



# Streamline Your Path to Higher Education

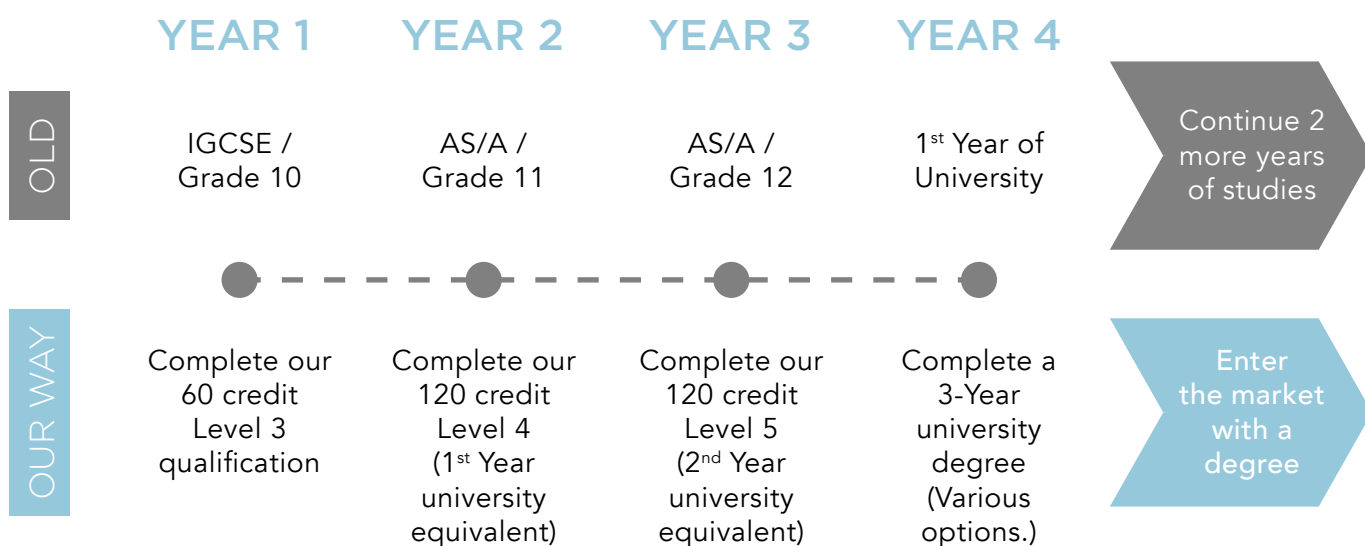
Certificate in  
Information &  
Digital Technologies

# ABOUT THIS QUALIFICATION

60 Credits  
600 Total Qualification Hours  
360 Guided Learning Hours  
7 Modules  
P.O.E (Portfolio of Evidence) Including  
7 Assignments

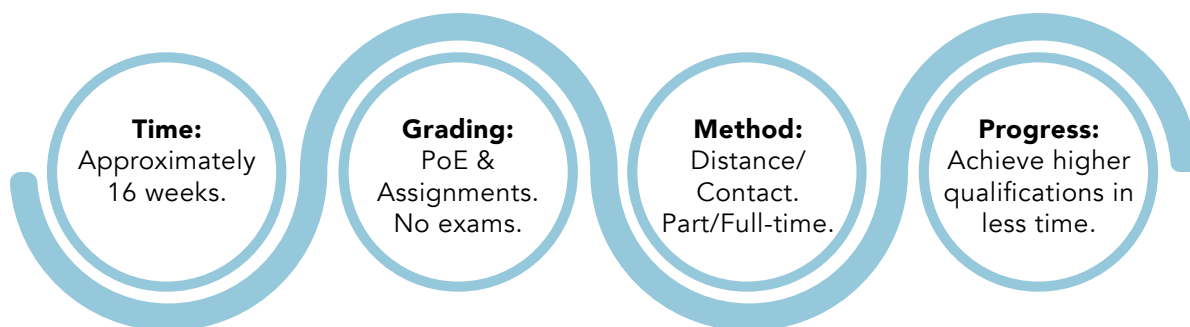
## THE POWER OF PROGRESSION

The aim is to help you achieve internationally-recognised qualifications in a shorter period of time. Credits earned through these qualifications can be used in applications for further study.



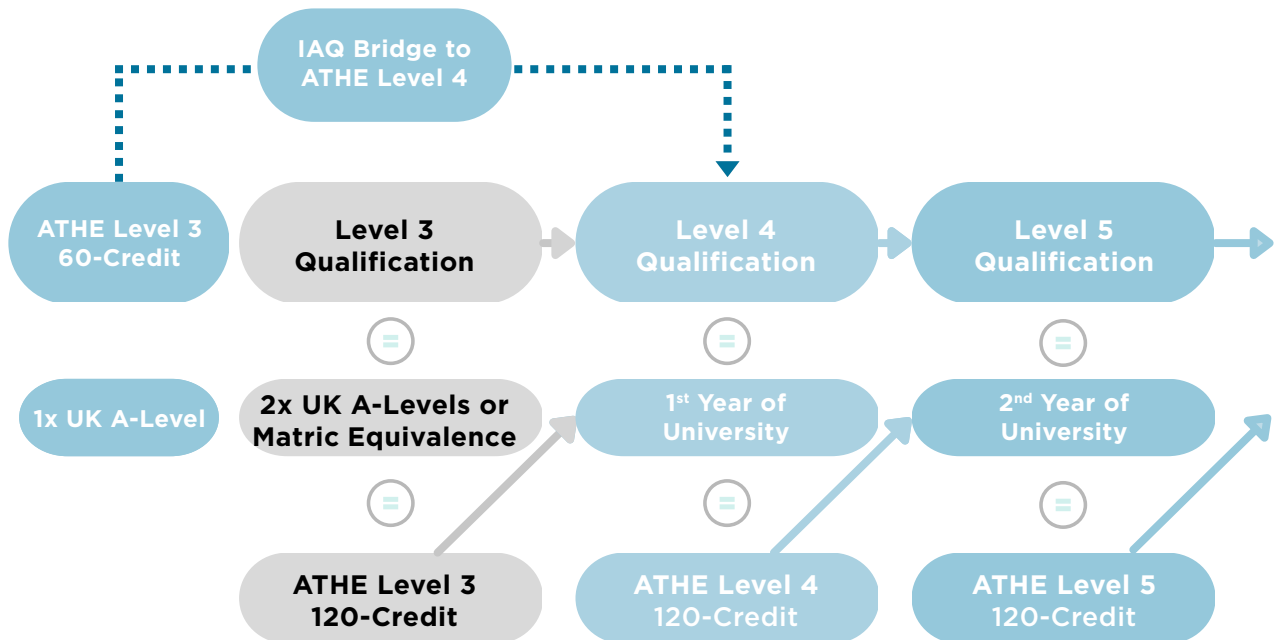
## COURSE SUMMARY

The purpose of the qualification is to equip students with knowledge and understanding of various topics related to Information and Digital Technology. These topics will aid students in developing practical and theoretical problem-solving abilities using information and digital technologies.



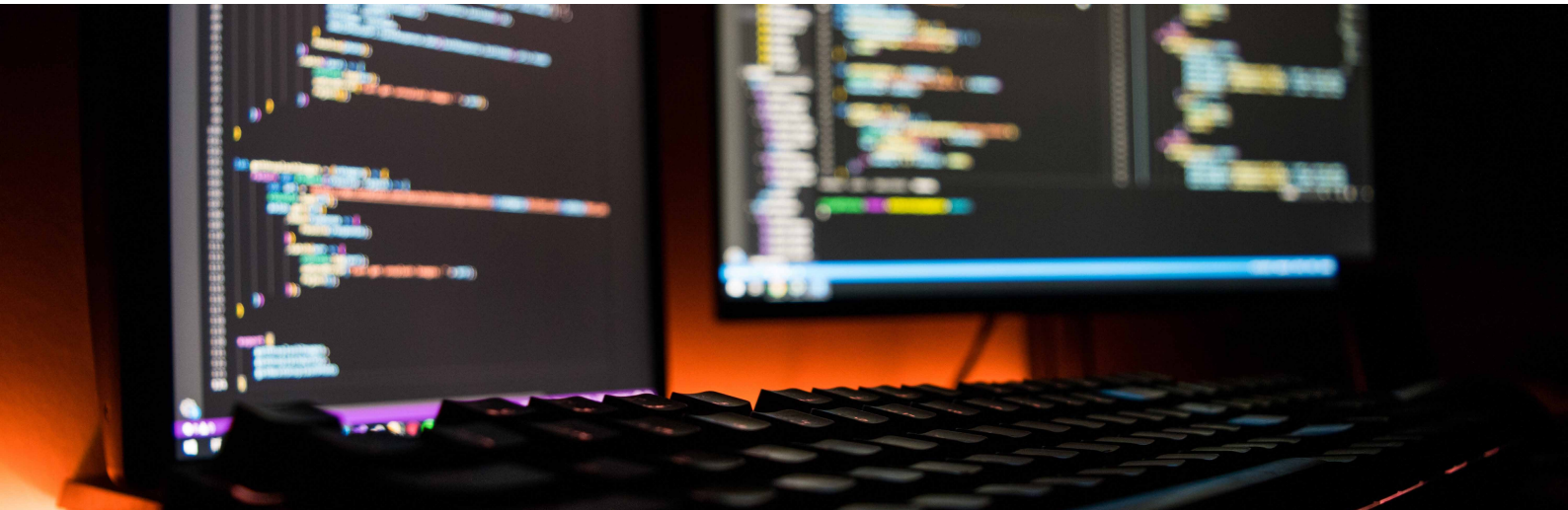
# QUALIFICATION EQUIVALENCE

Our International Access Qualification (IAQ) will enable you to pursue certificates, diplomas, and degree programmes at multiple academic institutions in South Africa and abroad. The Certificate in Information and Digital Technologies qualification is specifically designed to lead to other 1st-year university (NQF5) ATHE qualifications.



# PROGRAMME ACCREDITATION

The qualification is fully accredited by the **Awards for Training and Higher Education (ATHE)** and is regulated by the **Office of Qualifications and Examinations Regulation (Ofqual)**.



# ADMISSIONS REQUIREMENTS

Our goal is to make the qualification **accessible to all** who meet the required standards by removing barriers and promoting equal opportunities.

The Level 3 Diplomas in the IAQ cater to the needs of students transitioning from Level 2 studies and those returning to learning. This includes individuals aspiring to pursue higher education, enter the workforce (including higher level apprenticeships), or advance in their careers. Students within the age range of 16-19, who have recently been in education or training, as well as those aged 19 and above, are eligible. More mature students are likely to present a more varied profile of achievement and experience.

Students whose first language is not English may need to submit an English proficiency test.

# TECHNICAL REQUIREMENTS



Our platform is fully technology-driven, therefore students will need a reliable PC/laptop/tablet or regular access to one.



A stable internet connection with sufficient data to access online resources and participate in programme activities will be provided to in-contact/on-campus candidates.



You will also be provided with a Microsoft (MS) Office 365 account, giving you access to the full MS suite along with numerous resources that will assist you in completing tasks and assignments.

# PROGRAMME DELIVERY

This programme offers the flexibility of delivery through either a distance-based approach (virtual learning) or face-to-face approach (contact learning), available on a part-time or full-time basis with a dedicated tutor.

The qualification is not examination-based and is assessed through graded assignments, including self-testing exercises, continuous assessments of theory, and practical applications. It consists of 7 modules and 7 written assignments.



# MODULES

## 1: INTRODUCTION TO COMPUTER PROGRAMMING

This module aims to provide students with the fundamentals of computer programming. Students will develop knowledge and understanding by investigating the range of coding languages available, their uses and the similarities across different languages.

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## 2: INTRODUCTION TO COMPUTING MATHEMATICS

This module aims to provide an overview of the mathematical skills required for computer programming. Students will develop knowledge and understanding in the mathematics areas used when working with a computing programming language.

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## 3: INTRODUCTION TO CYBER SECURITY

This module aims to overview cyber security and the importance of keeping yourself and your systems safe online. Students will understand the basics of security and the appropriate measures to take to reduce security risks.

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## 4: INTRODUCTION TO DIGITAL TECHNOLOGIES

This module aims to provide an overview of the range of digital technologies available across different business sectors and environments. Students will investigate the different areas and develop knowledge and understanding of the importance of digital technologies in today's world.

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## 5: INTRODUCTION TO EMERGING TECHNOLOGIES

This module aims to provide students with the necessary knowledge and understanding to investigate emerging technologies that are available and those that could be available in the future. Students will also develop essential academic and research skills to be able to formally present academic research findings, written and oral.

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## 6: INTRODUCTION TO MOBILE APPLICATION DEVELOPMENT

This module aims to provide an overview of the basics of mobile application development. Students will learn how to plan, develop, test, and launch a mobile application (app) to solve a problem.

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## 7: INTRODUCTION TO WEB DEVELOPMENT

This module aims to provide an overview of web development. Students will learn how to plan, develop, test, and launch a website. Students will understand engaging users and the inclusion of databases within websites.

