Streamline Your Path to Higher Education

BACHELOR OF ENGINEERING
Software Engineering Top-Up
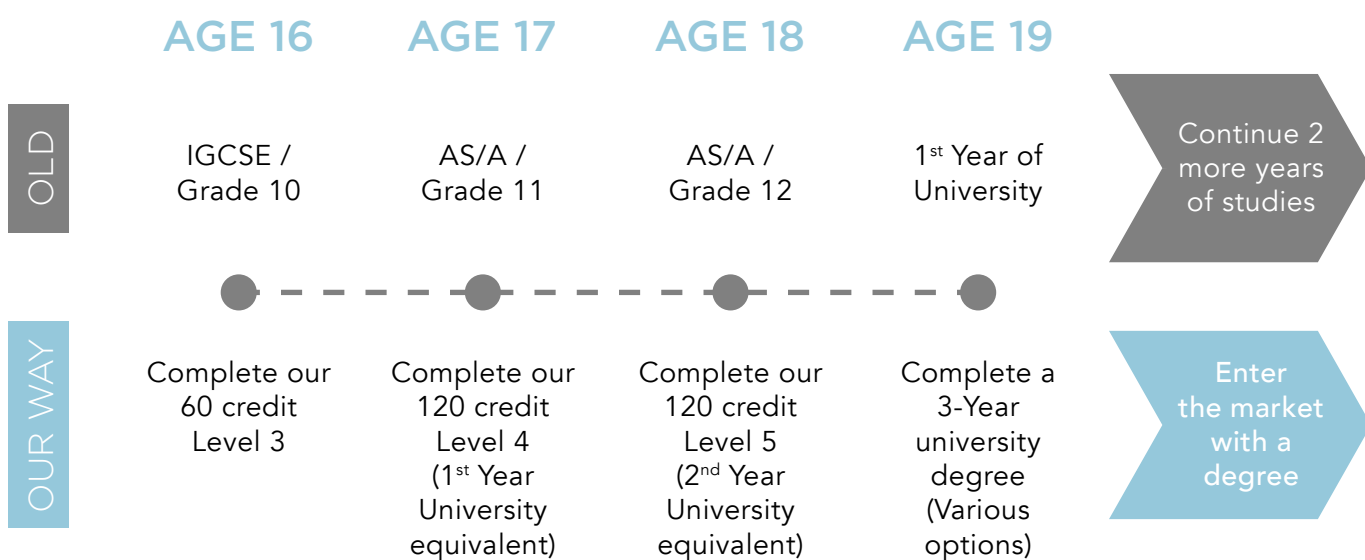
University of Bolton
Teaching Intensive, Research Informed

GenEx

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.
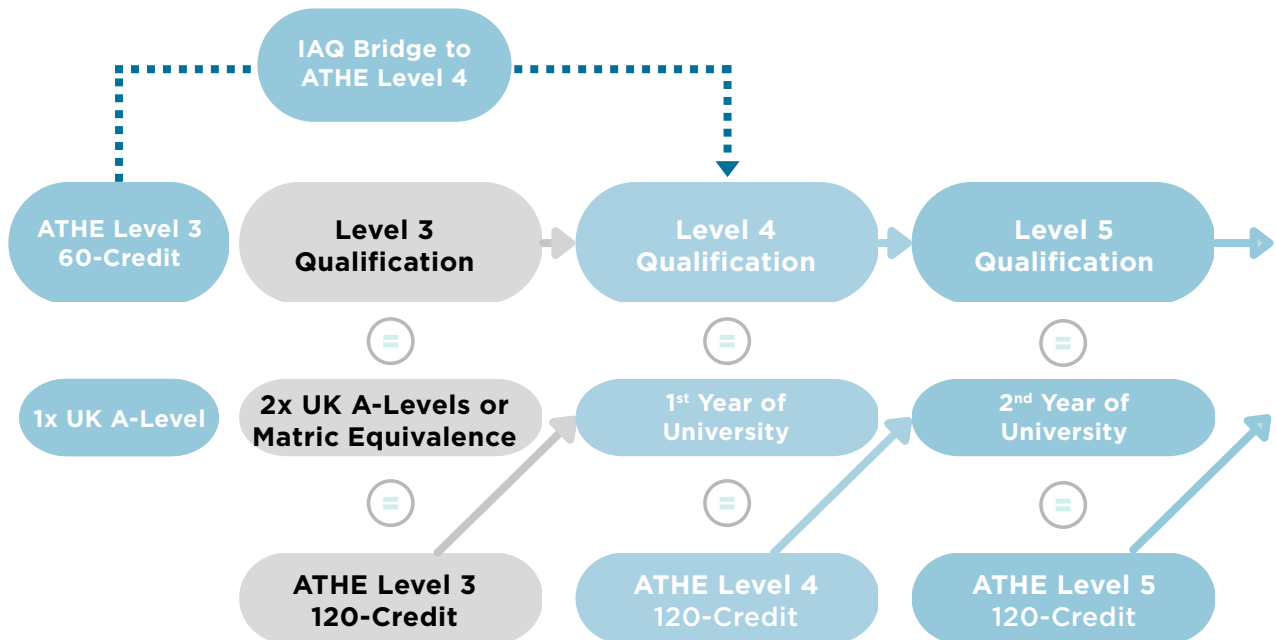
	AGE 16	AGE 17	AGE 18	AGE 19	
OLD	IGCSE / Grade 10	AS/A / Grade 11	AS/A / Grade 12	1st Year of University	Continue 2 more years of studies
OUR WAY	Complete our 60 credit Level 3	Complete our 120 credit Level 4 (1st Year University equivalent)	Complete our 120 credit Level 5 (2nd Year University equivalent)	Complete a 3-Year university degree (Various options)	Enter the market with a degree

COURSE SUMMARY

This **Top-Up** programme is designed to help you progress from an appropriate prior qualification to an honours degree. An induction programme will facilitate an effective transition to honours degree study.

Time:
Approximately 12 months

Start Dates:
January/ September

QUALIFICATION EQUIVALENCE

IAQ Bridge to ATHE Level 4

| ATHE Level 3 60-Credit | Level 3 Qualification | → | Level 4 Qualification | → | Level 5 Qualification | → |

| 1x UK A-Level | 2x UK A-Levels or Matric Equivalence | 1st Year of University | 2nd Year of University |

| ATHE Level 3 120-Credit | ATHE Level 4 120-Credit | ATHE Level 5 120-Credit |

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

For direct entry into Level 3 (HE6), you will need either an FdSc or HND in software engineering or computing/programming-related course. Students with non-traditional qualifications and/or relevant experience may be accepted into the course after a successful interview. You may be required to attend an interview and/or provide a portfolio of work.

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

The learning and teaching methods follow a blended approach which incorporates lectures, seminars, tutorials, critiques, self-directed learning, e-learning, laboratory/workshop sessions, and online sessions, all supported by a dedicated tutor/facilitator. Practical skills are acquired through technical introductions, support, workshop sessions, demonstrations, and activity-based assignments. The learning approach emphasises active engagement, fostering a strong practical theme throughout.

MODULES

- Undergraduate Project
- Agile Programming
- Enterprise Systems Development