

Pearson BTEC Level 5 Higher National Diploma in Computing

SOFTWARE ENGINEERING هندسة البرمجيات

PROGRAM OUTLINE

Students will gain proficiency in applying interdisciplinary knowledge across various scientific fields as the demand for software developers is high globally, spanning nearly every industry.

The Software Engineering program cultivates expertise in software design, development, and the creation of computer systems and applications. It encompasses a diverse set of competencies such as programming, requirement analysis, and database development.

ENTRY REQUIREMENTS

- **Academic Requirement**
 - Grade 12 Highschool Certificate with Pass Grade or Level 3 Vocational qualification in the relevant field.
- **** English Language Requirement**

Non-native English speakers and who have not carried out their final two years of schooling in English can demonstrate ability at a standard equivalent to:

- PTE Academic 51, or
- IELTS 5.5 (reading and writing must be at 5.5)



BTEC Higher National Diploma is a UK Vocational Level 5 Education Qualification



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CAREER OPPORTUNITY

At the end of Software Engineering program, the learner will be able to work as:

- Software Engineer and Developer
- Software Systems Planning and Analyst
- Web Developer
- Database Administrator
- Quality Assurance Engineer
- Application Developer
- User Interface/User Experience (UI/UX) Designer
- DevOps Engineer
- Project Manager in software Modules



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STUDY PLAN

- Total Guided Learning Hours (GLH) Higher National Diploma (HND) = 960 hours
- Qualification credit value of 240 credits of which 120 credits are at Level 5, and 120 credits are at Level 4
- Total Qualification Time (TQT) Higher National Diploma (HND) = 2,400 hours
- There is a required mix of core, specialist, and optional units.

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YEAR 1 YEAR 2 **Programming** Computing Research Project (Part 1) Networking **Business Process Support Professional Practice** Discrete Maths **Data Structures & Algorithms** Database Design & Development Security Computing Research Project (Part 2) Applied Programming and Design Planning a Computing Project (Pearson-set) **Principles** Software Development Lifecycles Client/Server Computing Systems Internet of Things Fundamentals of Artificial Intelligence (AI)









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