Course Specification

BSc (Hons) Computer Forensics

Course Code: INNCF

2020/21

BSc (Hons) Computer Forensics

Material Information Summary for 2020/21 Entrants

Confirmed at 1st March 2019

General Information

Award	Bachelor of Science (with Honours) Computer Forensics
Contained Awards	Bachelor of Science Computer Forensics Diploma of Higher Education Computer Forensics Certificate of Higher Education Computer Forensics
Awarding Body	Leeds Beckett University
Level of Qualification & Credits	Level 6 of the Framework for Higher Education Qualifications, with 120 credit points at each of Levels 4, 5 and 6 of the UK Credit Framework for Higher Education (360 credits in total)

Course Lengths & Standard Timescales

- 3 years (full time, campus based)

  Starts 21st September 2020/ Ends June 2023 years (full time, campus based with a one year work placement)

  Starts 21st September 2020/ Ends June 2024

- 6 years (part time, campus based)

  Starts 21st September 2020/ Ends June 2026

Part Time Study	PT delivery is usually at half the intensity of the FT equivalent course, although there may be flexibility to increase your pace of study to shorten the overall course duration. Some modules may be delivered in a different sequence to that advertised within this Course Specification but the modules offered within each level are as advertised. Please note that the work placement option is not available to PT students.
Location(s) of Delivery	Headingley Campus, Leeds (plus location of work placement, if applicable)
Entry Requirements	Admissions criteria are confirmed in your offer letter. Details of how the University recognises prior learning and supports credit transfer are located here: http://www.leedsbeckett.ac.uk/studenthub/recognition-of-prior-learning/
Course Fees	Course fees and additional course costs are confirmed in your offer letter

Timetable Information

Timetables will be made available to students during induction week via:

i)   The Student Outlook Calendar
ii)   The Student Portal
iii)   The Leeds Beckett app

Any difficulties relating to timetabled sessions can be discussed with your Course Administrator.

Policies, Standards and Regulations   http://www.leedsbeckett.ac.uk/public-information/

There are no additional or non-standard regulations which relate to your course

Key Contacts

Your Course Director   Emlyn Butterfield | e.butterfield@leedsbeckett.ac.uk | 0113 812 4440

Your Academic Advisor   An academic advisor drawn from the Course Team will be allocated to you at induction.

Your Course Administrator   Claire Howson | c.howson@leedsbeckett.ac.uk | 0113 812 3609

Placement Information

Summary   Leeds Beckett is dedicated to improving the employability of our students and one of the ways in which we do this is to support our students to gain valuable work experience through work-based placements. Our placement teams have developed strong links with companies, many of whom repeatedly recruit our students into excellent placement roles and the teams are dedicated to supporting students through every stage of the placement process. More information about the many benefits of undertaking a work placement, along with details about how to contact our placement teams can be found here: **http://www.leedsbeckett.ac.uk/studenthub/placement-information/**

Length   30 weeks, undertaken between year 2 and year 3 (level 5 and Level 6)

Location   Not specified

Professional Accreditation or Recognition Associated with the Course

Professional Body   BCS, the Chartered Institute for IT

How is Accreditation/ Recognition Achieved?   Successful completion of the award including Honours.

Course Accreditation/ Recognition Period   1st September 2014 – 4th June 2019

Course Overview

Aims

This course aims to develop students with Computer Forensics skills; which involves the analysis and interpretation of digital evidence from computers and associated devices. Unlike a traditional computing subject area computer forensics encompasses Forensic Science, through the evidential processing and analysis of exhibits, and computing, to develop an understanding of computers and their functioning.

The programme will provide a mix of academic and practical content; provide students with the theoretical knowledge to excel in their field and the practical experience to be able to physically implement their skills.

Technology is advancing at a rapid rate, creating new opportunities in this dynamic and diversifying sector. The Computer Forensics course ensures students are equipped with the skills to engage confidently with these opportunities and challenges. Fundamental to this is the understanding of computer systems and the broader computing field. On the course students will gain expertise in the use of computer forensic techniques and appropriate tools, and will develop an understanding of the motivation for crimes. Students will also work with employers, lawyers and experts to gain experience of preparing work for use by courts, customers and subsequently presenting it.

The course aims to prepare students for a career in the Computer Forensics industry working with small consultancies or large organisations, including the police. However, the course will also prepare students for any career in the IT sector including computer security, software development, web design, IT network management, database administration and systems analysis within business, voluntary or public sectors.

With an increase in the use of computers within every walk of life now means that there is not a single crime that a digital device cannot be linked to. The legal and commercial sectors have identified this factor and now analyse digital devices on a regular basis to help identify or dismiss user activity.

Course Learning Outcomes

At the end of the course, students will be able to:

1	a systematic understanding of key aspects of computer forensics, including acquisition of coherent and detailed knowledge, at least some of which is at, or informed by, the forefront of the discipline

2	an ability to deploy accurately established techniques of analysis and design that encompass internationally recognised standards
3	a wide breadth of understanding that enables them to devise and sustain arguments and solve problems using ideas and techniques, some of which are at the forefront of Computer Forensics practice, and describe and comment upon particular aspects of current research, or equivalent advanced scholarship
4	the skills and understanding to undertake projects to a professional industry recognised standards, within Computer Forensics, by the consistent application and review of development, management and evaluation of methods and techniques
5	an ability to independently undertake research and critically evaluate arguments, assumptions, abstract concepts and data (that may be incomplete), to make judgements, and to frame appropriate questions to achieve a solution or identify a range of solutions to a problem.

Teaching and Learning Activities

For each module students will normally receive a weekly lecture followed by a tutorial or practical lab based session(s). In addition some modules will be supplemented with optional drop-in workshop sessions. These are supplemented with a programme of guest speakers and industry led seminars. This structure is preferred within such a vocational award where students are learning specialised material for a specific career.

This is a very hands-on subject area where theory alone would be unlikely to allow a student to achieve successful employment in this area. Practical exercises allow for students to implement their theoretical learning and see how it relates to industry. Practical solutions are achieved through the replication of exercises such as compromised computer systems and mobile devices that students must analyse – similar to that as found in industry. Many of these examples are available through open source community projects but are also built in-house when suitable external material is not available.

The use of a team project at Level 5 allows students to develop communicative skills with their peers, this will include where possible, mixing with other cultures. Individuals may not have originally chosen to work with as they are outside of their direct friendship group. Any issues that arise within group work such as difficulties with other group members are carefully managed through distanced support of the group where possible, so as to get the students to deal with the issues themselves. Where distance support is not possible tutors will directly resolve the issue working with the group to rectify and identify solutions.

Students are encouraged to debate within a variety of learning environments, including in-class and through the VLE discussion boards and communication groups – this helps to develop respectful appreciation of their peers.

Through encouraging students to use industry forums and scholarly research, students interact with a range of cultures and thinking that they are required to draw upon and evaluate within several modules.

The use of an induction session begins the process of welcoming students to the University and the course. Students are introduced to the support mechanisms in place, faculty and university wide, and begin to develop relationships with their peers.

Your Modules

(Correct for students progressing through the programme within standard timescales. Students who are required to undertake repeat study may be taught alternate modules which meet the overall course learning outcomes. Details of module delivery will be provided in your timetable).

Level 4 Core Modules (2020/21 for FT students and 2020/21 for standard PT students)

Fundamentals of Computer Programming

Computer Communications

Object Oriented Programming

Forensics & Security

Fundamentals of Databases

Website Development

Level 5 Core Modules (2021/22 for FT students and 2022/23 for standard PT students)

Web and Network Security

Team Project

Computer Forensic Processing

Digital Security Landscapes

Digital Forensic Analysis

Level 6 Core Modules (2022/23 for FT students, 2023/24 for sandwich placement students and

2024/25 for standard PT students)

Production Project

Networked Forensic Investigations

Forensic Investigative Techniques

Level 6 Option Modules (delivery years as per Level 6 core modules above)

The following option modules are indicative of a typical year. There may be some variance in the

availability of option modules

Advanced Web Engineering

Advanced Software Engineering

Advanced Database Systems

Assessment Balance and Scheduled Learning and Teaching Activities by Level

The assessment balance and overall workload associated with this course are calculated from core modules and a sample of option module choices undertaken by a typical student. They have been reviewed and confirmed as representative by the Course Director.

A standard module equates to 200 notional learning hours, which may be comprised of teaching,

learning and assessment, placement activities and independent study. Sandwich placement years spent out of the University are not be included in the calculation unless they are credit bearing and attributed to a level of the course. Modules may have more than 1 component of assessment.

Level 4 is assessed by coursework predominantly, with some examinations and practical assessments.

Level 5 is assessed by coursework predominantly, with some examinations and practical assessments.

Level 6 is assessed by practical assessments predominantly, with some examinations and coursework.

Overall Workload	Level 4	Level 5	Level 6
Teaching, Learning and Assessment	290 hours	230 hours	179 hours
Independent Study	910 hours	970 hours	1021 hours
Placement	-	hours	-

Learning Support

If students have a question or a problem relating to their course, the Course Administrator is there to help. Course Administrators works closely with academic staff and can make referrals to teaching staff or to specialist professional services as appropriate. They can give a confirmation of attendance letter, and a transcript. Students may also like to contact your Course Rep or the Students' Union Advice team for additional support with course-related questions.

If students have any questions about life at our University in general, they can call into or contact the Student Hub on either campus to speak to our Student Experience Team. This team, consisting of recent graduates and permanent staff, are available to support students throughout their time here.

There is a Student Hub on the ground floor of the Rose Bowl at City Campus and one in Campus Central at Headingley. Students can also find the team in the Gateway in the Leslie Silver Building at City Campus. The telephone number is 0113 812 3000, and the e-mail address is StudentHub@leedsbeckett.ac.uk.

Within MyBeckett students will see two tabs (Support and Opportunities) where they can find online information and resources for themselves. The **Support** tab gives students access to details of services available to give you academic and personal support. These include Library Services, the Students' Union, Money advice, Disability advice and support, Wellbeing, International Student Services and Accommodation. There is also an A-Z of Support Services, and access to online appointments/registration.

The **Opportunities** tab is the place to explore the options students have for jobs, work placements, volunteering, and a wide range of other opportunities. For example, students can find out here how to get help with CV's, prepare for an interview, get a part-time job or voluntary role, take part in an international project, or join societies closer to home.