UNIVERSITY OF LEADING THE WAY WESTMINSTER

PROGRAMME SPECIFICATION

Course record information

Name and level of final award:	BEng (Hons) Software Engineering BEng (Hons) Software Engineering (Sandwich) Bologna FQ-EHEA first cycle degree or diploma compatible.
Name and level of intermediate awards:	BEng Software Engineering BEng Software Engineering (Sandwich) Diploma of Higher Education Certificate of Higher Education
Awarding body/institution:	University of Westminster
Teaching Institution:	Informatics Institute of Technology, Sri Lanka
Status of awarding body/institution:	Accredited by the British Computer Society
Location of delivery:	Informatics Institute of Technology, Sri Lanka
Language of delivery and assessment:	English
Mode, length of study and normal starting month:	Full-time 3 years Full-time sandwich 4 years Part-time 5 years Part-time sandwich 6 years
QAA subject benchmarking group(s):	Computing
Professional statutory or regulatory body:	British Computer Society (BCS) To be applied for
Date of course validation/review:	May 2015
Date of programme specification approval:	
Valid for cohorts:	2016/17 for levels 4 and 5, 2017/18 for levels 4,5 and 6
Course Leader	Saman Hettiarachchi
UCAS code and URL:	n/a

What are entry requirements for the course?

Admissions requirements

Level 4 entry: 240 UCAS points (A2-CCC). Students should possess good ‘O’ level results obtaining a credit pass in Mathematics and English.. Equivalent qualifications will also be considered which includes successful completion of the IIT Foundation Programme in Higher Education. Non-standard applications have to be dealt with on an individual basis. Normally, qualified applicants will also be subject to interview to determine their suitability for their chosen course.

Accreditation of Prior Learning (APL)

The University operates a system of awarding credit for prior learning, either accredited (APCL) or experiential (APEL), which may contribute up to a maximum of 50% of the credits required for an award. If students think their prior experiential or accredited learning (e.g. work experience or other study they may have undertaken) may qualify them for accreditation and thereby exemption from one or more modules they should contact the Course Leader.In respect of accredited prior learning, the student will be required to submit specific evidence (such as original transcripts and syllabuses) which will be considered by the Course Leader, or their nominee.

Aims of the course

A software engineer is responsible for creating and maintaining secure and robust software applications. This involves applying a wide range of technologies and skills to formally design develop and test software to ensure that it satisfies the client's or stake holders’ requirements. Students completing the course will have sufficient expertise to enter the highly dynamic and rapidly developing software industry productively, with a minimum of training. They will be able to operate effectively in a professional environment; they will learn quickly and will be ready to use new technologies. Moreover, they will be creative and based on the software engineering practice, will be able to produce ideas and solutions to make existing technologies more efficient, or to develop new technologies. These are only a few, but fundamental, features of the exciting modern software industry which, to a large extent, drives our society and which you, as a graduate, will enter.

The BEng Software Engineering has been designed to:

- provide students with knowledge and understanding of the fundamental principles and technologies of software engineering and general computer science;
- give students practical skills in the application of existing tools and techniques for the design and development of software;
- give students substantial experience of applying a systematic approach to software development and evaluation individually, or as members of a software team;
- make students aware of professional, ethical and legal issues that might arise in a software development environment;
- enable students to develop as independent and self-critical problem solvers;
- prepare students for continued study at an advanced level, either in formal postgraduate study or as continued professional development.

What will you be expected to achieve?

Learning outcomes are statements on what successful students have achieved as the result of learning. These are threshold statements of achievement the learning outcomes broadly fall into four categories:

- The overall **knowledge and understanding** you will gain from your course (KU).
- **Graduate attributes** are characteristics that you will have developed during the duration of your course (GA).
- **Professional and personal practice learning outcomes** are specific skills that you will be expected to have gained on successful completion of the course (PPP).
- **Key transferable skills** that you will be expected to have gained on successful completion of the course (KTS).

Level 4 learning outcomes

Upon completion of level 4 you will be able to:

L4-C-LO7-SE - Use appropriately the client-server architecture with respect to client design and security implications.

L4-D-LO4-SE - Methodically capture user requirements and create a specification that meets them.

L4-D-LO5-SE - Describe, create and manipulate simple data collections and understand how information is represented in information systems.

L4-M-LO1-SE - Analyse small scale problems and design their solutions by applying algorithmic and mathematical techniques.

L4-M-LO2-SE - Apply core mathematical elements to solve algorithmic problems.

L4-O-LO6-SE - Describe the structure of a computing system, the design of its basic components and explain the interactions of hardware and software components.

L4-P-LO3-SE - Apply programming principles and constructs to implement solutions to small scale problems.

L4-S-LO8-SE - Recognise and explain behaviour constraints of a professional code of conduct towards third parties in a Software Engineering working environment.

L4-S-LO9-SE - Following guidance, review literature in Software Engineering and present in written and oral form own work and learning, critically comparing, contrasting and evaluating the findings.

Level 5 learning outcomes

Upon completion of level 5 you will be able to:

L5-C-LO10-SE - Identify, evaluate, and improve on interface issues between human users and computer systems using multiple platforms.

L5-C-LO9-SE - Identify and explain security risks and their implications for computer systems.

L5-D-LO5-SE - Demonstrate how information is modelled, persistently stored, manipulated and retrieved, as data, to serve scalable solutions to medium-scale object-oriented problems.

L5-D-LO6-SE - Employ a standard modelling language for the design, representation and formal specification of software.
L5-M-LO1-SE - Demonstrate competency in object-oriented design and algorithmic and mathematical approaches to solve medium scale problems.

L5-M-LO2-SE - Analyse algorithms and their complexity and apply relevant strategies in designing and re-using algorithms.

L5-O-LO7-SE - Explain the basic principles of modern operating systems and how they serve operational needs.

L5-P-LO4-SE - Utilise, compare and contrast software frameworks and architectures and implement solutions using object-oriented programming.

L5-S-LO11-SE - Demonstrate professional responsibility in the development of quality software engineering solutions in a global context and the presentation and defence of these in multiple communication forms, supported by methodical research.

L5-S-LO12-SE - Demonstrate professional responsibility in the development of quality software engineering solutions in a global context and the presentation and defence of these in multiple communication forms, supported by methodical research. [This is now merged with L5-S-LO11-SE]

Level 6 learning outcomes

Upon completion of level 6 you will be able to:

L6-C-LO8-SE - Identify and appraise the main threats to computer systems and networks security and integrity.

L6-D-LO4-SE - Design large scale data systems to discover hidden relationships and automate and/or inform decision making.

L6-M-LO1-SE - Methodically and independently develop requirements to a solution for a large scale software problem using appropriate languages and tools.

L6-P-LO3-SE - Describe and specify a concurrent system, understand complex concepts in concurrency and relate them to specific applications.

L6-S-LO11-SE - Demonstrate complete handling of the full life-cycle of a software engineering project underpinned by an entrepreneurial approach and a focus on the needs of real clients and the wider society.

L6-S-LO12-SE - Apply appropriate research methodologies in carrying out independent research in software engineering and produce a report demonstrating evidence of critical thinking.

How will you learn?

In your course you will have a wide selection of learning and using them will help you mature in attitude and competence, preparing you for your future career and life in general. Learning in your course is a partnership: expert University staff will guide you through the necessary core knowledge of your subject and help you develop an understanding, while you, increasingly, take the leading role in pursuing the learning that meets your specific needs.

Your course is organised into a number of **modules** at each level. These are the building blocks of your course. Each module consists of a number of learning activities over a number of weeks designed to help you achieve the knowledge and skills related to a particular area within your subject.
The principal aim of your course is to equip you for professional life, or further study, relevant to your current programme of study. To prepare you for this, the learning in your course will not take place only in the scheduled class. Your learning will use four methods, each supporting the others:

- **Lectures** will give you access to expertise and present you with the knowledge you need in your subject.
- **Practical tutorial or laboratory sessions** will allow you to understand, apply and strengthen your skills under the guidance of a tutor.
- **Independent study time** will let you take more control of your own learning and give you the framework that will help you to keep on learning without supervision.
- **Personal development** will allow you to complement your knowledge with the specific specialised skills that meet your individual needs.

In your first year of study (called **Level 4**) you will make the full transition into Higher Education. You will develop the key core skills for Software Engineering complemented with the foundations of your specific course or pathway. To help this transition your course has additional classes and support sessions at this level that you will need to fully engage with so you can prepare for the advanced study that follows.

Your second year of study (**Level 5**) will help you develop some autonomy. At this level you will develop detailed knowledge in Software Engineering and will be able to deal with more areas by yourself and in teams, reflecting on your own strengths and identifying areas to specialise in. Following that level you may choose to have a year in industry (a **placement year**) to strengthen your understanding of industry needs through direct application of your evolving skills.

In your final year of study (**Level 6**) you will have learned to work autonomously with your lecturers increasingly being there to support you and challenge your thinking; this is the level that completes your preparation for going into industry and further study, with an ability to handle the complexity of large-scale systems and environments and with full control of your further development needs.

Throughout all levels of your course you will also develop necessary, distinct, attributes that will help you compete effectively in a global changing environment.

The Graduate Attributes (GA) are developed throughout the course through the knowledge and professional skills modules, and are intended to ensure that you have a deep knowledge of the subject area, you are critical and creative thinkers, are professional, socially, ethically and environmentally aware, global in outlook and community engaged, and a literate and effective communicator. The table below maps these key attributes to the core course modules.

Module(s)	GA
Level 4 Programming Principles I, Programming Principles II Mathematics for Computing **Level 5** Object Oriented Programming, Database	Critical and Creative Thinkers
Systems Object Oriented Programming, Algorithms: Theory, Design and Implementation **Level 6** Individual Project	
Level 4 Computer Systems Fundamentals Web Design and Development Computer Science Practice **Level 5** Group Project **Level 6** Individual Project Security Reasoning About Programs Algorithms	Global in outlook and community engaged
Level 4 Computer Science Practice **Level 5** Group Project **Level 6** Individual Project	Literate and Effective Communicator
Level 4 Computer Science Practice **Level 5** Group Project **Level 6** Individual Project	Socially, environmentally and ethically aware

How will you be assessed?

As your learning continues it is important to stop every now and then and take stock of how much you learn so that you know where you are and how much more you still need to cover. In your course, assessment and feedback are the key elements in measuring learning. Assessment in your course has two functions: formative assessment is assessment that lets you see where you are in your learning and what you have learned so far, while summative assessment measures how much you have learned in a way that contributes to your overall grades.

You will undertake a **wide variety of assessment tasks** as you progress through your degree course. Their nature will vary according to your level and the nature of the task. Some, such as group work, will help you to develop practical skills alongside the more specific skills that are being assessed. It is particularly important for Software Engineering, where you can hardly find a piece of software used developed individually – on the contrary, in vast majority of cases software is produced by a team or even many teams each responsible for specific building blocks of the software, or modules, as we often call them. Much of software engineering responsibility is software management and documentation. Hence, you will learn and will be

assessed in your writing skills, producing essays and research reports, and learn how to write in a style suitable to a piece of academic work, and to make proper use of references and bibliographies.

Other forms of assessment will include practical exercises ranging from small tasks that might be completed in a tutorial, to something more complex like designing and writing a larger computer program. There will be some formal examinations (usually at the end of each academic year). Some of the work will be completed individually, and sometimes you will work with other students as part of a team, emulating as close as possible the environment you will face in your later life in industry.

Many assessments will be based on real-life scenarios typically found in the software industry. This might include client requirement elicitation, extracting hard software requirements from given business requirements, then designing and implementing a solution.

All assessments that contribute to your final grades will be assessed against set criteria, following rigorous quality mechanisms that ensure our academic judgement remains fair and consistent with the wider educational sector. Typically, assessment tasks will become longer, and more self-managed, as you get into the second year and the final year of your course and they will have less detail in guidance and more room for you to innovate through your own decisions informed by your own research in your specialist areas. **Assessment is designed to be a learning experience in itself** and will help you make that transition from small practical exercises to more complex piece of work towards the substantial, year-long, project of your final year.

To help you see how different areas connect with each other you will have in some cases tasks that assess the outcomes from different modules in one complex piece of work. These are called **synoptic assessments**. Examples of synoptic assessment for your course include the Group Project at level 5 and the individual project at level 6.
Throughout your learning you will get feedback. **Feedback** will help you reflect on what you have learned so you can identify the areas in which you are strong and the areas in which you need to learn more. Feedback will be given to you in response to assessment, in response to questions in lectures, seminars and tutorials, and in guidance you will get during supervision. However, feedback will also come from your interactions with other students and with industry. All feedback will be useful to help you guide your learning so that you develop the rights skills faster.

Employment and further study opportunities

Graduates will be able to demonstrate the following five Graduate Attributes:

- Critical and creative thinkers
- Literate and effective communicator
- Entrepreneurial
- Global in outlook and engaged in communities
- Social, ethically and environmentally aware

The course aims to create high quality graduates who have a strong focus on solving realworld problems, will have adaptability and maturity, and have a strong foundation of knowledge and the technical capability to be able to immediately contribute to their workplace environment. As a graduate of the BSc Software Engineering course you will have been taught and utilised industrial tools and techniques and will be versed in all aspects of the software lifecycle. As

well as having a solid background in Software Engineering and computer science, you shall also have one or more specialisms that open up career pathways during their early years as a computing professional. You shall be independent thinker, lifelong learner and be able to analyse, critically reflect, and be able to confidently and effectively communicate. Graduating from this accredited course where professional skills and practice are embedded, graduates shall be able to meet the required professional and ethical standards expected in the modern software engineering workplace. Graduates shall also be capable and prepared for the broadening their knowledge by undertaking Masters level study or higher.

Note that specifically to software engineering, where software is currently produced by a team designing, implementing and maintaining sophisticated distributed applications, as our graduate you will find yourself working in such environment. The actual role within the team may be, for example, designer, programmer, systems administrator or systems analyst. Other types of roles possible are in computer science and software engineering research in a commercial company or academic institution.

There are emerging and very well-funded areas where software engineers may find their future career. These are, for examples, so called safety critical systems, such as traffic control systems, or medical diagnostics systems. On the other hand, there are emerging technologies related to big data computation and massive data storages, and software engineering roles mentioned above are one of the core roles in development and management of such complex modern very important for the society systems. There are fields that would require very special software engineering skills and general computer science knowledge such as such as robotics and autonomous systems, where dedicated knowledge of modelling, algorithms and problem solving solutions, are in a growing demand.

Course structure

This section shows the core and option modules available as part of the course and their credit value. Full-time Undergraduate students study 120 credits per year. Course structures can be subject to change each academic year following feedback from a variety of sources.

The list below shows the core and option modules that are available as part of the course and their credit value. A *core* module is one that must be attempted to gain the award of BEng Software Engineering. Student choice is allowed for by designating a number of modules at levels 5 and 6 as subject-specific *options*. Students are free to choose modules from all the options (timetable dependant) and should seek advice from their personal tutor and other academics concerning their choice.

Some, but not all, of these modules will have to be taken to gain the award of BEng Software Engineering. The course specific regulations give full details of what must be taken and passed in order to gain an award.

BEng (Hons) Software Engineering – Core Modules

Credit Level 4 – Core				
Module code	**Module title**	**Status**	**UK credit**	**ECTS**
4COSC008W	Computer Science Practice	Core	20	10
4COSC009C	Computer Systems Fundamentals	Core	20	10
4COSC006C	Programming Principles I	Core	20	10

4MMCS006C	Web Design and Development	Core	20	10
4COSC007C	Mathematics for Computing	Core	20	10
4COSC010C	Programming Principles II	Core	20	10
Award of Certificate of Higher Education available				
Credit Level 5 - Core				
Module code	**Module title**	**Status**	**UK credit**	**ECTS**
5COSC007C	Object Oriented Programming	Core	20	10
5COSC010C	Client-Server Architecture	Core	20	10
5COSC009C	Software Development Group Project	Core	20	10
5COSC008C	Database Systems	Core	20	10
5SENG002C	Algorithms: Theory, Design and Implementation	Core	20	10
Award of Diploma of Higher Education available				
Credit Level 6 - Core				
Module code	**Module title**	**Status**	**UK credit**	**ECTS**
6COSC012C	Computer Science Project/SRS Version - Final Year Project (all courses) (IIT Sri Lanka)	Core	40	20
6SENG003C	Reasoning About Programs	Core	20	10
6COSC008C	Security and Forensics	Core	20	10

BEng SE pathways:

Credit Level 5 – Options				
Module code	**Module title**	**Status**	**UK credit**	**ECTS**
One of the following modules in semester 1				
6CCGD006C (should be 5CCGD006C)	Applied Maths and Physics/SRS Version - Applied Maths and Physics for Games	Option	20	10
5CCGD007C	3D Graphics Programming	Option	20	10
One of the following in semester 2				
5COSC011C	Mobile Application Development	Option	20	10
5COSC012C	Server-side Programming/SRS Version - Server-side Web Development	Option	20	10
Credit Level 6 – Options				
One of the following modules in semester 1				
6COSC011C	Advanced Server-side Web Programming	Option	20	10

6SENG004C	Concurrent Programming	Option	20	10
One of the following in semester 2				
6CCGD005C	Advanced Maths and Game AI	Option	20	10
6COSC010C	Mobile Native Application Development	Option	20	10

Please note: Not all option modules will necessarily be offered in any one year.

Professional Body Accreditation or other external references Reference points for the course Internally

University Teaching and Learning policy statements,
University Quality Assurance Handbook and Modular Frameworks, staff research.

Externally

QAA Subject Benchmark statements,
Professional, Statutory, Regulatory Body requirements/guidance, University and SEEC (credit consortium) level descriptors.

Professional body accreditation

British Computer Society (BCS) Criteria.

Academic regulations

The BEng Honours Software Engineering and its intermediate awards operate in accordance with the University's Academic Regulations and *the UK Quality Code for Higher Education Part A: Setting and maintaining academic standards* published by the Quality Assurance Agency for Higher Education (QAA) in 2013.

All students should make sure that they access a copy of the current edition of the general University handbook called Essential Westminster, which is available at **westminster.ac.uk/essential-westminster**. The following regulations should be read in conjunction with the Modular Fr*amework for Undergraduate Courses* and relevant sections of the current *Handbook of Academic Regulations*, which is available at **westminster.ac.uk/academic-regulations**. Regulations are subject to change and approval by Academic Council.

Award

To qualify for the award of *BEng Software Engineering*, a student must:

- obtained at least a minimum of 360 credits and a maximum of 480 credits including:
- a minimum of 120 Credits at Level 4 or higher, including 80 credits passed and a minimum of condoned credit in each of the remaining modules up to the value of 40 credits; and
- a minimum of 120 credits at Level 5 or higher; and - a minimum of 120 credits at Level 6 or higher.
- attempted modules with a maximum value of 340 credits at levels 5 and 6; and

- satisfied the requirements contained within any course specific regulations for the relevant course scheme.

  COURSE SPECIFIC REGULATIONS
- In addition to the standard University progression regulations, in order to progress from level 4 to level 5 a student must pass Programming Principles I.

How will you be supported in your studies?

Course Management

The management structure supporting the course is as follows:

- Course Leader: responsible for day to day running and overall management of the course and development of the curriculum
- Level Coordinators: responsible for the day to day running of each Level (i.e. year for full time students).
- IIT Head of Department: holding academic responsibility all courses within the Department
- IIT Dean of Studies: holding overall academic responsibility for courses at IIT
- IIT Liaison Tutor: holding responsibility for communications with the University of Westminster
- UoW Head of Computer Science: holding overall responsibility for all courses

Academic Support

On arrival, an induction programme will introduce students to the staff responsible for the course, the Library, UoW electronic library access, Blackboard and IT facilities and to all other departments of the Institute. Students will be provided with the Course Handbook and a How You Study Guide, which provides detailed information about the course. Students are allocated a personal tutor who can provide advice and guidance on academic matters.

Learning Support

Learning support includes the Library which has a wide collection of books required for the degree programme plus other books to obtain a wider knowledge of the subject area. Access to electronic resources (databases, e-journals, e-books etc.) is also facilitated through the Library.

IIT also shares a Virtual Learning Environment, called BlackBoard, where students can access course materials and can communicate and collaborate with staff and other students.

Support Services

At Institute level, Services for Students provide advice and guidance on accommodation, financial and legal matters, personal counselling, health and disability issues and career guidance. The IIT Students' Union also provides a range of facilities to support all students during their time at IIT.

How do we ensure the quality of our courses and continuous improvement?

The course was initially approved by a University Validation Panel in *2009*. The panel included internal peers from the University, academic(s) from another university and a representative from industry. This helps to ensure the comparability of the course to those offered in other universities and the relevance to employers.

The course is also monitored each year by IIT and the Faculty to ensure it is running effectively and that issues which might affect the student experience have been appropriately addressed. Staff will consider evidence about the course, including the outcomes from Course Committees, evidence of student progression and achievement and the reports from external examiners, to evaluate the effectiveness of the course. Each Faculty puts in to place an action plan. This may for example include making changes on the way the module is taught, assessed or even how the course is structured in order to improve the course, in such cases an approval process is in place.

A Course review takes place periodically to ensure that the curriculum is up-to-date and that the skills gained on the course continue to be relevant to employers. Students meet with review panels to provide feedback on their experiences. Student feedback from previous years e.g. from Course Committees is also part of the evidence used to assess how the course has been running.

How do we act on student feedback?

Student feedback is important to the University and student views are taken seriously. Student feedback is gathered in a variety of ways.

- Through Course Committees students have the opportunity to express their voice in the running of their course. Student representatives are elected to Committee to expressly represent the views of their peer.
- All students are invited to complete a questionnaire before the end of each module. The feedback from this will inform the module leader on the effectiveness of the module and highlight areas that could be enhanced.
- The University also has an annual Student Experience Survey which seeks the opinions of students about their course and University experience

Industrial Placement (Sandwich-Year)

The sandwich mode provides the opportunity for you to complement the skills and knowledge gained on the associated full-time mode course with extended practical experience through a work placement in industry and continuing professional development through the British Computer Society Continuing Professional Development scheme. The year-long industrial placement is normally undertaken after completing Level 5.

To achieve the award of the sandwich mode of a degree you will need to be eligible for the award of the associated full-time degree plus having successfully completed the Industrial Placement.

The Industrial Placement offers you an opportunity to:

- gain practical experience in industry;
- apply the knowledge and skills acquired during the taught part of your education;
- plan and record your professional development;
- enhance your personal development through interacting and taking on responsibilities in a working environment;
- reflect on your work experiences and learning in preparation for further studies and future employment.

This is achieved by:

- obtaining and undertaking an approved work placement;
- gathering and evaluating evidence of your experience and learning and presenting it in two reports and a presentation session.

This means that students who are on placements will be visited by an academic at least once during their placement year. In addition to the visits, students will be required to submit two reports at appropriate times during the placement, and to be required to make a presentation during September at the end of their placement year. Both reports and presentation will be assessed in the normal way as for any module. The assessment is criterion based by reference to the learning outcomes and no marks are assigned. The decision is a simple 'pass' or 'fail'. A 'pass' in the placement module will be required in order to qualify for the award with "Sandwich".

While the placement tutor will give you every assistance in obtaining a suitable placement, it remains your responsibility to find one - IIT cannot guarantee you a placement. If you are unable to find a suitable placement you will be automatically transferred to the full-time mode of attendance.

You will need to start this process some months before you intend to take up your placement, that is, during Level 5 of your course. This is necessary if you are to obtain a position in one of the leading companies as their placement recruitment programmes may start at any time during the academic year.

To obtain your placement you will need to:

- articulate your ambitions, strengths and weaknesses and, in particular, your key skills;
- determine the type of work experience that you desire;
- develop job seeking skills such as CV writing and interview skills;
- find and apply for suitable vacancies;
- attend interviews;
- obtain an offer;
- have the offer approved as suitable for a placement.

The placement tutor will support you in this by:

- building relationships with industrial partners who may offer placements;
- publicising vacancies;
- providing a training session in job seeking skills;
- offering individual advice as necessary;
- advising employers regarding your suitability for a given situation.

To help you keep track of your progress and to provide information on which the placement tutor can base advice, you should keep a file containing:

- your standard C.V.;
- the vacancies in which you are interested;
- copies of all application forms, customised CVs and covering letters;
- all responses from the companies.

You may be fortunate to be considered for more than one vacancy and offered more than one position. If you accept an approved placement then you have entered into a contract and

cannot take up any subsequent offer. Hence, you must withdraw from the job seeking process and inform any other companies with which you are in contact of this.

The period of work experience would normally be 48 full-time working weeks excluding holidays. The placement is usually undertaken in a single 12 month period.

Your employer may be a large multi-national company or a local SME. Its main business activity may be within computing or in another sector supporting this with the use of software programming tools/packages.

The key criteria are that the potential employer is willing to offer you:

- fair employment terms and conditions;
- a stimulating work environment;
- support in the activities required for your professional development and assessment.

The position must enable you to gain suitable experience in terms of both the type of work and the level of skills. It must also allow you to develop new, advanced knowledge and skills during the period of your employment