

Learning Outcomes for the BSc in Computer Science

National Qualification Framework for Iceland	BSc in Computer Science at Reykjavik University
sachelor's degree Cycle 1.2 180 – 240 ECTS Bachelor's degree provides access to further studies t cycles 2.1 and 2.2. Higher education institutions or adividual faculties may require a minimum grade for dmission to studies at cycles 2.1 and 2.2.	The BSc in Computer Science at the RU is organised as a three - year programme (six semesters). To finish the programme, students need to complete 180 ECTS. On completing the Bachelor of Science in Computer Science, students have achieved the learning outcomes shown as a standard programme (six semesters). To finish the programme, students need to complete 180 ECTS. On completing the Bachelor of Science in Computer Science, students have achieved the learning outcomes shown as a standard programme (six semesters).
	KNOWLEDGE
he National Qualification Framework states that	The learning outcomes for the BSc in Computer Science state that degree holders possess knowledge of:
egree holders possess knowledge of the relevant field r profession, such that holders:	A number of recurring themes, and a set of general principles that have broad application to the field of computer science
have acquired general understanding	1 The social, legal, ethical, and cultural issues inherent in the discipline of computing
and insight into main theories and	1, 2 That software systems are used in many different domains. This requires both computing skills and domain knowledge
concepts 2. are aware of the latest knowledge in the	1, 2, 3 Software development fundamentals, including programming, data structures, algorithms and complexity
relevant field 3. can apply the basic elements of information technology	1, 2, 3 Systems fundamentals, including architectures and organization, operating systems, networking and communication, parallel and distributed computation, and security
	1, 2, 3 Mathematics fundamentals, including discrete structures, statistics and calculus
	1, 2, 3 Software engineering fundamentals, including software analysis and design, evaluation and testing, and software engineering processes
	1, 2, 3 Application fundamentals, including information management and intelligent applications
	1, 2, 3 Multiple programming languages, paradigms, and technologies
	SKILLS
ne National Qualification Framework states that egree holders can apply the methods and procedures	The learning outcomes for the BSc in Computer Science state that degree holders can apply the methods and procedures as follows:
the field or profession, such that holders:	1, 4, 6 Know how to apply the knowledge they have gained to solve real problems
can use the relevant equipment, technology and software	Realize that there are multiple solutions to a given problem and these solutions will have a real impact on people's lives
 can apply critical analytic methods can rationalise their decisions can evaluate critically the methods applied recognise when further data is needed and have the ability to retrieve it, assess its reliability and apply it in an appropriate manner can use reliable data- and information-resources in the relevant scientific field have acquired an open-minded and innovative way of thinking 	Communicate their solution to others, including why and how a solution solves the problem and what assumptions were made
	2, 3, 4 Successfully apply the knowledge they have gained through project experience
	3, 7 Encompass an appreciation for the structure of computer systems and the processes involved in their construction and analysis
	3, 4, 5, 7 Understand individual and collective responsibility and individual limitations as well as the limitations of technical tools
	7 Understand the range of opportunities and limitations of computing
	COMPETENCES
ne National Qualification Framework states that	The learning outcomes for the BSc in Computer Science state that degree holders can apply their knowledge and skills, as follows:
egree holders can apply their knowledge and skills in	1 Understand the multiple levels of detail and abstraction
within the field 2. can work in an independent and organised manner, set goals for their work, devise a work schedule and follow it	1 Recognize the context in which a computer system may function, including its interactions with people and the physical world.
	Able to communicate with, and learn from, experts from different domains throughout their careers
	1, 2 Possess a solid foundation that allows and encourages them to maintain relevant skills as the field evolves
	1, 4 To be able to manage their own career development and advancement
	2 Manage their own learning and development, including managing time, priorities, and progress
	3 Have developed interpersonal communication skills as part of their project experience
	3 Work effectively both individually and as members of teams 3, 4 Make effective presentations to a wide range of audiences about technical problems and their solutions
groups	4 Encompass an appreciation of the interplay between theory and practice
are capable of interpreting and presenting scientific issues and research findings	= cricompass an appreciation of the interplay between theory and practice
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*The numbers in the column below refer to respective numbered knowledge, skills, and competencies as defined in the National Qualification Framework (shown in the column to the left).