

## MSc Information Technology University of Teesside



### Qualification

On successful completion of the programme you will be awarded an MSc Information Technology.

### Awarding Body

University of Teesside

The University of Teesside became one of the first new universities in June 1992 and entered a period of rapid change and staggering progress. Student numbers more than doubled - from just under 8,000 to over 21,000 in 2005 - and nearly £100m has been spent to create a 21st century campus. Originally founded as Constantine College, the institution was officially opened in 1930. The college became a polytechnic in 1969; and in 1992, the Privy Council gave approval to 14 higher education institutions, including Teesside, to become new universities. The single-site campus in the centre of Middlesbrough still includes the original Constantine College building but the University has grown more than twenty-fold.

Today it is a dynamic, modern university dedicated to delivering quality programmes of study. Students gave Teesside an overwhelming vote of support in the latest National Student Survey. Nine subject areas, including Computer Science, were rated above the national average for overall student satisfaction. Students rated their learning resources the best nationally (along with seven other universities) and gave their academic support an above average score. It was rated joint-top amongst North East universities for assessment and feedback.

The School of Computing has an Excellent rating for teaching quality on its courses from HEFCE the Higher Education Funding Council for England. It is also a centre of excellence in Computing, Games and Animation, Web and Multimedia.

### Course Description

The course is designed for computing graduates to enable them to specialise in two areas central to current computing in business and society: web development and computer networks. These themes are developed in the modules, where you will develop skills and experience in critical evaluation, research and management of real world projects. The final stage of the course will enable you to plan, manage and execute a large-scale project in IT. Where possible you will be encouraged to relate the course to your own work experiences, although provision is made for those who are not currently employed in the computer sector.

On completion of this course you will be well placed for positions in industry as a leader in network management and web development.

### Mode

Online distance learning

### Course Content (Modules)

Comprises seven modules:

#### 1. Computer and Network Security

This module will enable you to deal with the day-to-day problems occurring with networked PC computers. It will look at how organisations can help prevent most problems through effective policies, good daily practice and professional measures. You will examine the legal framework as a context to place such policies, practice and measures.

#### 2. Integrated Development

This module will provide you with the necessary skills to manage the multimedia implementation process. This module will take an integrated approach to the use of multimedia development tools. You will develop concepts and skills for utilising an appropriate scripting language.

#### 3. Managing Client Focussed Projects

This module will allow you to work on a real/simulated project in an industry context. You will be able to synthesize your appropriate knowledge and apply it to real life problems for a typical client. This work will follow the logical phases of the project development cycle, allowing you to be heavily involved at each step. This module will emphasise on key areas including client consultancy, user requirements, user interface design and usability, project management and accessibility issues.

#### 4. Networks and System Administration

This module will introduce you to the fundamentals of modern networking. It will examine network protocols and hardware. It will also cover systems administration including account and data management, hardware management, application and operating system support. This module will also examine network vulnerabilities and how to design a network to minimise security risk.

#### 5. Research Paradigms

This module will provide you with the necessary knowledge and skills to critically evaluate the use of evidence in computing and digital media, to do research and to generate your own evidence-based material to justify your professional practice. This will involve you learning about different research strategies and data generation methods, and how the techniques of enquiry are used to create and interpret knowledge in the computing and digital media disciplines.

#### 6. Web Design and Objects

During this module you will study design and implementation methods for web based systems and components (objects). A number of



static and dynamic web methods are inspected and used on practical problems. The consensus across these methods and their current use in industry is considered. You will be expected to focus on the design and implementation of persistent objects that are re-usable during web and multimedia developments. You will learn practical skills in the design and implementation of object schema and persistent transactions. You will also analyse tool support for these methods now and in future.

### 7. Project and Dissertation

You will undertake a major piece of individual study in the field of computing or computer applications. Normally projects will be drawn from commercial, industrial or research-based problem areas involving you in researching and investigating aspects of applied computing, then producing a major deliverable (software package, design, animation, website etc.). The original research and the project process will be fully reported in the dissertation.

### Assessment

You will complete an assignment for each of modules 1-6 and a dissertation of 12-15,000 words for module 7.

### Duration of Programme

The MSc Information Technology is normally studied over a 24-month period, but this may be extended to suit your individual needs for up to a maximum of five years.

### Entry Requirements

- First degree from an approved university equivalent to UK second class honours, in a computing subject.
- English ability equivalent to an IELTS score of 6.0, where the medium of undergraduate study was not English.
- Candidates without a first degree will be

eligible for entry if they can demonstrate extensive industrial experience.

- Candidates will be expected to have knowledge of online business systems equivalent to degree level.

### What's Included

RDI's Online University **ilearn** is used to deliver all resources for this course including:

- **Study materials** - Access electronic copies of your learning materials and important information, such as assessment instructions, whenever and wherever you are.
- **Tutor support** - Tutors use live chats and forums to stimulate discussions, request input and highlight external sources.
- **External resources** - Links to external sources can include key journal articles, your university's online library, sites of topical interest, etc.
- **Discussion with other students** - Forums allow students to come together, share thoughts and ideas and you can initiate topics that you want to discuss with your fellow students..

### Workload

We recommend 18 hours study time per week for this programme.

### Exemptions

For this qualification we may allow you to count credit for relevant study you have already done elsewhere. Exemptions are considered on an individual basis when you submit an application form. Please note that we cannot consider work experience alone for exemptions.

### How to Apply

In addition to a completed application form, provide two references, preferably from an academic or current employer, and proof of qualifications.



#### Apply online

Visit our website [www.rdi.co.uk](http://www.rdi.co.uk)



#### Email us

Email [applications@rdi.co.uk](mailto:applications@rdi.co.uk)



#### Call us

Contact us today on **FREEphone**  
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