University of Suffolk

DEFINITIVE COURSE RECORD

Course Title	**MSc Computer Science**
Awarding Bodies	**University of Suffolk**
Level of Award[1]	**FHEQ Level 7**
Professional, Statutory and Regulatory Bodies Recognition	**None**
Credit Structure[2]	**180 credits at Level 7**
Mode of Attendance	**Full-time and Part-time**
Standard Length of Course[3]	**1 year Full-time** **2 years Part-time**
Intended Award	**MSc Computer Science** **MSc Computer Science (Cyber Security)** **MSc Computer Science (Artificial Intelligence)** **MSc Computer Science (Software Engineering)**
Named Exit Awards	**PgD Computer Science** **PgC Computer Science**
Entry Requirements[4]	**Standard Entry Minimum Requirements of undergraduate degree 2.2 Honours, in computing, computer science or a related subject.**
Delivering Institution(s)	**University of Suffolk**

This definitive record sets out the essential features and characteristics of the MSc Computer Science course. The information provided is accurate for students entering level 7 in the 2025-26 academic year[5].

Course Summary

The MSc Computer Science course is a taught postgraduate course aimed at students with a substantial background in computing who would like to study advanced computing concepts and technologies, covering a wide variety of topics in-depth with dedicated experts teaching on each of the three pathways. Graduates of this degree are likely to take up roles in industry and commerce as Artificial Intelligence Experts, Cyber Security Specialists and Software Engineers but could also progress to undertake PhD study in an area of computing or computer science.

[1] For an explanation of the levels of higher education study, see the QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2024)
[2] All academic credit awarded as a result of study at the University adheres to the Higher education credit framework for England.
[3] Where the course is delivered both full-time and part-time, the standard length of course is provided for the full-time mode of attendance only. The length of the part-time course is variable and dependent upon the intensity of study. Further information about mode of study and maximum registration periods can be found in the Framework and Regulations for Taught Postgraduate Awards.
[4] Details of standard entry requirements can be found in the Admissions Policy and further details about Disclosure and Barring Checks (DBS) can be found on the University's DBS webpage.
[5] The University reserves the right to make changes to course content, structure, teaching and assessment as outlined in the Admissions Policy.

University of Suffolk

DEFINITIVE COURSE RECORD

Course Aims

The course aims are to:

1. Enable students to gain an advanced understanding of topics common to many areas of computing while allowing students to gain in-depth knowledge and systematic understanding of a chosen computing specialism.
2. Enable students to apply the theory in practice, designing and developing robust quality architectures and computational solutions to solve technical problems.
3. Enable students to critically evaluate knowledge, concepts, tools and techniques to deliver effective and appropriate computer systems.
4. Ensure that students are fully aware of the ethical, privacy, sustainability, equality, diversity and inclusion (EDI), and information security dimensions of advanced areas of computing.

Course Learning Outcomes

The following statements define what students graduating from the MSc Computer Science course will have been judged to have demonstrated in order to achieve the award. These statements, known as learning outcomes, have been formally approved as aligned with the generic qualification descriptor for level 7 awards as set out by the UK Quality Assurance Agency (QAA)[6].

Students who successfully complete this **level 7** course will have:

Knowledge and Understanding	**Cognitive Skills**	**Subject Specific Skills**	**Key/transferable skills**
A1. Expressed and employed exceptional knowledge and systematic understanding of concepts, principles and theories, both established and emergent, relating to areas of computer science.	**B1**. Applied methods and techniques learned to extend knowledge and understanding to realistic and real-world projects, developed critiques of them and, where appropriate, proposed new hypotheses.	**C1.** Deployed appropriate established and/or cutting-edge theory, practices and tools for the successful design, development, deployment and maintenance of complex computing systems.	**D1**. Developed a comprehensive ability to perform across several areas of computing to an advanced level where they can critically evaluate and analyse possible solutions, design novel solutions and bring that solution to a successful conclusion in a defined time-frame, showing by doing so their capabilities and readiness for lifelong learning and professional training.
A2. Expressed and employed exceptional knowledge and systematic understanding of issues in relation to the design,	**B2.** Applied comprehensive knowledge, systematic understanding, and mastered techniques to initiate and execute their	**C2.** Recognised the legal, social, ethical and professional issues involved in different areas of computer science and be	**D2**. Evidenced and demonstrated the ability to work in a highly proactive and accomplished manner, necessary for

development and the use of technology systems.	masters project and multiple minor projects in different topic areas.	guided by the adoption of appropriate professional, ethical and legal practices, with core considerations for their equality, diversity and inclusion (EDI) and sustainability.	postgraduate level employment requiring the exercising of initiative, personal responsibility, creativity and decision making, through working individually and in groups on mini-projects, extended case studies and scenarios, and their major project.
A3. Conceptual understanding of current research and advanced scholarship in areas of advanced computing, that enables a critical evaluation of the literature and that facilitates an appreciation of the associated uncertainties, ambiguities, and limits to knowledge at the forefront of the discipline.	**B3**. Critically evaluated arguments, concepts, requirements, constraints and data to make insightful and sophisticated judgement on appropriate algorithms, designs, methods, and configurations leading to the necessary analysis, design, implementation, and/or testing of a solution or identification of a class of solutions to significant problems.	**C3**. Researched, designed, implemented, tested, utilised and documented solutions to address specific problems, using their knowledge, understanding and technical skills with a high degree of autonomy across complex and unpredictable circumstances.	
	B4. Presented ideas, information, analyses, designs, implementations, tests and results relating to advanced computing topics, critically, comprehensibly and succinctly to both specialist and non-specialist audiences.		
	B5. Demonstrated originality in the application of knowledge, together with a practical understanding of how established techniques of research and enquiry are used to create and interpret knowledge in areas of computer science covered in		

	the curriculum and to go beyond what has been taught in classes.		

Course Design

The design of this course has been guided by the following QAA Benchmarks / Professional Standards:

1. The QAA Computing subject benchmark (2022)
2. QAA Characteristics Statement for Master's Degrees (2020) (https://www.qaa.ac.uk/docs/qaa/quality-code/master's-degree-characteristics-statement.pdf?sfvrsn=86c5ca81_22)

Course Structure

The MSc Computer Science courses comprise a structure of mandatory, requisite, and optional modules at level 7.

Module Specifications for each of these modules is included within the course handbook, available to students online at the beginning of each academic year in the Computing Hub.

Module Title	Credits	Module Type[7]	Timing
Level 7 Modules			
DevOps – Software Development & Operations	30	Requisite	Block 1
Managing Projects and Teams	30	Requisite	Block 2
Advanced Software Engineering & User Experience	30	Optional	Block 3
Cloud Computing	30	Optional	Block 4
Cryptography and Network Security	30	Optional	Block 3
Cyber Detection and Forensic Investigation	30	Optional	Block 4
Advanced Machine Learning	30	Optional	Block 3
Deep Learning and Applications	30	Optional	Block 4
Masters Project	60	Mandatory	Blocks 5 & 6

Awards

On successful completion of the course, students will be awarded one of four available MSc Computer Science awards, depending on the module selection taken. Students who leave the course early may be eligible for a Postgraduate Diploma in Computer Science on successful completion of 120 credits or Postgraduate Certificate in Computer Science on successful completion of 60 credits.

[6]As set out in the QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2024)
[7]Modules are designated as either mandatory (M), requisite (R) or optional (O). For definitions, see the Framework and Regulations for Taught Postgraduate Awards

Additionally, this course provides students with a level of flexibility, enabling them to enroll on modules aligned with their interests and career aspirations. Of the total 180 credits available, 60 are dedicated to their final Masters Project, 60 are for requisite modules and the remaining 60 are for optional modules. Students that wish to receive a specialist award must follow one of three pathways when choosing the modules they wish to undertake. All other students will receive a MSc Computer Science award upon completion of the degree. The module selections required for a specialist award can be found below.

1. MSc Computer Science (Cyber Security) Block 3: Cryptography and Network and Security Block 4: Cyber Detection and Forensic Investigation	**2. MSc Computer Science (Artificial Intelligence)** Block 3: Advanced Machine Learning Block 4: Deep learning and Applications
3. MSc Computer Science (Software Engineering) Block 3: Advanced Software Engineering and User Experience (UX) Block 4: Cloud Computing	

Course Delivery

Most sessions will be held at the University of Suffolk's main Waterfront Campus. Some more specialist modules (for example in Cyber Security) may be held in the University of Suffolk's DigiTech Centre at Adastral Park. Students studying full-time on MSc Computer Science are likely to have approximately 216 contact hours. The contact hours will be a mix of class hours of lectures, seminars and practical workshops and 24 hours of individual tutorials. Students will normally be expected to undertake 25 hours of independent study in an average week but should be prepared for this to vary based on assignment deadlines and class exercises.

Course Assessment

A variety of assessments will be used on the course to enable students to experience and adapt to different assessment styles. With the exception of the Masters Project, each module will typically have several short summative assessments (which is graded and contributes to the overall classification) that will gradually build skills on a particular module, followed by a longer piece of summative assessment that will make use of the knowledge that has been built steadily. Summative assessment will be a mix of coursework, practical assessments and time-constrained assessments. Each module also has several opportunities for formative feedback which will focus on both strengths and areas for improvement in a given module (formative assessment does not count towards the degree classification). Group activities (non-assessed) will encourage peer learning and collaboration skills.

DEFINITIVE COURSE RECORD

Course Team

The academic staff delivering this course are drawn from a team that includes teaching specialists and current practitioners. All staff are qualified in their subjects with their own specialist knowledge to contribute.

Course Costs

Students undertaking the MSc Computer Science course will be charged tuition fees as detailed below.

Student Group	Tuition Fees
Full-time UK	£10,215 per year
Part-time UK	£1,703 per 30 credits
Full-time EU/International	£15,930 per year
Part-time EU/International	£2,655 per 30 credits

Payment of tuition fees is due at the time of enrolment and is managed in accordance with the Tuition Fee Policy.

Academic Framework and Regulations

This course is delivered according to the Framework and Regulations for Postgraduate Awards and other academic policies and procedures of the University and published on the website.