BA (HONS) (PSYCHOLOGY AND COMPUTING) (WORK EXPERIENCE) PATHWAY

Overview

NFQ Level 8, Major Award

The BA (Hons) (Psychology and Computing) (Work Experience) Pathway is a four year degree with placement which enables students on the BA (Hons) (Psychology and Computing) (https://ucc-ie-public.courseleaf.com/programmes/bapc/) programme to undertake a 60 credit work placement for one academic year in Third Year. Placement is optional. Students register for this pathway at the beginning of Second Year.

To be eligible for the award of the BA (Hons) (Psychology and Computing) degree, a student will be required to have achieved 240 credits by obtaining 60 credits in each of First, Second, Third and Fourth Arts (Psychology and Computing). A student may not register for more than 60 credits in one year.

First Year - Arts (Psychology and Computing)

In order to be admitted to the First University Examination in Psychology and Computing a student must have satisfactorily attended, subsequent to entry to the programme, modules amounting to 60 credits.

Second Year - Arts (Psychology and Computing)

In order to be admitted to the Second University Examination in Psychology and Computing a student must have satisfactorily attended the modules amounting to 60 credits.

Third Year - Arts (Psychology and Computing) (Work Experience) Pathway

No student may register for Third Arts (Psychology and Computing) (Work Experience) Pathway until the Second University Examination in Arts (Psychology and Computing) has been passed.

In order to be admitted to the Third University Examination in Psychology and Computing (Work Experience) Pathway a student must have satisfactorily attended modules amounting to 60 credits.

Students who withdraw from or fail the Placement module CS3400 Psychology and Computing Work Placement may be permitted to transfer back to the standard non-placement pathway for the programme, subject to the agreement of the module coordinator and programme director.

Fourth Year - Arts (Psychology and Computing) (Work Experience) Pathway

No student may register for Fourth Arts (Psychology and Computing) (Work Experience) Pathway until the Third University Examination in Arts (Psychology and Computing) (Work Experience) Pathway has been passed.

In order to be admitted to the Fourth University Examination in Psychology and Computing (Work Experience) Pathway a student must have satisfactorily attended modules amounting to 60 credits.

The Team Project will involve technology prototype design and evaluation, will be people focused, and will be led by staff from both Applied Psychology and Computer Science.

Programme Requirements

For information about modules, module choice, options and credit weightings, please go to Programme Requirements (p. 1).

Programme Requirements

Code	Title	Credits
Year 1		
Students take **60** credits as follows:		
Core Modules		
AP1022	Social Psychology	5
AP1035	Introduction to Neuroscience, Perception and Attention	5
AP1039	Research Methods in Psychology	10
AP1040	Research Design and Statistical Analyses I	5
AP1107	User Experience (UX) Design	5
CS1021	Relational Databases I	5
CS1022	Introduction to Programming and Problem Solving	15
CS1023	Introduction to Human-Centred Computing	5
CS1111	Systems Organisation	5
Year 2		
Students take **60** credits as follows:		
Core Modules		
AP1036	Learning and Behaviour	5
AP2044	Applied Cognition	5
AP2045	Psychology of Childhood and Adolescence	5
AP2046	Research Design and Statistical Analyses II	5
AP2114	Research Methods in Psychology II	10
AP2116	Social Computing	5
CS2011	Intermediate Programming and Problem Solving I	5
CS2012	Web Development	5
CS2013	Intermediate Programming and Problem Solving II	5
CS2014	Design for Human-Centred Computing	5
CS2512	Authoring	5
Year 3		
Students take **60** credits as follows:		
CS3400	Psychology and Computing Work Placement	60
Year 4		
Students take **60** credits as follows:		
Core Modules		
AP1033	Individual Differences	5
AP2049	Applied Developmental Psychology: The Psychology of Aging	5
AP3126	Health Psychology: Models and Applications	5
AP3134	Psychology and Computing Team Project [1]	20
CS3031	Interaction Design	5
CS3032	Mobile Multimedia	5
CS3033	Data Mining	5
CS3062	Computing in Society	5

CS3500	Software Engineering	5
Total Credits		**240**

[1] The Team Project will involve technology prototype design and evaluation, will be people focused, and will be led by staff from both Applied Psychology and Computer Science.

Examinations

Full details and regulations governing Examinations for each programme will be contained in the *Marks and Standards Book* and for each module in the *Book of Modules*.

Programme Learning Outcomes

Programme Learning Outcomes for BA (Hons) (Psychology and Computing) (Work Experience) Pathway (NFQ Level 8, Major Award)

On successful completion of this programme, students should be able to:

- Apply psychological research and theory to the design, development, and evaluation of computing systems and services;
- Carry out research on interaction and experience with information and communication technologies;
- Design and write computer programmes;
- Analyse, design, implement, and evaluate systems and services taking account of human cognition, development and experience across the lifespan;
- Demonstrate skill in experience-centred UX design processes including user needs analysis, prototyping, project management, usability evaluation;
- Demonstrate team-working skills and abilities such as: collaboration, coordination, communication, negotiation, project management, development and use of personae and scenarios in design, etc.;
- Evaluate the social and psychological implications of living in a digitally-mediated world;
- Apply theory and practice in relevant work settings;
- Demonstrate critical integration of theory and real world practice.