STREAMLINE YOUR PATH TO HIGHER EDUCATION

- **ATHE LEVEL 3 DIPLOMA** IN INFORMATION & DIGITAL TECHNOLOGIES
- **ATHE LEVEL 4 EXTENDED DIPLOMA** IN COMPUTING
- **ATHE LEVEL 5 EXTENDED DIPLOMA I**N COMPUTING
- **UNIVERSITY OF GREATER MANCHESTER – BENG (HONS)** SOFTWARE ENGINEERING TOP-UP

QUALIFI APPROVED CENTRE

GenEx

Generational Education Exchange

athe AWARDS FOR TRAINING AND HIGHER EDUCATION

WHY CHOOSE iBp?
(INTELLIGENT BACHELOR'S PATHWAY)

iBps provide students with flexible, stackable qualifications in various career pathways, recognised worldwide. Our programme is designed for individuals seeking to **fast-track** their academic and professional goals. Through comprehensive courses and partnerships with top universities, **iBps** prepare students for successful careers and advanced degrees.

PROGRAMME GOALS

- Provide foundational and advanced skills to prepare students for career readiness and further study.
- Offer flexible, stackable qualifications with seamless progression from diplomas to degree programmes.
- Deliver globally recognised qualifications accredited by **ATHE** and **Qualifi**, enhancing international career and academic opportunities.

KEY BENEFITS

- Flexible Learning: Study at your own pace with online courses tailored to fit your schedule.
- Global Accreditation: Earn qualifications recognised by **ATHE** and **Qualifi**, opening doors to international career and academic opportunities.
- Industry-Relevant Learning: Engage in practical assignments and case studies that reflect real- world challenges, enhancing your employability.
- Non-Examination-Based Assessment: Compile a portfolio that demonstrates your skills and knowledge without the pressure of exams.

ACCREDITATION & PARTNERSHIPS

iBp courses are accredited by **ATHE** and **Qualifi**, and recognised on the **Ofqual** Register. Our academic partnerships with prestigious institutions, such as the **University of Greater Manchester** and **Bangor University**, provides seamless progression for students who wish to continue their studies with a **Bachelor's top-up degree.**

COURSE OVERVIEW

ATHE LEVEL 3 DIPLOMA IN INFORMATION & DIGITAL TECHNOLOGIES

This course equips students with foundational knowledge in programming, cybersecurity, digital technologies, and emerging trends. It provides practical and theoretical skills needed for further education or careers in IT, preparing students for today's digital environment.

ATHE LEVEL 4 EXTENDED DIPLOMA IN COMPUTING

This course provides essential knowledge in systems analysis, programming, databases, networks, and cybersecurity. This qualification equips students with practical skills and prepares them for further study or career progression in computing-related fields.

ATHE LEVEL 5 EXTENDED DIPLOMA IN COMPUTING

This course equips students with advanced programming, cloud computing, and cybersecurity skills. This qualification prepares students for software engineering roles and further study in technology-related fields.

UNIVERSITY OF GREATER MANCHESTER – BENG (HONS) SOFTWARE ENGINEERING TOP-UP

The BEng (Hons) Software Engineering (Top-Up) programme enhances students' skills in software design, development, and testing. It focuses on advanced programming, system architecture, and real-world applications, preparing graduates for careers in software engineering and development.

ASSESSMENT METHODS

Levels 3, 4 and 5 are assessed through a portfolio of evidence. BEng (Hons) Software Engineering (Top-Up) students are assessed through formative and summative assessments within their modules of study and are required to complete a dissertation.

ADMISSION

Applicants need a relevant qualification for admission:

- Level 3: Level 2 or equivalent qualification
- Level 4: Level 3 or equivalent qualification
- Level 5: Level 4 or equivalent qualification
- BEng (Hons) Software Engineering (Top-Up): Level 5 or equivalent qualification

TECHNICAL REQUIREMENTS

Our platform for course delivery is fully technology-driven; therefore, students will need regular access to a reliable electronic device, such as a PC, laptop, or tablet.

Students will need a stable internet connection with sufficient data to access online resources and participate in programme activities.

COURSE STRUCTURE

ATHE LEVEL 3 DIPLOMA IN INFORMATION & DIGITAL TECHNOLOGIES

1. INTRODUCTION TO COMPUTER PROGRAMMING (10 CREDITS)
This module aims to provide students with the fundamentals of computer programming. Students will develop knowledge and understanding by investigating the range of coding languages available, their uses and the similarities across different languages.

2. INTRODUCTION TO COMPUTING MATHEMATICS (10 CREDITS)
This module aims to provide an overview of the mathematical skills required for computer programming. Students will develop knowledge and understanding in the mathematics areas used when working with a computing programming language.

3. INTRODUCTION TO CYBER SECURITY (10 CREDITS)
This module aims to overview cyber security and the importance of keeping yourself and your systems safe online. Students will understand the basics of security and the appropriate measures to take to reduce security risks.

4. INTRODUCTION TO DIGITAL TECHNOLOGIES (5 CREDITS)
This module aims to provide an overview of the range of digital technologies available across different business sectors and environments. Students will investigate the different areas and develop knowledge and understanding of the importance of digital technologies in today's world.

5. INTRODUCTION TO EMERGING TECHNOLOGIES (5 CREDITS)
This module aims to provide students with the necessary knowledge and understanding to investigate emerging technologies that are available and those that could be available in the future. Students will also develop essential academic and research skills to be able to formally present academic research findings, written and oral.

6. INTRODUCTION TO MOBILE APPLICATION DEVELOPMENT (10 CREDITS)
This module aims to provide an overview of the basics of mobile application development. Students will learn how to plan, develop, test, and launch a mobile application (app) to solve a problem.

7. INTRODUCTION TO WEB DEVELOPMENT (10 CREDITS)
This module aims to provide an overview of web development. Students will learn how to plan, develop, test, and launch a website. Students will understand engaging users and the inclusion of databases within websites.

COURSE STRUCTURE

ATHE LEVEL 4 EXTENDED DIPLOMA IN COMPUTING

1. IT SYSTEMS DEVELOPMENT (15 CREDITS)

Understanding the types, structures, purposes, and responsibilities of organisations, along with the impact of market and national environments, is crucial for business success in today's dynamic landscape.

2. PROGRAMMING AND SCRIPTING (10 CREDITS)

Understanding financial and management accounting systems allows for assessing and improving business performance through informed decision-making, budgeting, forecasting, and investment evaluation.

3. DATA AND DATABASE SYSTEMS (15 CREDITS)

Comprehending operations management and its relationship to performance, as well as the techniques for decision-making, enable organisations to streamline processes, optimise efficiency, and achieve a competitive advantage.

4. COMPUTER SYSTEMS, NETWORKS AND SECURITY (10 CREDITS)

Understanding internal and customer communication, as well as factors affecting communication effectiveness, and developing strong oral and written communication skills are essential for successful business operations and relationships with stakeholders.

5. LEGISLATION, REGULATION, ETHICS AND CODES OF PRACTICE (10 CREDITS)

Knowing current CSR issues and their impact on stakeholders is crucial for making informed recommendations on responsible business practices, which can enhance reputation, customer loyalty, and sustainability.

6. ADVANCED PROGRAMMING (15 CREDITS)

This module helps students develop advanced programming skills. It covers coding techniques, design approaches, industry practices, and tools for bringing code into production environments.

7. WEB DESIGN AND PROGRAMMING (15 CREDITS)

This module focuses on designing and developing functional websites. It covers front-end and back-end programming and introduces students to various web development technologies.

COURSE STRUCTURE

ATHE LEVEL 4 EXTENDED DIPLOMA IN COMPUTING ***(CONTINUED)***

8. MOBILE APPLICATIONS DEVELOPMENT (10 CREDITS)

Understanding entrepreneurship, the skills and qualities of successful entrepreneurs, and preparing for a new venture is essential for achieving success in business.

9. THE PRINCIPLES OF FULL-STACK DEVELOPMENT (10 CREDITS)

This module explores full-stack development, covering both client-side and server-side programming. Students will gain knowledge of web frameworks, databases, and development tools.

10. SOFTWARE TESTING FRAMEWORKS AND METHODOLOGIES (10 CREDITS)

This module focuses on various software testing frameworks and methodologies. Students will explore techniques to ensure the quality and functionality of developed software.

11. SYNOPTIC COMPUTING PROJECT (10 CREDITS)

This synoptic module requires students to apply the skills and knowledge gained across the diploma to develop a project solution relevant to their pathway.

LEVEL 3 DIPLOMA | **LEVEL 4 EXTENDED DIPLOMA** | LEVEL 5 EXTENDED DIPLOMA | TOP-UP DEGREE

COURSE STRUCTURE

ATHE LEVEL 5 EXTENDED DIPLOMA IN COMPUTING ***(CONTINUED)***

1. COMPUTING PROJECTS FOR DIGITAL TRANSFORMATION (15 CREDITS)

This module helps students understand how digital transformation can benefit organisations, their job roles, and daily activities. It covers planning for digital transformation, understanding associated risks, and strategies to mitigate them.

2. PROFESSIONAL DEVELOPMENT AND BUSINESS COMMUNICATION (15 CREDITS)

This module develops students' understanding of the need for continuous professional development (CPD) in the fast-paced IT industry. It also covers business communication skills, focusing on how communication impacts professional reputations and organisational success.

3. INNOVATIVE TECHNOLOGIES AND CONNECTED DEVICES (15 CREDITS)

This module explores cutting-edge technologies and the interconnectedness of modern devices. It introduces students to smart technologies and how organisations can leverage these innovations for competitive advantage.

4. INFORMATION SYSTEMS (15 CREDITS)

This module focuses on the design, development, and management of information systems within organisations. Students will explore how information systems can be used to improve decision-making, operational processes, and overall efficiency.

5. ADVANCED PROGRAMMING (15 CREDITS)

This module extends students' programming skills to more complex applications and systems. It covers advanced topics such as object-oriented programming, algorithms, and data structures.

6. CLIENT AND SERVER TECHNOLOGIES (15 CREDITS)

This module examines client-server architecture and technologies used in networked environments. It covers the design, implementation, and management of server-side and client-side systems.

7. VIRTUALISATION AND CLOUD COMPUTING (15 CREDITS)

This module introduces students to virtualisation and cloud computing technologies. It covers cloud infrastructure, service models, and the role of virtualisation in improving system efficiency and scalability.

8. ADVANCED PROJECT (15 CREDITS)

This synoptic module requires students to undertake a project that brings together the knowledge and skills learned across the qualification. Students will identify a business problem or opportunity and use appropriate tools and technologies to create a solution.

COURSE STRUCTURE

UNIVERSITY OF GREATER MANCHESTER – BENG (HONS) SOFTWARE ENGINEERING (TOP-UP)

1. UNDERGRADUATE PROJECT (60 CREDITS)

This module empowers students to independently tackle substantial computer science projects. They start with a well-structured proposal, setting clear, justified objectives.
Independently, they apply practical skills, fostering innovation and analytical thinking. The module emphasises self-management, self-evaluation, and aligning the project with personal skills and career goals, cultivating lifelong learning and adaptability.

2. AGILE PROGRAMMING (30 CREDITS)

This module introduces software engineers and computer scientists to agile methodologies, emphasising practical experience in groups. It focuses on agile management practices, testing strategies, and critical thinking. Students are expected to independently formulate and justify their approaches to management and testing. Key attributes developed include effective communication and collaboration skills.

3. ENTERPRISE SYSTEMS DEVELOPMENT (30 CREDITS)

This module aims to merge software development skills by creating complex enterprise systems for business problem-solving. It emphasises enterprise software development, encompassing design, technologies, and standards, along with addressing communication, decision-making, and commercial aspects. The focus is on aligning business systems with problem-solving, fostering self-awareness, and an enterprising mindset.

LEVEL 3 DIPLOMA	LEVEL 4 EXTENDED DIPLOMA	LEVEL 5 EXTENDED DIPLOMA	TOP-UP DEGREE

TO APPLY, SIMPLY CONTACT OUR ADMISSIONS TEAM AT
INFO@GENEXINSTITUTE.COM TO BEGIN THE PROCESS.