

Education plan

for

Bachelor's Programme in Computer Science and Software Engineering
Kandidatprogram i datavetenskap

180.0 Higher Education
Credits
180.0 ECTS credits

Programme code:	SDATK
Valid from:	Autumn 2009
Date of approval:	2008-10-14
Department:	Department of Computer and Systems Sciences

Decision

This program syllabus is approved by the Faculty of Social Sciences at Stockholm's University on 2008-10-14

Prerequisites and special admittance requirements

Swedish upper secondary school course Mathematics C, or equivalent.

Programme structure

The programme is divided into three years.

Years 1 and 2 provide basic knowledge and skills in programming, systems development and project management and a thorough knowledge of programming.

During year 3 the student has the opportunity to study courses in another area covering 30 credits or further immerse themselves in the computer science field.

Otherwise, the student must assimilate the knowledge and skills in research methodology and scientific writing and producing a thesis of 15 ECTS.

Goals

After completing the education, the student should meet the academic requirements for a Bachelor of philosophy in Computer and Systems Sciences.

The main area of the education is computer and systems sciences and in the programme there are opportunities of studies for a semester in another area.

Knowledge and understanding

After completing their education the students are expected to:

- have knowledge and understanding of Computer and Systems Sciences scientific base, including knowledge of the field's scientific base, as well as knowledge of applicable methods in the field, and have reached the depth of knowledge in the part of the area of software applications and be oriented about current research in the field.

Skill and ability

After completing their education students should:

- have the skills to search, collect, evaluate and critically interpret the relevant information relating to problems as well as critically discuss phenomena, issues and situations
- have the skills to independently and creatively identify, formulate and solve problems with adequate methods and to carry out tasks in a timely manner,
- have the skills to orally and in writing, report on and discuss information, problems and solutions in dialogue with various groups, and
- show such skill required to work independently with systems and programming. □

Evaluation ability and approach

After completing their education the students should:

- be able to, in the area of computer and systems sciences, make assessments taking into account relevant scientific, community and ethical aspects.
- be able to show understanding of the role of knowledge in society and about the people's responsibility for how it is used, and
- to be able identify his/her own needs for additional knowledge and to develop their skills.

The program also has the following general educational objectives:

- To provide a scientific basis in the areas to allow for continuing higher education.
- To develop the students' ability to search and evaluate knowledge in the field at a scientific level.
- To provide enhanced skills in oral and written communication.

Courses

Computer Science I, 30 credits, Semester 1

Computer Science II, 30 credits, Semester 2

Computer Science III, 30 credits, Semester 3

Computer Science IV, 30 credits, Semester 4

Optional Course (even in other area), 30 credits, Semester 5-6

Any course in Computer and systems sciences, 15 credits, Semester 5-6

Thesis work in Computer and systems sciences, 15 credits, Semester 5-6

Degree

The programme leads to the Bachelor of philosophy degree.

The main field for the degree is Computer and Systems Sciences or Business Economics

Misc

Students, who have been admitted to the program and have not completed it within the scheduled two study years, may request to complete the program even after the programme has expired.

In this case, the limitations specified in the curricula of the courses in the programme apply.