific requirements, plus GCSE English at grade D/grade 3 or equivalent qualification in English. Stage 0 entry is only open to UK and home students. International students may join Computer Science at Bradford through our partnership University of Bradford International College (UBIC) to the International Foundation Year, International Year Zero or International Year One incorporated degree pathways if they do not meet the Stage 1 entry requirements.
- **Stage 1 entry:** 112 Ucas points with no subject specific requirements. For all students whose first language is not English, the standard undergraduate English language requirements for the University apply as listed on our website. International students are welcome to apply for Stage 1 entry and should check the entry requirements page for their country on our website details of equivalent qualifications.
- Check the University of Bradford course pages for example Stage 0 and Stage 1 entry profiles in qualifications such as A-Levels, T-Levels, BTEC, Access to HE and International Baccalaureate. Links to course pages are provided at the end of this document.
- Advanced entry: If you are currently studying at another university and would like to transfer to the University of Bradford, this course accepts students into Stage 2 or Stage 3. Applications for advanced entry will be considered on a case-by-case basis and must include

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an official transcript (not a screenshot of a portal), all module descriptors, and relevant qualifications. Module descriptors must include learning outcomes. Applications must be submitted through Ucas and the required documents emailed along with your Ucas Personal ID no later than 31 August prior to the course starting in September. Relevant documents should be emailed to **admissions@bradford.ac.uk**.

On completion of a Ucas form students will be invited to the Faculty for an Open Day where they will have the opportunity to meet staff, view the facilities and discuss “the Bradford experience” with current students. Students will be made aware of the range of computing programmes available within the Faculty of Management, Sciences and Engineering.

We are committed to raising aspirations and widening access to higher education, regardless of your background. The **University of Bradford Progression Scheme** welcomes applicants from a number of groups including adult learners who are 21+ on the first day of term, British armed forces families, carers and care experienced learners, estranged or orphaned learners, refugees and asylum seekers, and Romani or Traveller family members.

Applications are welcome from students with non-traditional qualifications, and/or significant personal/professional experience. If you are an adult returning to study (aged 21 and over when you apply), you will be eligible for admission with level 2 qualifications (GCSE or equivalents). You will need to provide a written statement and will be interviewed as part of the process.

If applicants have prior certificated learning or professional experience which may be equivalent to parts of this programme, the University of Bradford has procedures to evaluate and recognise this learning to provide applicants with exemptions from specified modules or parts of the programme. Find more information about **recognition of prior learning decisions** on the University website.

People thinking of studying with the University of Bradford don’t need to wait for the start of the year to contact our Disability Service. The University can arrange for anyone to talk to this team about what support is on offer at Bradford including an invitation to our Get Set Day. To contact the Disability Service please complete the **request support form**.

Information in this document is for the contemporary recruitment cycle and was accurate at time of publication. The current tariff and accepted qualifications for entry onto the programme is published at the online University of Bradford course pages:
https://www.bradford.ac.uk/courses/ug/computer-science-with-integrated-foundation/
https://www.bradford.ac.uk/courses/ug/computer-science-bsc/

Information about entry to UBIC provision for this programme including available pathways is published online by Oxford International Education Group:
https://www.oxfordinternational.com/courses/detail/degree-university-of-bradford-bsc-hons-computer-science/

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