Technology & E-Commerce

This programme is no longer recruiting.

This programme is only offered at: **British Institute of Technology and E-Commerce (BITE)**.

Final award	BSc
Intermediate awards available	Cert HE, Dip HE
UCAS code	GG46
Details of professional body accreditation	N/A
Relevant QAA Benchmark statements	-
Date specification last up-dated	June 2008

Profile

The summary - UCAS programme profile

BANNER BOX:

This degree is intended to meet the demands of industry for exceptionally capable, multi-skilled "elite" graduates. The curriculum offers students a broad based, academic & practical experience that will enable students to learn and practice current theories in technology, management and ecommerce as well as acquire the knowledge to specialise in a chosen field.

ENTRY REQUIREMENTS

- 240 UCAS tariff points or equivalent

A range of international qualifications are also accepted as is an appropriate level of work experience. Applications from mature students with previous work experience are welcomed. All applicants should have or be expected to gain GCSE grade 'C' or above English and Maths - or equivalent International applicants should have or expect to gain IELTS 6.5 C TOEFL 550

ABOUT THE PROGRAMME

What is Technology & E-commerce?

Technology & E-commerce aims to completely transform the way companies deal with internal information and customer services. E-commerce technology will become smarter and faster, and will make use of other technologies - such as interactive company portals that can communicate with other portals in real-time thus drastically altering the sales process.

Technology & E-commerce at UEL

The main focus of this programme is to promote the development of a viable, self-contained technology and e-commerce programme with a dependable source of education for the advancement of e-commerce practitioners. This BSc degree will bring about further development in the e-commerce industry and will provide an integrated solution to students that wish to pursue a career in technology and e-commerce by producing research academics and developers who will be ready to contribute to the growth of this industry. This programme will advance the Institute's growing reputation for designing and delivering high quality education and research programs.

The emphasis of this degree falls on the practical knowledge and internship training given to students by providing them with an education that will equip them to pursue a career in the IT industry.

Programme structure

The programme is being delivered over three academic years across two semesters of 15 weeks each (full-time). The part- time provision will span over six academic years. The BSc programme consists of 18 x 20 credit taught modules. All modules are core and must be taken.

Single Honours

A Single Honours shall comprise units valued at:

- 120 credits at Level One or higher; and
- 120 credits at Level Two or higher; and
- 120 credits at Level Three or higher.

Learning environment

The teaching and learning strategy is based on a range of methods including an emphasis on a student centred approach. The traditional lecture will be used to present information, general principles, applications and methods. Lectures will be enhanced by support activities including tutorials, problem solving sessions, laboratories, group work and projects. For students entering the programme with advanced standing, a provision of bridging studies may be provided as necessary to support their progression. An industrial component will be introduced to the delivery of the programme content by the presentation of material by visiting industrialists and researchers. The Institute also supports a programme of guest lecturers that have a broad-based theme, and are open for all students and staff to attend.

As part of the learning contract students are required to take responsibility for their own academic development. The expectation is that students will undertake directed work and further study in their own time. Work undertaken throughout the programme will vary in accordance with the assignment load and the scheduling of assessments. However, the programme leader will endeavour to ensure that the workload is evenly distributed. By utilising this ethos throughout the programme, it is anticipated that students are developing a professional attitude, which will be necessary during their future career. The discipline will also support the need for students to understand the nature of continuing professional development.

Assessment

The philosophy regarding assessment is to provide a mixed diet of tasks that test the breadth and depth of knowledge and skills, and ensure that the identified learning outcomes have been achieved. Therefore, assignments, laboratory reports and other coursework are designed to complement the end of module examination. Continuous assessment is seen as an important component of the student learning process since it provides feedback on the progress of students, to both themselves and the lecturer.

The style of presentation and complexity of coursework varies depending on the level of the module being taught and assessed and also on the nature of the subject area. Appropriate tasks are therefore be matched to the situation.

To pass a module, students must normally attain an overall mark in that module of at least 40%. The overall mark is obtained by aggregating coursework and examination marks together according to the weightings given in the module descriptions in the Programme Handbook. In addition to obtaining 40% overall, in all modules students must also obtain at least 30% in both coursework and examination components. This means that a student obtaining, say, 25% coursework and 55% examination mark would not pass the unit even though they have an overall mark of 40%.

Work experience/placement opportunities

The programme as validated does not have a work placement component. The mechanism by which interaction with industry takes place is through guest lectures and industrial workshops. BITE also has a panel of Industrial Advisors who regularly meet with staff. A key role of this panel has been the development of mutually beneficial links between the Institute, local businesses and professional bodies to reflect the changing needs of industry to ensure that these are reflected in the programme and influence the development of a research base.

Project work

In the final year of the programme there is a Final Year Project module. This is an excellent opportunity for students to use all the knowledge and skills that they have learnt and produce a quality piece of individual work which can be used to show case their abilities.

Some students at this stage even choose to undertake a project in a completely new field or area. This too is encouraged as it exhibits the ability to transfer skills, capabilities and knowledge in new areas.

Alternatively, students may also undertake a project for a specific company or organisation.

Added value

CIMTech (The Chartered Institute of Marketing's Technology Interest Group) has accredited all of BITE's professional and academic marketing with technology-related programmes. BITE's students can also receive Continuing Professional Development points, according to the number of study hours they complete.

This should help BITE's students to find employment once they leave us for the world of employment within the industry. BITE is also currently negotiating with other professional bodies to include exemptions and or professional certification for some of the modules and BITE is already an Oracle and Sun academic provider and a Cisco network academy.

IS THIS THE PROGRAMME FOR ME?

If you are interested in...

- E-commerce
- Business management
- The Internet
- Project management
- Operating Systems
- Designing web portals
- Artificial Intelligence
- Databases
- Programming
- Security
- Software Engineering
- Communications

If you enjoy...

- A challenge,
- Working in groups,
- Field work,
- Using computers,
- IT communications,

If you want...

A sound theoretical and practical knowledge in technologies and techniques related to the application of computer systems, information technology and E-commerce. The programme is designed to develop and enhance the practical, critical, analytical and intellectual abilities of the student that is focused on an approach of creative and independent thinking and the ability to communicate clearly and coherently at the appropriate level.

The programme will stimulate a rigorous and critical approach to data collection and analysis combined with the development of a broad knowledge and understanding of the utilisation of computer technology in E-commerce, software development and systems engineering. Students will work collectively to enhance team-building skills as well as working independently on major projects in which their individual knowledge and capabilities can be demonstrated.

The programme design provides a combination of computing modules developed mainly within the E-commerce and technology discipline. This will provide a breadth of knowledge and understanding that spans programming methodology, analysis and design, system integration, management of IT projects and resources to an appropriate depth based on specialist E-commerce applications and advanced learning.

The programme will allow students to explore how the orthodox approaches to computing and business are being affected by the development of Technology & E-commerce. Further it will provide an environment where students can develop approaches to solving business problems by making use of modern communications technology.

There is an increasing demand from employers for more specialist graduates, and in particular, our graduates typically will follow one of these career patterns:

- The hybrid manager; combining business knowledge with technical skills and additional emphasis on one of the following;
- IT strategy issues for business, or; Issues in management and technology policy
- The infrastructural manager; dealing with the technology associated with communications and data services within and between organisations.
- The analyst/designer; involved in the design, analysis and implementation of Information Systems projects.
- The software engineer; involved in the production of complex, rigorously specified and verified software.
- The qualified professional whose work requires an understanding of IT systems design or development

Your future career

Students who successfully obtain this qualification can work in Software Development Companies, Multimedia Companies, IT and non-IT firms who require web technologist to maintain and manage their business websites, Freelance Consultants, Network Administrators, Support staff, Communications Development as well as progressing into Post Graduate education and further specialised research.

How we support you

The School of Technology & E-commerce at BITE strives for excellence in supporting students in many ways. You will always be able to find a sympathetic person who will try to help you if at all possible.

Each student is allocated a personal tutor. This is a member of the academic staff who students can go to individually for general guidance and advice.

'Self-help' manuals and books on study skills and a wide range of other materials that are helpful in maximising your efficiency and effectiveness as a student are held in the library.

The Institute can also offer some support to those whose English is not their first language or who may have specific learning difficulties (dyslexia).

In addition to general feedback and advice given by module leaders, tutors, the Institute does provide some extra support in Higher Education Writing, Examination Techniques, Examination Anxiety/Stress, Mathematics, Personal Counselling.

The Institute Careers Service is based in the main building and provides presentations and skills workshops, one-to-one guidance, a library and information service (including vacancies and help with preparing for job-search).

Support for students with a variety of personal, domestic and financial problems can be obtained from counsellors and advisors in the Student Support Centre of Apex House Campus.

Bonus factors

At BITE we provide a learning experience that matters.

Located in the heart of East London , we are well placed to work with the thriving businesses of Canary Wharf and London City , and Academics from recognised institutions around the world have reviewed our specialised degree and research programmes with interest and excitement.

BITE is well known for combining academic theory with a hands on practical approach to a high standard of delivery and academic achievement, with many of our programmes offering you the chance to gain work experience that is invaluable when it comes to getting the job you want on graduation. All of our programmes give you the opportunity to develop the IT, research and business skills that we know employers are looking for.

Outcomes

Programme aims and learning outcomes

What is this programme designed to achieve?

This programme is designed to give you the opportunity to:

This programme is designed to give you the opportunity to:

- Develop skills in analysis, design, implementation and evaluation appropriate to their chosen pathway.
- Become proficient in relevant computer skills.
- Be aware of trends in the subject area.
- Be able to learn and work both independently and within groups.
- Develop effective communication skills.
- Produce work of a professional standard.
- Be equipped to pursue further study.
- Acquire knowledge of the management, economic, legal, social and ethical issues relating to information systems.

What will you learn?

Knowledge

- To partake in active discourse around the adoption of E-commerce Technology, with particular pertinence to the impact on the changing context of business and how management may develop and analyse the options available in response to the fluidity of this context

- To elaborate the technology requirements and facilities for remote, distributed electronic communications.
- To communicate at an advanced level demonstrating evidence of higher organisational skills and reasoning to produce persuasive arguments.

Thinking skills

- To analyse and critically evaluate the issues and problems concerning organisations and management which may arise from the adoption of E-commerce
- To critically evaluate how an organisation's existing information systems will be affected by the adoption of Technology & E-commerce and analyse the solutions.

Subject-Based Practical skills

- To design, develop, enhance, and implement existing and new information systems that will enable an organisation to fully exploit the potential of Technology & E-commerce.
- To form a reasoned, independent judgement on complex and controversial issues.

Skills for life and work (general skills)

- Organisational skills
- Time management
- Working with and Relating to Others
- Communicating
- Managing Tasks and Solving Problems
- Applying Numeracy
- Applying Technology

Structure

The programme structure

Introduction

All programmes are credit-rated to help you to understand the amount and level of study that is needed.

One credit is equal to 10 hours of directed study time (this includes everything you do e.g. lecture, seminar and private study).

Credits are assigned to one of 5 levels:

- 0 - equivalent in standard to GCE 'A' level and is intended to prepare students for year one of an undergraduate degree programme
- 1 - equivalent in standard to the first year of a full-time undergraduate degree programme
- 2 - equivalent in standard to the second year of a full-time undergraduate degree programme

- 3 - equivalent in standard to the third year of a full-time undergraduate degree programme
- M - equivalent in standard to a Masters degree

Credit rating

The overall credit-rating of this programme is 360 credits.

Typical duration

The expected duration of this programme is three (3) years when attended in full-time mode or four and a hallf (4.5) years in part-time mode.

It is possible to move from a full-time mode of study to a part-time mode of study and vice-versa, to accommodate any external factors such as financial constraints or domestic commitments. Many of our students make use of this flexibility and this may impact on the overall duration of their study period.

How the teaching year is divided

The teaching year begins in September and ends in June but the programme also allow students to join at the start of Semester B, in February.

A student, normally registering for 6 modules in one year (3 modules in each Semester) would do so in a full-time attendance mode of study and a student registering for up to 4 modules in one year (2 modules in each Semester) would do so in part-time attendance mode of study.

What you will study when

This programme is part of a modular degree scheme. A student registered in a full-time attendance mode will take six 20 credit modules per year. An honours degree student will complete six modules at level one, six at level 2 and six at level 3.

Modules are defined as:

- Core - Must be taken
- Option - Select from a range of identified modules within the field
- University wide option - Select from a wide range of university wide options

The following are the core and optional requirements for the single, major, joint and minor routes for this programme:

LEVEL	TITLE	SKILLS MODULES	CREDITS	STATUS SINGLE	STATUS MAJOR	STATUS JOINT	STATUS MINOR
1	Higher Education Academic Skills	Y	20	Core	--------	--------	--------

1	Computer Architecture and Language		20	Core	--------	--------	--------
1	Internet Science		20	Core	--------	--------	--------
1	Software Engineering		20	Core	--------	--------	--------
1	Operating Systems & Networking Technology		20	Core	--------	--------	--------
1	Business Management		20	Core	--------	--------	--------
2	Legal, Social, Ethical & Professional Issues	Y	20	Core	--------	--------	--------
2	Database Systems		20	Core	--------	--------	--------
2	Internet Security		20	Core	--------	--------	--------
2	E-Business Technology		20	Core	--------	--------	--------
2	Advanced Programming		20	Core	--------	--------	--------
2	Strategic Management & Marketing		20	Core	--------	--------	--------
3	Higher Education Research Skills	Y	20	Core	--------	--------	--------
3	Project Management		20	Core	--------	--------	--------
3	Mobile Communications		20	Core	--------	--------	--------
3	Artificial Intelligence		20	Core	--------	--------	--------
3	Ubiquitous Systems		20	Core	--------	--------	--------
3	The Final (Individual) Project		20	Core	--------	--------	--------

Requirements for gaining an award

In order to gain an **honours** degree you will need to obtain 360 credits including:

- A minimum of 120 credits at level one or higher
- A minimum of 120 credits at level two or higher
- A minimum of 120 credits at level three or higher

In order to gain an **ordinary degree** you will need to obtain a minimum of 300 credits including:

- A minimum of 120 credits at level one or higher
- A minimum of 120 credits at level two or higher
- A minimum of 60 credits at level three or higher

In order to gain a **Diploma of Higher Education** you will need to obtain at least 240 credits including a minimum of 120 credits at level one or higher and 120 credits at level two or higher

In order to gain a **Certificate of Higher Education** you will need to obtain 120 credits at level one or higher.

In order to gain an Associate Certificate you will need to obtain a minimum if 20 credits at level one or higher

Degree Classification

Where a student is eligible for an Honours degree, and has gained a minimum of 240 UEL credits at level 2 or level 3 on the programme, including a minimum of 120 UEL credits at level 3, the award classification is determined by calculating:

$$\text{The arithmetic mean of the best 100 credits at level 3} \times 2/3 + \text{The arithmetic mean of the next best 100 credits at levels 2 and/or 3} \times 1/3$$

and applying the mark obtained as a percentage, with all decimals points rounded up to the nearest whole number, to the following classification

70% - 100%	First Class Honours
60% - 69%	Second Class Honours, First Division
50% - 59%	Second Class Honours, Second Division
40% - 49%	Third Class Honours
0% - 39%	Not passed

Assessment

Teaching, learning and assessment

Teaching and learning

Knowledge is developed through

- Hands on instructor led training (lectures)
- Practical exercises set in classroom
- Projects
- Workshops

Thinking skills are developed through

- Lectures
- Assignments
- Projects
- Directed self study

Practical skills are developed through

- Projects
- Assignments
- Course work
- Workshops

Skills for life and work (general skills) are developed through

- Workshops
- Class projects
- Group work
- Self managed study

Assessment

Knowledge is assessed by

- Observed ongoing monitoring
- Projects
- Practical assignments
- Exams

Thinking skills are assessed by

- Exams
- Projects
- Continuous observed assessment

Practical skills are assessed by

- Workshops
- Projects
- Group work
- Practical assignments

Skills for life and work (general skills) are assessed by

- Workshops
- Projects
- Group work
- Practical assignments
- Observed ongoing monitoring

Quality

How we assure the quality of this programme

Before this programme started

Before the programme started, the following was checked:

- there would be enough qualified staff to teach the programme;
- adequate resources would be in place;
- the overall aims and objectives were appropriate;
- the content of the programme met national benchmark requirements;
- the programme met any professional/statutory body requirements;
- the proposal met other internal quality criteria covering a range of issues such as admissions policy, teaching, learning and assessment strategy and student support mechanisms.

This is done through a process of programme approval which involves consulting academic experts including some subject specialists from other institutions.

How we monitor the quality of this programme

The quality of this programme is monitored each year through evaluating:

- external examiner reports (considering quality and standards);
- statistical information (considering issues such as the pass rate);
- student feedback.

Drawing on this and other information, programme teams undertake the annual Review and Enhancement Process which is co-ordinated at School level and includes student participation. The process is monitored by the Quality and Standards Committee.

Once every six years an in-depth review of the whole field is undertaken by a panel that includes at least two external subject specialists. The panel considers documents, looks at student work, speaks to current and former students and speaks to staff before drawing its conclusions. The result is a report highlighting good practice and identifying areas where action is needed.

The role of the programme committee

This programme has a programme committee comprising all relevant teaching staff, student representatives and others who make a contribution towards the effective operation of the programme (e.g. library/technician staff). The committee has responsibilities for the quality

of the programme. It provides input into the operation of the Review and Enhancement Process and proposes changes to improve quality. The programme committee plays a critical role in the quality assurance procedures.

The role of external examiners

The standard of this programme is monitored by at least one external examiner. External examiners have two primary responsibilities:

- To ensure the standard of the programme;
- To ensure that justice is done to individual students.

External examiners fulfil these responsibilities in a variety of ways including:

- Approving exam papers/assignments;
- Attending assessment boards;
- Reviewing samples of student work and moderating marks;
- Ensuring that regulations are followed;
- Providing feedback through an annual report that enables us to make improvements for the future.

Listening to the views of students

The following methods for gaining student feedback are used on this programme:

- Module evaluations
- Student representation on programme committees (meeting 2 times year)
- Student/Staff consultative committee (meeting 3 times a year

Students are notified of the action taken through:

- circulating the minutes of the programme committee via UEL Plus and Notice Boards

Listening to the views of others

The following methods are used for gaining the views of other interested parties:

- Annual student satisfaction questionnaire
- Questionnaires to former students
- Industrial liaison committee

Further Information

Alternative locations for studying this programme

Location	Which elements?	Taught by UEL staff	Taught by local staff	Method of Delivery
-	-	-	-	-

Where you can find further information

The British Institute of Technology & E-commerce (BITE) is a pre-eminent Institution committed to innovation in research, consulting and education. We provide the building blocks in understanding for those who seek exceptional knowledge of technology, management and e-commerce.

The programmes developed at BITE represent those sought by industry to meet the demand for exceptionally capable, multi-skilled "elite" professionals. The curriculum offers students broad-based, academic and practical experience that will enable students to learn and implement current theories in management and the use of Information Communication Technology (ICT).

Further information about this programme is available from:

- The UEL web site
- The programme handbook
- Module study guides
- UEL Manual of Regulations and Policies
- UEL Quality Manual
- Regulations for the Academic Framework
- UEL Guide to Undergraduate Programmes
- BITE Web portal