

Course Content

Course title: **BSc (Hons) Computer Network Management**

Level: **6**

Course Units

Network Management

This unit seeks to imbue these skills by introducing concepts and requiring you to explore the philosophical and technological issues. It is about coping with multivariate problems, understanding and applying engineering solutions.

Computer Networks

This unit develops a deeper understanding of the principles of computer networks. Principles are reviewed and expanded with the emphasis on design and performance issues.

Project

This unit provides the opportunity for you to conduct a self-managed project of significant scale and complexity. The project involves the development or design of a product that reflects your chosen degree.

Options (students choose two):

Wireless Systems

Wireless communication systems provide nomadic and mobile users with access to real-time information. This can lead to improved productivity and the provision of services that are not possible using wired networks. This unit will provide an overview examination of mobile and wireless networking technologies, including their design and operation.

Communication Signal Processing

This unit introduces the digital signal processing concepts applicable to electronic communication systems, including source coding, modulation, signal synthesis, compression, channel equalisation and echo cancellation.

Curriculum Plus

The aim of the Programme is to provide you with the opportunity to broaden and enhance your learning and achievements beyond your core discipline by providing additional experience and qualifications. Units have been developed for the programme using existing staff experience and expertise and with the University's commitments to meeting the needs of students and the community in mind.

Entrepreneurship

This unit aims to explore the generation and preparation of two- and three-dimensional images suitable for broadcast and projection in D-Cinema. It will discuss the generation of models and motion vectors and the image processing required to texture and render animated surfaces.