香港學術及職業資歷評審局
Hong Kong Council for Accreditation of
Academic & Vocational Qualifications

SUMMARY ACCREDITATION REPORT

SCHOOL FOR HIGHER AND PROFESSIONAL EDUCATION, VOCATIONAL TRAINING COUNCIL

AND

COVENTRY UNIVERSITY

LEARNING PROGRAMME RE-ACCREDITATION

BSC (HONS) COMPUTING

AND

BSC (HONS) MULTIMEDIA COMPUTING

DECEMBER 2017

This accreditation report is issued by the Hong Kong Council for Accreditation of Academic and Vocational Qualifications (HKCAAVQ) in its capacity as the Accreditation Authority as provided for under the Accreditation of Academic and Vocational Qualifications Ordinance (Cap 592) (AAVQO). This report outlines the HKCAAVQ's determination, the validity period of the determination as well as any conditions or restrictions on the determination.

1.   Introduction

1.1   The School for Higher and Professional Education (SHAPE), a member institution of the Vocational Training Council (VTC), was established in September 2003 and incorporated as a limited company in 2006. VTC has been offering top-up degrees in collaboration with local and overseas universities primarily for VTC's Higher Diploma (HD) graduates since 1999.

1.2   Coventry University (CU) was established under the Education Reform Act 1988 and granted degree awarding powers in accordance with the United Kingdom Further and Higher Education Act 1992. CU is also granted the authority to approve programmes conducted at an external institution.

1.3   SHAPE, VTC and CU initiated the partnership in 2005, with a view to exploring collaboration opportunities, initially to provide articulation pathways for the increasing number of part-time Professional Diploma graduates. Currently, nine accredited programmes are offered under this partnership.

1.4   HKCAAVQ was commissioned by the SHAPE, VTC and CU (jointly as the Operator) to conduct a learning programme re-accreditation exercise with the following Terms of Reference:

(a)   To conduct an accreditation test as provided for in the AAVQO to determine whether the following programmes of the Operator meet the stated objectives and Hong Kong Qualifications Framework (HKQF) standard and can continue to be offered as accredited programmes from the date as specified in the accreditation report, where appropriate; and

BSc (Hons) Computing (BScC)
NCR Registration / Reference No: 252436

BSc (Hons) Multimedia Computing (BScMC)
NCR Registration / Reference No: 252437

(b)   To issue to the Operator an accreditation report setting out the results of the determination in relation to (a) by HKCAAVQ.

1.5   The accreditation exercise was conducted according to the relevant accreditation guidelines referred to in the Service Agreement and the Terms of Reference stated therein. A site visit took place on 18 to 20 October 2017.

2.   HKCAAVQ's Accreditation Determination

Having due consideration of the accreditation panel's observations and comments as presented in this Report, HKCAAVQ makes the following accreditation determination:

2.1   Learning Programme Re-accreditation

☑   Approval

Name of Local Operator	School for Higher and Professional Education, Vocational Training Council 職業訓練局 才晉高等教育學院	
Name of Non-local Operator	Coventry University	
Name of Award Granting Body	Coventry University	
Title of Learning Programme	BSc (Hons) Computing	BSc (Hons) Multimedia Computing
Title of Qualification(s) [Exit Award(s)]	BSc (Hons) Computing	BSc (Hons) Multimedia Computing
Primary Area of Study and Training	Computer Science and Information Technology	
Sub-area (Primary Area of Study and Training)	Computer Science and Information Technology	
Other Area of Study and Training	Not applicable	
Sub-area (Other Area of Study and Training)	Not applicable	

HKQF Level	Level 5	
HKQF Credits	Not applicable	
Mode(s) of Delivery and Programme Length	Full-time, 1 year Part-time, 1 year and 2 months	Full-time, 1 year Part-time, 1 year and 2 months
Start Date of Validity Period	1 September 2018	1 July 2018
End Date of Validity Period	31 August 2022	30 June 2022
Number of Enrolment(s)	One enrolment per year	Full-time: One enrolment per year Part-time: Two enrolments per year
Maximum Number of New Students	Full-time: 60 per year Part-time: 60 per year	Full-time: 60 per year Part-time: 60 per year
Address of Teaching Venue(s)	For BSc (Hons) Computing: (1) 30 Shing Tai Road, Chai Wan, Hong Kong (2) 21 Yuen Wo Road, Shatin, New Territories For BSc (Hons) Multimedia Computing: (1) 27 Wood Road, Wan Chai, Hong Kong	

2.1.1 Recommendations (for Both Programmes)

(a) The Operator should (a) continue to review the effectiveness of *Android Applications Development* module of the BScC programme and *iPhone Development Skills* module of the BScMC programme in terms of the presentation of conceptual knowledge in mobile applications development, and (b) consider the potential to develop a single module for both programmes which will focus on the principles of mobile applications development instead of specific implementation platforms (Android/iOS).

(b) The Operator should develop documentation to facilitate a common understanding between students and Project Supervisors on their expected roles and responsibilities in the *Individual Project*.

3. Programme Details

The following programme information is provided by the operator.

3.1 Programme Objectives

<u>BScC Programme</u>

1. To provide a focused education for a wider range of industries or more specific destinations in the computing industry with skills in areas such as systems analysis and design, programming, web development, databases, mobile application development and user centred design.

2. To equip the students with skills to engage in research to take up higher degree study after graduation.

3. To allow students to explore the social, ethical and professional aspects of computing and its relationship to work and society.

<u>BScMC Programme</u>

1. To equip the graduates of this course to be Computer Scientists and Information Technology professionals, with specialised skills suiting them particularly for the creative industries. The skills are also applicable to a wider range of industries and end destinations.

2. To equip the students with the skills required to develop functional and usable multimedia products that demonstrate good design values.

3. To develop awareness of the ethical, social and professional context of the creative industries, as well as the technical skills.

4. To support student in developing a spectrum of professional and interpersonal skills through opportunities to work in globally-dispersed teams, participate in academic field-trips, or engage with industry leaders to investigate real-world issues. To prepare students to deal with challenges posed by the modern world thus enhancing their value in the multifaceted Multimedia industries.

3.2   Programme Intended Learning Outcomes

BScC Programme

Knowledge and Understanding (KU)	
On successful completion of the programme students should be able to demonstrate knowledge and understanding of:	
KU1	The underlying technology, design methods and programming languages required to practice in the domain of their programme of study.
KU2	The cultural, commercial, ethical and professional issues connected with the IT industry and professional practice within it.
KU3	The requirements and/or the relevant background information required for the development of product in a domain appropriate to their programme of study.
KU4	The means to produce an artefact relevant to the computing domain that meets a set of agreed requirements.
KU5	Emergent technologies and techniques in the wider computing domain.

Cognitive Skills (CS)	
On successful completion of the programme students should be able to:	
CS1	Apply appropriate problem-solving techniques and design protocols to computing requirements or issues.
CS2	Research the concept, design and development of a product relevant to their domain of study.
CS3	Conduct an in-depth investigation relating to the requirements and/or relevant background information for the development of a product in the computing domain.
CS4	Reach relevant and useful conclusions in the evaluation of the implementation of a product in the computing domain.

Practical Skills (PS)	
On successful completion of the programme students should be able to:	
PS1	Use design, production and programming tools relevant to their domain of study.
PS2	Apply usability evaluation techniques in the context of a product relevant to their domain of study.
PS3	Structure and write reports on various aspects of their domain of study.

PS4	Structure and write an in depth report detailing the concept, design and development of a product relevant to the computing domain.

Transferable Skills (TS)
On successful completion of the programme students should be able to:

TS1	Demonstrate professional and ethical practice in their field of study.
TS2	Demonstrate personal organisation and time management skills appropriate to professional conduct in their field of study.
TS3	Communicate effectively using an appropriate media and style.
TS4	Demonstrate an ability to work effectively as part of a group.
TS5	Demonstrate an ability to learn independently, to assess personal learning needs and to articulate achievements, including the production of a plan for learning and skills development leading to graduate employment or further studies.
TS6	Reflect on the process of development of a product appropriate to their field of study and report and communicate findings effectively.

BScMC Programme

Knowledge and Understanding (KU)
On successful completion of the programme students should be able to demonstrate knowledge and understanding of:

KU1	The underlying technology, design methods, programming and mark-up languages required to practice in the domain of their programme of study.
KU2	Comparative cultural, commercial, ethical and professional issues connected with the creative and IT industries and professional practice within them.
KU3	The contextualised requirements and/or the relevant background information required for the development of a product in a domain appropriate to their programme of study.
KU4	The means of production of a product of a nature relevant to their domain of study to meet a set of agreed requirements.
KU5	The emergent technologies and digital media appropriate to their domain of study.

Cognitive Skills (CS)
On successful completion of the programme students should be able to:

CS1	Conduct an in-depth investigation relating to the requirements and/or the relevant background information for the development of a product in a domain appropriate to their programme of study.
CS2	Reach relevant and useful conclusions in the evaluation of the implementation of a product in a domain appropriate to their programme of study.
CS3	Research the concept, design, development, deployment and marketing of a product relevant to their domain of study undertaking situational analysis to exercise reasoned judgements in methodological choices.
CS4	Evaluate and design systems using appropriate theories and techniques relevant to their domain of study.
CS5	Apply usability and design techniques in the context of a product relevant to their domain of study and examine their applicability and relevance to different environments.

Practical Skills (PS)
On successful completion of the programme students should be able to:

PS1	Use design, media, production and programming tools relevant to their domain of study.
PS2	Structure and write reports detailing the concept, design, development, deployment and marketing of a product relevant to their domain of study.

Transferable Skills (TS)
On successful completion of the programme students should be able to:

TS1	Apply professional, intercultural, interpersonal and transferable skills to communicate effectively, both orally and in writing, to specialist and non-specialists audiences.
TS2	Demonstrate professional, ethical practice in their field of study and develop a personal development portfolio (PDP).
TS3	Demonstrate personal and time management skills appropriate to professional conduct in their field of study.
TS4	Demonstrate an ability to manage individual projects of a nature appropriate to their domain of study through the use of appropriate management techniques and strategies and exhibit time management skills working to deadlines and presenting within time constraints.

TS5	Show mastery of digital literacy skills with the ability to use a diverse range of local and international sources.

3.3 Programme Structure

<u>Structure of BScC Programme to be Offered at SHAPE (2018/19 Onwards)</u>

Module	Credit	Existing / New	Change and Rationale for Change
Programme, Algorithms and Data Structures	20	Existing	Change of a written assignment to VIVA to enable the assessors to validate students' work orally.
Academic Writing 3: Writing Skills for Dissert and Res Prj	10	Existing	Change in module title (original title: *Academic Writing 3: Writing Your Dissertation or Final Year Project*) to cover writing skills for a range of dissertation and research projects, with an updated reading list.
Agile Development	20	New	The module *Rapid Application Development* is to be replaced by this module, which covers the most up-to date agile concepts and principles for project.
Web API Development	20	New	The module *Developing the Modern Web 2* is to be replaced with the new module Web API by this module, which focuses on web applications and technologies based on the up-to-date development in Application Programming Interface (API).
Android Applications Development	20	New	The module *Mobile Application Development* is to be replaced by this module, which provides students with an opportunity for an in-depth study on the design and development of mobile applications on the android platform.
Intelligent Agents	20	Existing	Revisions to learning outcomes and addition of a learning outcome to identify and critically discuss specific issues in Artificial Intelligence (AI) research literature and to enhance students' analytical skills in studying the areas of AI.
Individual Project	30	Existing	Increase of proposal weighting from 10% to 20% to enable students to focus more on the project proposal prior to the completion of their project.
Total	**140**		

Structure of BScMC Programme to be Offered at SHAPE (2018/19 Onwards)

Module	Credit	Existing / New	Change and Rationale for Change
Designing for Usability 2	20	Existing	Changes to module aims and learning outcomes for latest development of Human Computer Interaction (HCI) and the discussion of the User Centred Design (UCD) approach. The indicative contents are revised to include usability studies, prototyping and evaluation. The assessment is changed from portfolio to a written report to reflect the revised module aims with a focus on theory and methodology.
iPhone Development Skills	10	Existing	Changes to the learning outcomes to include the most up-to-date technologies and development platform for iPhone apps. The assessment method is changed from written report to portfolio to align with the revised learning outcomes.
Digital Media Technology 2	20	Existing	Change to the assessment of portfolio; in particular, the reflective journal component of the portfolio is removed to provide greater flexibility for the coursework design.
Interactive Pervasive Computing	20	Existing	Changes to assessments such that all the learning outcomes will be assessed in practical coursework assignments.
Web API Development	20	New	The module *Developing the Modern Web 2* is to be replaced with the new module Web API by this module, which focuses on web applications and technologies based on the up-to-date development in Application Programming Interface (API).
3D Modelling and Animation	20	Existing	Changes to assessment, that the original portfolio is divided into two separate assignments with clear weightings for each of the assignments.
Individual Project	30	Existing	Increase of proposal weighting from 10% to 20% to enable students to focus more on the project proposal prior to the completion of their project.
Total	**140**		

3.4   Graduation Requirements

- The graduation requirement for both the BScC and BScMC programmes is an achievement of 140 credits and a pass in all the modules of the respective programme.

3.5 Admission Requirements

BScC Programme

Target Students	Graduates from relevant VTC Higher Diploma (HD) programmes or equivalent.

Minimum Admission Requirements	1. <u>Accreditation of Prior Learning</u>
	   Graduates of the following VTC feeder programmes:
	   - HD in IT for Business*
	   - HD in Game Software Development*
	   - HD in Computer Systems Administration*#
	   - HD in Software Engineering*#
	   - HD in Telecommunications and Networking*#
	   - HD in Mobile Computing*
	   - HD in Network Applications*#
	   - HD in Information and Network Security*
	   - HD in Information and Communications Technology*#
	   - HD in Web Design and Development*
	   - HD in Mobile Applications Development*
	   - HD in Cloud and Data Centre Administration*
	   - HD in Network and Mobile Computing#
	   - HD in Systems Development and Administration#
	   - HD in Mobile and Internet Games Development#
	   - HD in Computing and Information Security#
	   - HD in Information Technology for Business (Commercial Applications)#
	   - HD in Information Technology for Business (Web Design & Development)#
	
	2. <u>English Language Entry Requirements</u>
	   Holders of VTC HD or PD programmes taught and assessed in English.
	
	3. <u>Entry Requirements of Mathematics</u>
	   All candidates must be able to demonstrate competence equivalent to an HKCEE Grade E or HKDSE Level 2 in Mathematics. Applicants from the approved VTC feeder programmes are considered to have met this requirement.

Applicants from Non-Feeder Programmes	Non-feeder applicants holding equivalent qualifications or experience will be considered on a case-by-case basis. Applicants who are not from the approved VTC feeder programmes should have successfully completed a Higher Diploma, Associate Degree or Professional Diploma taught and assessed in English from a recognised institution in Hong Kong or equivalent, or alternatively they should have attained a minimum overall IELTS score of 6.5 or equivalent. Applicants must be able to demonstrate competence equivalent to an HKCEE Grade E or HKDSE Level 2 in Mathematics.

* *HD programmes using HKDSE results or equivalent as general admission requirements.*
\# *HD programmes using HKCEE / HKALE results or equivalent as general admission requirements.*

BScMC Programme

Target Students	Graduates from relevant VTC Higher Diploma (HD) or Professional Diploma (PD) programmes or equivalent.
Minimum Admission Requirements	1. Accreditation of Prior Learning Graduates of the following VTC feeder programmes and a pass in VTC's Certificate (Algorithms and Data Structures Module): - HD in Multimedia and Entertainment Technology*# - HD in Digital Entertainment* - HD in Audio-Visual Entertainment Technology* - HD in IT for Business* - HD in Information and Communications Technology* - HD in Game Software Development* - HD in Multimedia* - HD in Computer Systems Administration* - HD in Software Engineering* - HD in Telecommunications and Networking* - HD in Mobile Computing* - HD in Network Applications* - HD in Information and Network Security* - HD in Web Design and Development* - HD in Mobile Applications Development* - HD in Web-based Technology for Business# - HD in Information Technology for Multimedia Design# - HD in Systems Development and Administration# - HD in Computing and Information Security# - HD in Information Technology for Business (Web Design and Development)# - HD in Computer Games and Animation# - HD in Multimedia Web Development and Digital Entertainment# - HD in Internet and Multimedia Engineering# - HD in Entertainment Electronics# - HD in Digital TV and Modern Picture Engineering# - HD in Network and Mobile Computing# - PD in Application Design and Development using Java - PD in 3D Design, Modeling & Animation in Maya and Video Production - PD in Game Design and Production - PD in Java 3-Tier Web Application Development and Oracle Database Administration (All PD graduates must possess at least three years of relevant work experience) 2. English Language Entry Requirements Holders of VTC HD or PD programmes taught and assessed in English. 3. Entry Requirements of Mathematics All candidates must be able to demonstrate competence equivalent to an HKCEE Grade E or HKDSE Level 2 in Mathematics. Applicants from the approved VTC feeder programmes are considered to have met this requirement.

Applicants from Non-Feeder Programmes	Non-feeder applicants holding equivalent qualifications or experience will be considered on a case-by-case basis. Applicants who are not from the approved VTC feeder programmes should have successfully completed a Higher Diploma, Associate Degree or Professional Diploma taught and assessed in English from a recognised institution in Hong Kong or equivalent, or alternatively they should have attained a minimum overall IELTS score of 6.5 or equivalent. Applicants must be able to demonstrate competence equivalent to an HKCEE Grade E or HKDSE Level 2 in Mathematics.

* *HD programmes using HKDSE results or equivalent as general admission requirements.*
\# *HD programmes using HKCEE / HKALE results or equivalent as general admission requirements.*

4. Substantial Change

4.1 HKCAAVQ may vary or withdraw the Accreditation Report if it is satisfied that any of the grounds set out in section 5 (2) of the AAVQO apply. This includes where HKCAAVQ is satisfied that the Operator is no longer competent to achieve the relevant objectives and/or the Programme no longer meets the standard to achieve the relevant objectives as claimed by the Operator (whether by reference to the Operator's failure to fulfil any conditions and/or comply with any restrictions stipulated in this Accreditation Report or otherwise) or where at any time during the validity period there has/have been substantial change(s) introduced by the Operator after HKCAAVQ has issued the accreditation report(s) to the Operator and which has/have not been approved by HKCAAVQ. Please refer to the '*Guidance Notes on Substantial Change to Accreditation Status*' in seeking approval for proposed changes. These Guidance Notes can be downloaded from the HKCAAVQ website. The accreditation status of the Operator and/or Programme will lapse immediately upon the expiry of the validity period or upon the issuance of a notice of withdrawal of the Accreditation Report.

5. Qualifications Register

5.1 Qualifications accredited by HKCAAVQ are eligible for entry into the Qualifications Register (QR) at http://www.hkqr.gov.hk for recognition under the Hong Kong Qualifications Framework (HKQF). The Operator should apply separately to have their quality-assured qualifications entered into the QR.

5.2   Only learners who commence the study of the named accredited learning programme during the validity period and who have graduated with the named qualification listed in the QR will be considered to have acquired a qualification recognised under the HKQF.

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