## Module Catalogue Computer Science and Engineering Undergraduate Exchange 2025/6 Semester 2

| **Module Code** | **Module Name** | **Level** | **Semester** | **UK Credit Value** |
| --- | --- | --- | --- | --- |
| **Computer Science and Engineering** | | | | |
| 4BUIS001W | [Business Information Systems Concepts](#4BUIS001W) | 4 | Semester 2 | 20 |
| 4BUIS003W | [Requirements Modelling](#4BUIS003W) | 4 | Semester 2 | 20 |
| 4COSC005W | [Software Development II](#4COSC005W) | 4 | Semester 2 | 20 |
| 4COSC011W | [Web Design and Development](#4COSC011W) | 4 | Semester 2 | 20 |
| 4DATA001W | [Statistical Modelling and Analysis](#4DATA001W) | 4 | Semester 2 | 20 |
| 4ELEN002W | [Computer Organisation and Digital Systems](#4ELEN002W) | 4 | Semester 2 | 20 |
| 4NTCM002W | [Introduction to Networks](#4NTCM002W) | 4 | Semester 2 | 20 |
| 4NTCM005W | [Programming Methodology II](#4NTCM005W) | 4 | Semester 2 | 20 |
| 5BUIS018W | [BIS Development](#5BUIS018W) | 5 | Semester 2 | 20 |
| 5BUIS019W | [Business Analytics](#5BUIS019W) | 5 | Semester 2 | 20 |
| 5CCGD010W | [Maths and Physics for Games](#5CCGD010W) | 5 | Semester 2 | 20 |
| 5CCGD013W | [XR Multimodal Interaction](#5CCGD013W) | 5 | Semester 2 | 20 |
| 5COSC021W | [Software Development Group Project](#5COSC021W) | 5 | Semester 2 | 20 |
| 5COSC022W | [Client-Server Architectures](#5COSC022W) | 5 | Semester 2 | 20 |
| 5COSC023W | [Mobile Application Development](#5COSC023W) | 5 | Semester 2 | 20 |
| 5COSC024W | [Server-Side Web Development](#5COSC024W) | 5 | Semester 2 | 20 |
| 5DATA002W | [Machine Learning and Data Mining](#5DATA002W) | 5 | Semester 2 | 20 |
| 5SENG003W | [Algorithms: Theory, Design and Implementation](#5SENG003W) | 5 | Semester 2 | 20 |
| 6BUIS018W | [Information Driven Entrepreneurship and Enterprise](#6BUIS018W) | 6 | Semester 2 | 20 |
| 6COSC019W | [Cyber Security](#6COSC019W) | 6 | Semester 2 | 20 |
| 6MARK017W | [Digital Marketing, Social Media and Web Analytics](#6MARK017W) | 6 | Semester 2 | 20 |

## Computer Science and Engineering

### Business Information Systems Concepts

[**Module Code: 4BUIS001W**](#4BUIS001W_return)

**Level 4**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

The aim of the module is to provide students with the theoretical background of how information systems are used in the world of business. Students will get an overview of the main aspects of business and related functions including business in the global economy, small business and the entrepreneur and online business and technology. This module will also address ethical and legal issues as well as corporate social responsibility of businesses. This module will also explore the use of information systems in production operations and supply chain management, product development, and e-marketing.  
**Assessment:** Coursework Group (50%), Coursework (50%)

### Requirements Modelling

[**Module Code: 4BUIS003W**](#4BUIS003W_return)

**Level 4**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

This module aims to introduce students to the concepts of software requirements and the activity of visual modelling for the purposes of requirements specification in software development. The students will learn the fundamental concepts and theories relating to requirements elicitation as well as some of the tools and techniques that are used to elicit and model requirements. The students will develop the ability to form, represent and communicate abstract models and use this skill and the knowledge gained from the module for specifyinguser and systems requirements for information systems.  
**Assessment:** Coursework Group (40%), In-Class Test/Assignment exam conditions (60%)

### Software Development II

[**Module Code: 4COSC005W**](#4COSC005W_return)

**Level 4**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

***Pre-requisite: Attended and passed 1 module of programming (any language).***  
The module aims to develop skills in the selection and implementation of problem-solving algorithms while learning the Java programming language. It will strengthen abilities in the implementation of algorithms, in terms of adherence to requirements, design and modelling, through to the application of sound programming principles. The understanding of structures and advanced programming methods will also be developed, including sorting, the implementation of classes and methods, as well as more sophisticated data structures such as lists, queues, and stacks.    
**Assessment:** In-Class Test/Assignment exam conditions (50%), Lab-Based Practical (50%)

### Web Design and Development

[**Module Code: 4COSC011W**](#4COSC011W_return)

**Level 4**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

This module introduces web technologies and covers theoretical and practical concepts of web development. It covers a variety of commonly used Internet programming languages. Students will gain practical experience of Web page development, and they will be expected to write programs and Web pages conforming to given guidelines.  
**Assessment:** Coursework Group (50%), Lab-Based Practical (50%)

### Statistical Modelling and Analysis

[**Module Code: 4DATA001W**](#4DATA001W_return)

**Level 4**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

This module introduces the fundamental ideas of classical statistics. It covers descriptive statistics, the estimation of population moments using data and the basic ideas of statistical inference, hypothesis testing and interval estimation. It lays out the foundation for level 5 modules. Hence the topics such as data collection, data clearing and data ethics are also covered.  
**Assessment:** Coursework Group (60%), In-Class Test/Assignment exam conditions (40%)

### Computer Organisation and Digital Systems

[**Module Code: 4ELEN002W**](#4ELEN002W_return)

**Level 4**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

To give an understanding of and fluency in combinational and sequential logic techniques used in the design of general digital systems; to gain familiarity with the building blocks and organisation of digital microcontrollers; to gain experience in programming of microprocessors in an assembler language.  
**Assessment:** In-Class Test/Assignment exam conditions (50%), In-Class Test/Assignment exam conditions (50%)

### Introduction to Networks

[**Module Code: 4NTCM002W**](#4NTCM002W_return)

**Level 4**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

This module provides an in depth understanding of the infrastructure of computer networks in terms of design, logical organisation, protocol structures and physical connections. Gives theoretical and practical insight into the computer communication networks and review the most important network technologies. The laboratory exercises are designed to support the lectures.  
**Assessment:** Lab-Based Practical (50%), In-Class Test/Assignment exam conditions (50%)

### Programming Methodology II

[**Module Code: 4NTCM005W**](#4NTCM005W_return)

**Level 4**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

***Pre-requisite: Attended and passed 1 module of programming (any language).***  
This module develops skills and confidence for designing, coding and testing small-scale programs in C++. The module introduces awareness of the roles of data structures and algorithms as well as the basic concepts of functions including function passing parameters and local/global variables. Students will learn how to design data abstractions and implement them in the object-oriented programming language C++ using user-defined data types, classes and appropriate input/output. The practical work develops further the problem-solving methodology starting from a complete or partial specification and producing a working program that fulfils the specification.  
**Assessment:** Set exercises and test (not exam conditions) (30%), Set exercises and test (not exam conditions) (30%), In-Class Test/Assignment non exam conditions (40%)

### BIS Development

[**Module Code: 5BUIS018W**](#5BUIS018W_return)

**Level 5**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

***Pre-requisite: Attended and passed 2 modules of programming (any language).***  
The aim or this module is to equip students with an in-depth understanding of the object-oriented paradigm. They will acquire the required theoretical knowledge as well as practical tools that will allow them to develop object-oriented web-based solutions for BIS. Students will learn how to undertake analysis, the design and the development of business systems using object-oriented principles in order to produce quality systems in a productive way. Furthermore, students will learn a tool that will allow them to create web-based object-oriented programming applications.  
**Assessment:** Coursework (60%), In-Class Test/Assignment exam conditions (40%)

### Business Analytics

[**Module Code: 5BUIS019W**](#5BUIS019W_return)

**Level 5**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

***Exchange applicants - for students from Westminster International University of Tashkent only.***  
This module introduces students to the Operational Research (OR) techniques, commonly used for business analytics, such as Linear programming, forecasting, simulation and decision making. It helps students to develop and analyse analytical models that support making effective business decisions.  
**Assessment:** Coursework (50%), In-Class Test/Assignment exam conditions (50%)

### Maths and Physics for Games

[**Module Code: 5CCGD010W**](#5CCGD010W_return)

**Level 5**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

***Pre-requisite: Attended and passed 1 module that used a Game Engine.***  
This module covers the core physics and mathematical principles that are typically required for the creation of games or other scientific applications that implement realistic physical behaviour of objects. The module covers the necessary classical mechanical principles and mathematical techniques required to simulate the physics of games objects in a high-level language. It also relates this material to the utilisation of game-based physics engines.  
**Assessment:** In-Class Test/Assignment exam conditions (30%), Coursework (70%)

### XR Multimodal Interaction

[**Module Code: 5CCGD013W**](#5CCGD013W_return)

**Level 5**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

***Exchange applicants - for students from Westminster International University of Tashkent only.***  
This module introduces students to concepts of XR (Virtual, Augmented, and Mixed Reality) interaction, and uses an industry standard games engine to develop assets, properties, controllers and scripting for creating interactive rich media content. This is part of the “Usability and Interaction” and “Games and Computer Graphics Development“ themes for Computer Science, but is open to all courses with no pre-requisite. Supported coursework path is the production of a VR interactive media product.  
**Assessment:** Presentation (40%), Coursework (60%)

### Software Development Group Project

[**Module Code: 5COSC021W**](#5COSC021W_return)

**Level 5**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

***Exchange applicants - for students from Westminster International University of Tashkent only.***  
In this module students gain practical work experience through their participation in a team that develops a prototype for a real-life software application suggested by industry contacts. The module takes the students through the different managerial and technical steps of software development. Students gain experience in managing a team and deliver software iteratively by using an agile approach and receiving feedback from industry contacts. The module also provides students with experience in team communication and ways to overcome any problems, as well as the opportunity to reflect on professional issues such as quality of project documentation, cybersecurity, ethics and code of conduct.  
**Assessment:** Coursework Group (40%), Coursework Group (60%)

### Client-Server Architectures

[**Module Code: 5COSC022W**](#5COSC022W_return)

**Level 5**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

***Exchange applicants - for students from Westminster International University of Tashkent only.***  
***Pre-requisite: Attended and passed 1 Web Design module.***  
This module introduces the concepts of the Client/Server and, more generally, Distributed Architecture that are at the base of systems where the constituting services can be virtualized, replicated and moved. The module explains two fundamental theoretical concepts: the implications of the transition from a single to a distributed execution space and that of digital transmission of data. The module also covers the fundamental aspects of data transmission. The Client/Server Paradigm is analysed in detail both as a simple example of a Distributed System and as a possible building block of more complex Distributed Architectures. The module also covers three main technologies used for implementation: sockets and Web Services (both SOAP and REST).  
**Assessment:** Lab-Based Practical (40%), Coursework (60%)

### Mobile Application Development

[**Module Code: 5COSC023W**](#5COSC023W_return)

**Level 5**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

***Exchange applicants - for students from Westminster International University of Tashkent only.***  
The module is an introduction to software development on mobile devices such as mobile phones, tablets and wearables. It concentrates on the Android platform. The main contents include:The Android mobile programming architecture. Restrictions of using small devices such as mobile phones tablets and wearables. Programming user interfaces, networking, persistent storage and multi-threading. Device profiling, application deployment and installation.  
**Assessment:** Coursework (50%), Coursework (50%)

### Server-Side Web Development

[**Module Code: 5COSC024W**](#5COSC024W_return)

**Level 5**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

***Pre-requisite: Attended and passed 1 Web Design module.***  
This module covers the design and implementation of commercial dynamic web applications from a server-side programming and database perspective. It is suitable for students with a strong interest in SQL, web programming, HTML, CSS and browser scripting. A server-side language is covered to the depth required for implementing high-quality fully functional web-enabled database applications that fittingly support an organisation’s business processes.  
**Assessment:** In-Class Test/Assignment exam conditions (50%), In-Class Test/Assignment exam conditions (50%)

### Machine Learning and Data Mining

[**Module Code: 5DATA002W**](#5DATA002W_return)

**Level 5**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

***Pre-requisite: Know Python (language).***  
This module provides an understanding and hands-on experience in the fields of machine learning and data mining, covering the full life-cycle from preparing data to validating and optimising the learned model. The module covers different algorithms and approaches to machine learning and data mining, and the issues of using them on data sets of different sizes and complexity.   
**Assessment:** Examination - closed book (40%), Coursework (60%)

### Algorithms: Theory, Design and Implementation

[**Module Code: 5SENG003W**](#5SENG003W_return)

**Level 5**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

***Pre-requisite: Attended and passed 2 modules of programming (any language).***  
Algorithms are among the fundamentals of computer science and software engineering and at the heart of artificial intelligence, machine learning, data science and their applications to real world problem solving in digital humanities, economics, biosciences, social sciences, etc. The module introduces the students into the theory and practice of algorithmic strategies, development and implementation. Hence, the module equips the students with a road map of mappings between real world problems and suitable algorithmic approaches for their solutions. The latter is crucial for the students’ professional life as problem solvers and thinkers in IT industry, society and humanity.  
**Assessment:** Coursework (50%), In-Class Test/Assignment exam conditions (50%)

### Information Driven Entrepreneurship and Enterprise

[**Module Code: 6BUIS018W**](#6BUIS018W_return)

**Level 6**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

This module will present and analyse major developments and issues in entrepreneurship and enterprise, underpinned and supported by information communication technologies, especially by the Internet, enterprise systems and cloud computing. It will also encourage a mind-set in creative thinking in seeking opportunities for new information driven start-ups and provide a critical assessment of their impact.  
**Assessment:** Portfolio (50%), Portfolio (50%)

### Cyber Security

[**Module Code: 6COSC019W**](#6COSC019W_return)

**Level 6**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

This module examines various aspects of computer and network security giving a sound introduction to theoretical and practical areas such as network security, cryptography, attack vectors used by hackers, security architecture, methodologies for security hardening and defence and penetration testing strategies. A substantial amount of work will be laboratory based involving the deployment of security tools, the hardening of operating systems and the analysis of compromised systems.  
**Assessment:** Coursework (50%), In-Class Test/Assignment exam conditions (50%)

### Digital Marketing, Social Media and Web Analytics

[**Module Code: 6MARK017W**](#6MARK017W_return)

**Level 6**

**Semester 2**

**Location: Cavendish**

**UK Credit Value: 20**

The module addresses the requirements and opportunities of the burgeoning Search Engine Optimisation (SEO), Digital Marketing, Social Media and Web Analytics industry by exposing students to the theory and practice of the field. This module gives theoretical and practical knowledge of how to effectively promote an interactive multimedia product (including web pages) in terms of SEO, email marketing, and social media marketing. It discusses different web marketing models and compares them with traditional marketing models. Furthermore, this module discusses security and privacy issues in relation to web analytics and social media.  
**Assessment:** Coursework (50%), Coursework (50%)