



**UK-validated Chinese award
BSc (Hons) Software Design and Development**

Programme Specification

2026-2027

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1. INTRODUCTION

This document describes the **Software Design and Development** awarded by Richmond American University London, using the protocols required by The Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (QAA, 2024).

The degree is delivered within the framework set by policies and regulations of National Standards for Teaching Quality of Undergraduate Majors in General Colleges and Universities of China. Typically, students complete 58 separate courses over the programme which takes 4 years. Normally, each course carries 1-6 Chinese academic credits and the relationship between credit hours and credits of various types of courses are as follows:

Theoretical courses: 16 credit hours = 1 credit

Experimental / Practical courses: 16 credit hours = 1 credit

Practical Learning Arrangements: 1 week= 1 credit

The degrees are also articulated in terms of UK Regulatory Frameworks, chiefly the *FHEQ* and the *Higher Education Credit Framework for England*. Each course has been assigned to an appropriate level on the *FHEQ*, based on the course's learning outcomes and assessment strategies (note that the courses comprising the first year of the 4-year US undergraduate degree are normally at QCF Level 3). Chinese undergraduate credit can generally be translated to ECTS and UK CATS credits in the following manner: 1 China credit = 2 ECTS credits = 4 UK CATS credits. So, a China degree of 120 credits would translate as 240 ECTS credits and 480 UK CATS credits (with a minimum of 360 UK CATS credits at Levels 4-6 on the *FHEQ*).

Please note: This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if s/he takes full advantage of the learning opportunities that are provided.

More detailed information on the learning outcomes, content, and teaching, learning and assessment methods of each course can be found in course specification documents and syllabi.

The accuracy of the information contained in this document is reviewed by the University and may be verified by the Quality Assurance Agency for Higher Education.

2. OVERVIEW

Programme/award title(s)	BSc (Hons) Software Design and Development
Teaching Institution	Yantai Institute of Science and Technology
Awarding Institution	Richmond American University London
Date of last validation	May 2025
Next revalidation	2030
Credit points for the award	364 UK CATS Credits (total credits for Level 4 – 6)
Programme start date	September 2025
Underpinning QAA subject benchmark(s)	QAA Subject Benchmark Statement Computing (2022): https://www.qaa.ac.uk/docs/qaa/sbs/sbs-computing-22.pdf?sfvrsn=ebb3dc81_4
Professional/statutory recognition	N/A
Language of Study	Chinese
Language of Assessment	Chinese
Duration of the programme for each mode of study (PT, FT, DL)	FT
Date of production/revision of this specification	August 2026

3. ABOUT THE PROGRAMME

The BSc Software Design and Development at YIST is a four-year programme. The key outcomes are delivered through courses, assessed work, examinations, and practice. On the completion of the programme, students are expected to understand the evolution of software development and have application-oriented skills in software design.

The main courses are as follows: Data Communication and Networks, Fundamental of Programming Design, Introduction to Programming, Data Structure and Algorithms, System Analysis and Design, Programming Design and Development, Principles of Database Systems, Operating Systems, Software Quality Assurance and Testing etc.

4. MISSION

The programme helps the students to acquire good scientific literacy, social responsibility, professional ethics, consciousness of innovation and entrepreneurship, team spirit of cooperation and international vision. It helps students to develop awareness and the ability of autonomous learning and lifelong learning and aims to familiarise students with computer application techniques such as mathematics, theories of natural science and computer and knowledge of software design and software management. Graduates of this programme can be engaged in fields such as software system design, development, testing, application, management, and maintenance, and can adapt to technological progress and social development.

5. PROGRAMME STRUCTURE

BSc (Hons) Software Design and Development

A normal course load per academic year is 30 China credits, equivalent to 120 UK credits. Students complete a total of 492 credits from Level 3 to Level 6 in this programme.

Please note that students must complete all Liberal Arts requirements AND a minimum of 120 credits at each FHEQ level. The Liberal Arts programme offers more choice amongst levels, so students and advisors must ensure that both Liberal Arts requirements and overall level requirements are satisfied.

Black = Major requirements

Blue = General Education Liberal Arts Core requirements

Table 1: Lower-Division / Levels 3 and 4 Degree Requirements

LOWER-DIVISION REQUIREMENTS			
RQF Level 3		China CREDITS	UK CREDITS
Minimum Required courses			
100601001	College English Reading, Writing, and Translation 1	2	8

100601002	College English Listening and Speaking 1	1	4
101201007	Higher Mathematics (CST/SE) (A1)	5	20
100203006	Foundations of Programming	3	12
100203007	Foundations of Information Systems	4	16
100601003	College English Reading, Writing, and Translation 2	2	8
100601004	College English Listening and Speaking 2	1	4
101201008	Higher Mathematics (CST/SE) (A2)	5	20
101201001	Career Planning	1	4
101203004	Discrete Mathematics for IT	3	12
100204011	Introduction to Software Engineering	4	16
101307001	Cognitive Training	1	4
QCF Level 3 CREDIT TOTALS		32	128

FHEQ Level 4		China CREDITS	UK CREDITS
Minimum Required courses			
100601005	College English Reading, Writing, and Translation 3	2	8
100601006	College English Listening and Speaking 3	1	4
100204012	Software Design and Architecture	3	12
100203009	Operating System	4	16
100204009	Object-Oriented Programming (Theoretical)	4	16
100205010	Algorithm Analysis and Design	3	12
100207007	Object-Oriented Programming (Practical)	1	4
100601005	College English Reading, Writing, and Translation 4	2	8
100601006	College English Listening and Speaking 4	1	4
101203001	Linear Algebra (CST/SE)	2	8
100203008	Computer Networks (Theoretical)	3	12
100207006	Computer Networks (Practical)	1	4
100204001	Data Structure and Algorithms (Theoretical)	4	16
100207008	Data Structure and Algorithms (Practical)	1	4
FHEQ Level 4 CREDIT TOTALS		32	128

Table 2: Upper-Division / Levels 5 and 6 Requirements

UPPER-DIVISION REQUIREMENTS			
FHEQ Level 5		China CREDITS	UK CREDITS
Minimum Required courses			
101203002	Probability Theory and Mathematical Statistics	3	12
100207009	Principles of Database Systems (Theoretical)	4	16
100206025	Java Web Programming Technology	3	12

100206021	Advanced Java Programming	3	12
100207009	Principles of Database Systems (Practical)	1	4
100205011	Linux Operating System	3	12
100206028	Java EE Framework Technology	3	12
100206031	Software Project Management	3	12
100204013	Software Quality Assurance and Testing	3	12
100506120	Professional Communication Skills	2	8
100206015	Python Programming	2	8
FHEQ Level 5 Credit Totals		30	120

FHEQ Level 6		China CREDITS	UK CREDITS
Required courses			
100206033	HarmonyOS Application Development	3	12
100206001	Professional English	2	8
101306002	Industry Frontiers and Corporate Culture	2	8
100205014	Mobile Development Technology	3	12
100205015	Marine Information Technology and Applications	2	8
101307004	Specialised Practice	2	8
101307002	Undergraduate Practice	4	16
101307003	Undergraduate Dissertation (Design)	6	24
100205012	Network and Computing	3	12
101201004	Innovation and Entrepreneurship Education	2	8
101201002	Employment Guidance	1	4
FHEQ Level 6 Credit Totals		30	120

PROGRAMME OUTCOMES

Programme-level learning outcomes are identified below. Please refer to the Curriculum Map at the end of this document for details of how outcomes are deployed across the study programme.

Knowledge and Understanding (A)

A1 Development knowledge: able to apply mathematics, natural sciences, design and development foundations and professional knowledge to analyze and solve complex software design and development problems.

A1(i) Correctly understand the required knowledge and concepts of mathematics, natural sciences, development, and calculations, as well as their practical application in software design and development.

A1(ii) apply concepts, theories, and methods to solve practical problems in software design and development.

A1(iii) Demonstrate a broad knowledge of computer science, and be able to analyze and design and develop solutions for Software problems.

A1(iv) Demonstrate computer design and development professional knowledge and be able to comprehensively apply relevant knowledge to solve complex development problems in the field of computer software design and development.

A2 Problem analysis: Able to apply the necessary principles of mathematics, natural sciences, and computer science, identify and express complex development problems in the computer field, and obtain effective conclusions through literature research and analysis.

A2(i) Apply principles of computer systems, form professional ideas, understand the development trends, and current situation of the profession, and adapt to changes in the environment and technological progress.

A2(ii) Understand the principles of software design and development, form professional ideas, understand the development trends and status quo of the major, and adapt to changes in the environment and technological progress.

A2(iii) Identify, describe, and express complex development problems using the fundamental principles of mathematics, natural sciences and computer software design and development.

A2(iv) Able to analyze complex software problems through literature research and obtain valid conclusions.

Cognitive Skills (B)

B1 Development and society: Able to conduct reasonable analysis based on the background knowledge of software related fields, evaluate the impact of professional development practices and complex development problem solutions on society, health, safety, law, and culture, and understand the responsibilities that should be undertaken.

B1(i) Understand the policies and regulations, technical standards, and industry norms in the field of software design and development, and follow them in practice.

B1(ii) Ability to judge, analyze and evaluate the social impact of computer software design and development practice.

B1(iii) Have good professional ethics and a high sense of social responsibility, and be able to understand and undertake corresponding responsibilities in the practice of computer software design and development.

B2 Environment and sustainable development: Familiar with the guidelines, policies, laws and regulations of environmental protection and sustainable development, and have quality, environment, safety, and legal awareness.

B2(i) Be familiar with the guidelines, policies, laws and regulations in environmental protection and sustainable development.

B2(ii) Have quality, environment, safety, and legal awareness in the process of Software development project design, implementation, and operation management.

B3 Professional standards: Have humanities and social science literacy and a sense of social responsibility, understand, and abide by development professional ethics and standards, and perform responsibilities.

B3(i) Be able to establish worldview, outlook on life, and values, and possess good humanities and social science literacy.

B3(ii) Be able to have a sense of social responsibility and civic engagement.

B3(iii) Be able to possess professional qualities and professional ethics in software development, and perform responsibilities.

B3(iv) Be able to understand equality, diversity, and inclusiveness, and can fully consider the user interface challenges in light of gender and disability.

B4 Individuals and teams: Be able to take the roles of individuals, team members and leaders in a software project team under a multidisciplinary background.

B4(i) Understand the composition of the team in a multidisciplinary context and the responsibilities of members in different roles.

B4(ii) Able to take the roles of individuals, team members and leaders in the team, and have a good team spirit.

Practical and/or professional skills (C)

C1 Use modern tools be able to develop and select appropriate software design and development tools and techniques to systematically analyze, model and visualize complex design and development problems in the computer software field, and understand their limitations.

C1(i) Be able to identify and evaluate current popular and emerging technologies, and be able to evaluate their applicability according to user needs.

C1(ii) Be able to develop, select and use appropriate modern design and development tools and information technology tools to complete the analysis and modeling of complex software development problems.

C1(iii) Able to understand the limitations of modern tools in the prediction and simulation of complex software problems.

C2 Communication: Ability to effectively communicate with industry peers and the public on complex software issues, including writing reports and design manuscripts, making presentations, expressing clearly, or responding to instructions. And have a certain international perspective, able to communicate and exchange in a cross-cultural context.

C2(i) Good English reading skills, communication ability and writing ability, and professional foreign language ability to track the development of new technology.

C2(ii) Understand the composition and requirements of computer software related to professional technical documents, and can write technical documents and skills of technical speeches.

C2(iii) Have an understanding of the international framework in the field of software development and related industries, and be able to communicate and exchange in cross-cultural contexts on complex design and development issues in the field of Software development.

C3 Project Management: Have an understanding and skills of complex software design and development project management principles and economic decision-making methods and be able to apply them in a multidisciplinary environment, with software development project management capabilities.

C3(i) Have an understanding and skills of design/development management principles and decision-making methods while considering financial implications.

C3(ii) Ability to use appropriate project management tools and models to manage complex software projects, and be able to practice in a multidisciplinary environment.

Key Skills (D)

D1 Design/Develop solutions: Design and optimize solutions for complex software problems, design systems and unit modules that meet the needs, and reflect innovative awareness in each part, considering social, health, safety, legal, cultural, and environmental factors.

D1(i) Demonstrate the professional knowledge to solve complex problems in the field of software development.

D1(ii) Have the ability to design and optimize information system design and development schemes, and be able to design solutions to complex development problems.

D1(iii) Be able to use theory and technical means to solve practical software problems, develop systems or modules that meet user needs, and reflect the consciousness of innovation in development.

D1(iv) Be able to comprehensively consider social, health, safety, legal, cultural, and environmental factors in design/development.

D2 Research: Based on scientific principles and methods, research on complex software problems in the field of software design and development, design feasible experimental schemes, and comprehensively analyze and interpret the results to obtain reasonable and effective conclusions.

D2(i) Demonstrate the methods and processes of development problem research.

D2(ii) Be able to use the principles and methods of software development to carry out research and practice on software problems in the software field, design and optimize experimental programs.

D2(iii) Use modern development tools, verify the correctness of the experimental plan, and analyze the experimental results.

D2(iv) Be able to consider gender and disability challenges when dealing with user interface operation requirements in the design and development of software.

D3 Lifelong learning: have the awareness of independent learning, lifelong learning, innovation, and entrepreneurship, and can continue learning and adapt to social and technological development.

D3(i) Develop the awareness of lifelong learning, understand a variety of theoretical and practical learning methods, and have good information acquisition capabilities and self-learning capabilities.

D3(ii) Develop the awareness of innovation and entrepreneurship, and reflect innovation and entrepreneurial thinking in development projects.

6. TEACHING, LEARNING, AND ASSESSMENT

Teaching Strategy

The teaching and learning strategy adopted within the **BSc (Hons) Software Design and Development** degree is based on the understanding that all students will be treated as active learners. Clearly, the precise approach will vary from course to course, depending on the learning outcomes relevant to each class.

The generic components of our teaching and learning strategy normally involves a variety of approaches and include delivering many of the following:

- Regularly holding formal lectures in all courses
- Occasional workshops and seminars in some courses
- Regular use of individual and/or team-based projects in all courses
- Regular use of self-directed and guided reading in all courses
- Peer-tutoring led by advanced students in many courses
- Use of audio-visual and library resources in some courses
- Assist teaching through e-learning platform

The combination of teaching and learning approaches mentioned above develops our students' knowledge, thinking skills and practical skills.

Their knowledge is acquired through:

- Course teaching
- Electronic platforms assist learning
- Bibliography reading
- Practical training in Laboratory

Their cognitive skills are developed through:

- Conducting research
- Making presentations and preparing other assessments
- Students' communication and discussion after class

Their practical skills are gained through:

- Applying theory to practice acquired during internship
- Using information technology to retrieve and process data
- Completing graduation thesis and graduation practice

Their key skills are gained through:

- Using appropriate language and communication skills
- Independent learning

Assessment Strategy

The assessment strategies we use with our **BSc (Hons) Software Design and Development** degree speak directly to how we anticipate progression with student learning to take place.

In terms of tracking student learning assessments and in line with the traditions of scientific education in China, our courses adopt a system of continuous assessment on a course-by-course basis throughout the entire semester. This approach typically includes quizzes, group assignments, mid-term exams, final exams, as well as student presentations and class discussions. Not every assessment component applies to every course, but most courses include some or all of these elements. Many of our courses also involve hands-on practical work, site visits, or require attendance at public lectures. Students generally find these activities to be extremely valuable for their learning.

Most of the courses will follow the University Assessment Norms, however some may follow specialised norms, as listed in each CSD. See the Assessment Norm Policy for full details: <https://yist.ytkj.edu.cn/Policy.htm>

Each senior will end their programme with a dissertation which will normally have 8,000-10,000 words.

7. ENTRY REQUIREMENTS

Admissions

Students are required to take part in the NCEE (Gaokao) organized by the Ministry of Education and apply for our programme. YIST recruits students nationwide. Students majoring in Visual Communication Design also need to take an additional examination of art major, and the enrollment is based on the admission score line of local art major. The upper limit of the total admissions is determined by the Enrollment Plan approved by the provincial government. Details of the entry requirements can be found at the appropriate page of the University website listed below, where a comprehensive Admissions Policy and Summary of Practice document is also published.

https://yist.ytkj.edu.cn/Policy/zszcAdmissions_Policy.htm

Transfer Credit

Prospective students with specific levels of subject achievement in Advanced Placement Tests, GCSE, A Levels and some other UK and international qualifications may enter with Advanced Credit and be given exemption from certain courses of the programme. Please see the Transfer Credit Policy Undergraduate for details.

8. EXIT AWARD REQUIREMENTS

According to the *Implementation Rules for Student Status Management of YIST*, students who drop out after study for one academic year or more will be granted a non-graduation Study Certificate. Students who withdraw with less than one academic year study will be given Learning Experience Certificates.

Certificate of Higher Education in Software Design and Development (UK)

The UK CertHE can be awarded as an exit award for those students completing the following minimum requirements.

120 credits at FHEQ Level 4

- Pass (normally a GPA of between 1.85 and 2.99 for all Level 4 courses)
- Merit (normally a GPA of 3.0 to 3.54)
- Distinction (normally a GPA of 3.55 and above for all level 4 courses)

Diploma of Higher Education in Software Design and Development

The UK DipHE can be awarded as an exit award for those students completing the following minimum requirements.

120 credits at FHEQ Level 4

120 credits at FHEQ Level 5

- Pass (normally a GPA of between 1.85 and 2.99 for all Level 4 courses)
- Merit (normally a GPA of 3.0 to 3.54)
- Distinction (normally a GPA of 3.55 and above for all level 4 courses)

The requirements for the UK DipHE are outlined in the sections of Table 1 and Table 2 above pertaining to FHEQ Level 4 and FHEQ Level 5 requirements.

Further details may be found at:

<https://yist.ytkj.edu.cn>

9. STUDENT SUPPORT AND GUIDANCE

There is a range of student support and guidance, for both academic and general wellbeing, available to students. This is accomplished through a range of work-streams and services which positively impact learning as well as the total student life experience.

There are 10 teaching buildings and 20 dormitory buildings in the University, with about 7,000 dormitories. There are 300 classrooms of various types with a total seating capacity of 31,194, and a total of 100 experimental and practical training rooms. Students can study in the teaching area, listen to lectures, perform experimental (training) classes, and carry out academic exchanges and cultural and recreational activities. There are 10 outdoor sports grounds. There is also one large sports ground and a gymnasium building. There is also a modernized library. The library provides a total of 2,500 self-study seats for students. In addition to normal working days, it is also open to students during non-working hours. The opening hours of the library are from 8:00 a.m. to 22:30 p.m. from Monday to Sunday.

The University has set up a Student Affairs Office which is responsible for daily management and service of students. The University arranges a counselor for each class. The University has also set up a Student Financial Aid Management Center which deals with student loans and scholarships, to ensure that students enjoy equal access to education.

The University makes a variety of special provisions in exams and assessment for students with a diagnosed learning disability. This might include a physical or sensory impairment, a medical or psychiatric condition or a specific learning difficulty such as dyslexia and may require additional support or adaptations to our facilities.

If you are a student with a particular learning difficulty, mental health condition, or physical disability record, you will need to provide appropriate documentation regarding your additional needs to the Office of Student Affairs at the time of enrollment or as soon as possible after enrollment.

The school will ensure that students with mobility impairments have access to classrooms, dormitory areas and places of study.

The student and their inspectors are informed of the provisions after they are approved, and reminders are sent to students and invigilators shortly before the examinations.

10. PLACEMENT

The University offers a formal mechanism through which students may receive work-placement opportunities. These placements are supervised under the University's Internship Leadership Office and Teaching Affairs Office and executed by each secondary school, respectively.

These placements are supervised, career-related work experiences combined with reflective, academic study that help students apply theoretical knowledge in the workplace. There are

two modes of internships: designated internship in companies with partnership of the University and individual internship in workplaces found by students themselves.

Further details may be found in *Internship Notice* at:

<https://yist.ytkj.edu.cn>

The Admissions and Employment Office of YIST provides employment guidance services for students, organizes large-scale enterprise recruitment fairs regularly every year and offers courses like Career Planning and Employment Guidance. Schools and Colleges organize relevant job fairs for students before graduation, providing them with information consultation, resume development and other services.

11. STUDY ABROAD

Students can visit famous universities in Australia and Britain to learn local courses and culture through study tours.

12. REGULATORY FRAMEWORK

The **BSc (Hons) Software Design and Development** is operated under the policy and regulatory frameworks of Richmond American University London, the Framework of Higher Education Qualifications, the Office for Students conditions and the UK Quality Code for Higher Education.

Also key to the background for this description are the following documents:

- QAA (2024). UK Quality Code for Higher Education. (www.qaa.ac.uk)
- QAA (2021). The Higher Education Credit Framework for England: Advice on Academic Credit Arrangements. (www.qaa.ac.uk)
- SEEC (2021). Credit Level Descriptors for Higher Education. Southern England Consortium for Credit Accumulation and Transfer (www.seec.org.uk).

Ensuring and Enhancing the Quality of the Programme

The **BSc (Hons) Software Design and Development** features detailed published educational objectives that are consistent with the mission of the institution. All course outlines contain course specific objectives that are regularly monitored by the individual instructors and by the faculty as a group.

The University has several methods for evaluating and improving the quality and standards of its provision. These include:

- External Examiners
- Internal Moderation

- Student representation
- Curricular change approval process
- Annual Programme Monitoring and Assessment
- Formal Programme Review, every 5 years
- Course evaluation
- Student satisfaction surveys
- Feedback from employers

BSc (Hons) Software Design and Development is provided through a system of ongoing evaluations that demonstrate achievement of the programme's objectives, and uses the results to improve the effectiveness of the programme. Ongoing evaluation is carried out for UK (QAA) reviews.

LIBRARY RESOURCES

The library is a modern, well-equipped facility offering a total of 2,500 self-study seats for students. In addition to regular working days, it remains open during non-working hours. The opening hours are 8:00 a.m. to 10:30 p.m., Monday to Sunday.

Books

Faculty and Students are encouraged to help in the purchase of library resources and submit requests for new purchases relating to and supporting their subject areas and research. Details of selected new acquisitions are publicized on the library subject pages and online catalogue.

The library also purchases academic ebooks to support students required reading, as well as cataloguing open access resources. These books are made available through the library catalogue.

Every year, the library collection is reviewed and non-relevant or out of date stock is withdrawn. Analysis of loans compared to purchases and new publications within core subject areas are used to drive additional purchases to make sure that the collection remains relevant and current.

Journals

At present the Library subscribes directly to approximately 40 periodical titles. Where electronic access is provided with a subscription this has been made available through the library's online Publications Finder.

In consultation with faculty the Library regularly reviews its periodical subscriptions, ensuring relevant coverage is provided as the curriculum changes.

Online journal databases

Full text e-journal services include access to CNKI (China National Knowledge Infrastructure), Baidu Library, MOOC. These provide access to around 55,000 titles, as well as business and market data and case studies.

In addition, students are directed to a multitude of other online databases which they can search for citations including CSDN (Chinese Software Developer Network) and subject specific website.

APPENDIX 1 Curriculum Map

		Knowledge and Understanding		Cognitive Skills				Prof Skills			Key Skills		
		A1	A2	B1	B2	B3	B4	C1	C2	C3	D1	D2	D3
Level 3													
100601001	College English Reading, Writing, and Translation 1				x	x					x		x
100601002	College English Listening and Speaking 1				x	x					x		x
101201007	Higher Mathematics (CST/SE) (A1)	x	x										x
100203006	Foundations of Programming		x			x					x		
100203007	Foundations of Information Systems	x	x			x							
100601003	College English Reading, Writing, and Translation 2				x	x					x		x
100601004	College English Listening and Speaking 2					x	x		x				x
101201008	Higher Mathematics (CST/SE) (A2)	x	x										x
101201001	Career Planning					x	x		x				x
101203004	Discrete Mathematics for IT	x	x								x		
100204011	Introduction to Software Engineering	x				x		x			x		
101307001	Cognitive Training			x				x					
Level 4													
100601005	College English Reading, Writing, and Translation 3					x	x		x				x
100601006	College English Listening and Speaking 3					x	x		x				x
100204012	Software Design and Architecture		x							x	x	x	
100203009	Operating System	x	x								x		
100204009	Object-Oriented Programming (Theoretical)		x			x		x			x		x
100205010	Algorithm Analysis and Design		x		x	x				x	x		
100207007	Object-Oriented Programming (Practical)		x			x		x			x		x

100206033	HarmonyOS Application Development										×	×	
100206001	Professional English										×	×	×
101306002	Industry Frontiers and Corporate Culture	×	×							×			
100205014	Mobile Development Technology	×						×			×		
100205015	Marine Information Technology and Applications	×						×				×	
101307004	Specialized Practice				×	×	×						×
101307002	Undergraduate Practice				×	×	×						×
101307003	Undergraduate Dissertation (Design)					×		×		×	×	×	
100205012	Network and Computing		×		×	×				×		×	
101201004	Innovation and Entrepreneurship Education				×		×						×
101201002	Employment Guidance					×	×						×

Programme Specification Publication Dates

[illegible]