

SOMERSET COLLEGE DEGREES IN COMPUTING



2016/17

A Partnership Institution with
The Open University and Plymouth University



Average downtime based on computer issues cost companies 3.6% of annual revenue, showing that the market to fix computer issues is large and valuable.

Computer Services Industry Analysis 2015 | www.franchisehelp.com | 2014

Be master of the machine, rather than letting it control you. And, more importantly, help others do the same, thanks to your expert knowledge of all things IT.

To make a living as an IT professional, you need to be familiar with the latest equipment. You also need effective skills in communication and organisation, so you can handle the cut and thrust of life in the techno-mad 21st Century.

If you think such a life is for you, then a Somerset College course in computing represents a pretty good place to start. You'll learn through classroom sessions, project-based work and tutorials, as well as having the chance to consider case studies taken directly from the industry.

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OPEN DAY

The best way to find out whether Somerset College is for you is to come along to our Open Day. You can take a good look around and talk to our staff about the course you are interested in.

Saturday 14 November 2015

We also run a number of subject Open Days throughout the year. For further information visit www.somerset.ac.uk or call 01823 366 331.

GET IN TOUCH

Write, email or visit us - we're always happy to talk to you.

The Helpzone

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Wellington Road
Taunton TA1 5AX

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Calling from outside the UK +44 1823 366 331

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COMPUTING



Currently, there are about 1,000 companies in the network support industry and their combined annual revenues are worth about \$50 billion.

BSc (Hons) COMPUTING & INTERNET TECHNOLOGIES

Course code: 3D9Y

3 years full-time (apply via UCAS)

5 years part-time (apply to College)

*Awarding body: Validating with The Open University
2015/16*

We are living in one of the most documented, recorded, analysed and inter-connected periods in our history with many aspects of our daily lives now being assisted by increasingly complex computerised technology. From smartphones and smart TVs to corporate servers and big data systems, our economy places great importance on serious computing and programming skills to shape the future of society. Develop skills in computing and internet technologies and you'll be employable the world over.

This industry sector continues to grow and this degree has been carefully designed to equip you with the vital skills employers require for their workforce. As a consequence, for the last several years Somerset College computing graduates enjoy excellent prospects and rewarding careers.

Included in our provision is a commitment to developing your professional skills, in order to enhance your employability upon graduation.

In your first year you will cover:

- Web Design and Development
- Programming Fundamentals
- Internet Technologies and Security
- Computer Technology
- Numerical Concepts
- Information System Fundamentals

The second year covers:

- E-Business
- Professional Project
- Introduction to Mobile Programming
- Advanced Website Development
- Scripting Technologies and Web Programming
- Information and Systems Development
- Network Technologies

The third year covers the following:

- Final Major Computing Project
- Relational Databases
- Mobile Application Development
- Data Warehousing and Business Intelligence
- Collaborative Working and Entrepreneurial skills *optional module*
- Mobile Network and Security Management *optional module*

Teaching and assessment

Our specialist teaching staff have hands-on experience of working in computing, and offer expert tuition in cutting-edge labs and classrooms.

Assessment is through a mix of assignments, examinations and presentations. As part of the course, you will be required to undertake projects both in groups and individually.

A prominent feature of the course is the use of in-course assessment, where modules are assessed by the course teaching team while you complete them. The focus of the degree is the final year major project and dissertation, showcasing your high level computer skills.

Entry requirements

Applicants are required to have a relevant Extended Diploma (MPP), or AS/A2 Levels in related disciplines (minimum 160 points, including 80 points at A2 Level). Alternatively, an Advanced Diploma or Access Certificate will suffice.

We also require students to have GCSE English Language and Maths at a minimum of Grade C.

Mature students who do not meet these formal entry requirements are welcome to apply, if they can evidence their interest in the field of study.

Where does it lead?

As a computing graduate, the world really is your oyster. You will be equipped with a range of computer skills that are all highly desirable to prospective employers. Moreover, you'll have experience of working in real-world environments where adaptability and the ability to handle pressure are essential.

COMPUTING & INTERNET TECHNOLOGIES

A flexible approach to learning

Awarding body: The Open University

BUILD AN
HONOURS
DEGREE

CERTIFICATE OF HIGHER EDUCATION

These are equivalent to the first year of a Foundation or Honours Degree. Upon successful completion, you can decide to continue to the second year of the Foundation Degree.

FOUNDATION DEGREE

This degree lasts two years full-time or three years part-time. It provides a firm grounding in your chosen discipline, laying the foundations for further study or professional development.

BSc HONOURS DEGREE TOP-UP

This offers Foundation Degree graduates the chance to top-up their qualification to an Honours Degree. The course builds on the work completed in a Foundation Degree.

Cert HE Computing & Internet Technologies

Course code: R4K3

1 years full-time (apply via UCAS)

2 years part-time (apply to College)

This course equips you with a range of flexible and transferable skills including:

- Web Design and Development
- Programming Fundamentals
- Internet Technologies and Security
- Computer Technology
- Numerical Concepts
- Information System Fundamentals

Entry requirements

Applicants require a relevant Extended Diploma (MPP), or AS/A2 Levels in related disciplines (minimum 160 points, including 80 points at A2 Level). Alternatively, an Advanced Diploma or Access Certificate will suffice. We also require students to have GCSE English Language and Maths at a minimum of Grade C.

Where does it lead?

The Cert HE Computing & Internet Technologies is a nationally recognised qualification aimed at progression onto further study. Alternatively, you may wish to pursue work placements or an internship in order to further develop your employment skills.

FD Computing & Internet Technologies

Course code: G020

2 years full-time, 2 days per week (apply via UCAS)

3 years part-time, 1 day per week (apply to College)

The FD covers the modules from the Cert HE in the first year. The second year covers:

- E-Business
- Professional Project
- Introduction to Mobile Programming
- Advanced Website Development
- Scripting Technologies and Web Programming
- Information and Systems Development
- Network Technologies

Entry requirements

Applicants are required to have a relevant Extended Diploma (MPP), or AS/A2 Levels in related disciplines (minimum 160 points, including 80 points at A2 Level). Alternatively, an Advanced Diploma or Access Certificate will suffice. We also require students to have GCSE English Language and Maths at a minimum of Grade C.

Where does it lead?

The FD is a perfect platform for progression onto the BSc (Hons) top-up degree. You will be equipped with a range of computer skills that are all highly desirable to prospective employers.

BSc (Hons) Computing & Internet Technologies: top-up

Course code: I190

1 year full-time (apply via UCAS)

2 years part-time (apply to College)

The BSc (Hons) top-up follows a modular structure, and takes your learning and skills to a further level.

The top-up year covers the following:

- Final Major Computing Project
- Relational Databases
- Mobile Application Development
- Data Warehousing and Business Intelligence
- Mobile Network and Security Management *optional module*
- Collaborative Working and Entrepreneurial skills *optional module*

Entry requirements

To apply for this qualification you should have completed a Foundation Degree or equivalent.

Mature students who do not meet these formal entry requirements are welcome to apply, if they can evidence their interest in the field of study.

ALUMNI & STAFF



KYLE GRIFFITHS

BSc (Hons)

Computing & Internet Technologies

I recently graduated and have been working with Iconography in Ilminster, since finishing my studies. I'm really enjoying working at Iconography. It's great to get an understanding of the industry, work as part of a supportive team and be part of the creative process. I found out about the job through the College - my tutor received an email from the company looking for a web developer. Having just finished my course, I needed a junior role to get me started in employment, so I applied and got the job.

Iconography is a Somerset-based website design and e-commerce agency, offering design and build solutions along with other supporting services such as e-marketing, hosting, email, support and maintenance.

I really enjoyed my time at Somerset College. The course helped me gain confidence and prepared me for interviews. I'd really recommend the College to anyone wishing to develop themselves and broaden their horizons. I had great support from my tutors and fantastic facilities at my disposal. It was a brilliant experience.

GEORGE SEBA

Lecturer and Programme Leader

Computing & Gaming

I've always been very interested in computing programming and computing science, so I studied a degree at Plymouth University then a teaching qualification before starting my teaching career.

I have been at Somerset College for nine years and enjoy interacting with students in the classroom, passing on my knowledge and watching them develop their skills. It's very satisfying - students join without being able to build a website and by the time they graduate, they're building search engines. The mutual respect between student and lecturer, with each putting a great deal of effort in to ensure results, is the reason I teach.

The lecturers teaching on our computing and gaming degrees are dedicated professionals who offer one-to-one support and are available throughout the week. We also have excellent links with local employers who work with students on real projects and head hunt our graduates.



“The mutual respect between student and lecturer... is the reason I teach.”



In 2014, 100% of Somerset College graduates found employment in the industry within three months.

PROJECTS

Musgrove Park Hospital

Dementia Project

Consultation on a complex computing project

Job search comparison website

Group Project

Develop an App



INDUSTRY LINKS

Iconography

Graduate employment opportunities

Somerset-based website design and e-commerce agency

CAREER OPPORTUNITIES

Information System Manager

£40,000 - £50,000

Systems/Data Analysis £25,000 - £40,000

Network Engineer £27,500 - £42,000

Systems/Software Engineer

£20,000 - £30,000

IT Trainer

£20,000 - £30,000

Junior Software Engineer

£20,000 - £30,000

ASP NET/PHP Developer

£30,000 - £40,000

Junior Web Developer £18,000 - £25,000

IT Support £15,000 - £22,000

Junior Web Developer £18,000 - £25,000



COMPUTER GAMING



BSc (Hons) COMPUTER GAMES TECHNOLOGY

Course code: 4UC2

3 years full-time (apply via UCAS)

5 years part-time (apply to College)

*Awarding body: Validating with The Open University
2014/15*

Succeeding in the field of Games Technology involves a combination of technical aptitude and commercial and creative know-how. That's exactly what our degree programmes are intended to equip you with, meaning that you'll stand every chance of landing your dream job once you graduate from Somerset College.

This programme incorporates our innovative use of work-based learning, to help you gain hands-on experience in professional environments during your studies. First years undertake a work placement with an employer in the games technology industry, while the second year includes a live games production project. In the past, students have worked on developing games for partners such as the NHS, Mole Valley Farmers, British Red Cross and Somerset Wildlife.

The first year covers:

- Programming Fundamentals
- Games Mathematics
- 3D Modelling and Animation Fundamentals
- Games Platforms and Technologies
- Games Design and Development
- Professional Practice and the Workplace

The second year covers:

- Sound for Games
- Computer Games Production Project
- AI in Games
- Advanced 3D Animation
- Advanced Games Programming
- Rigging: Character Modelling - *optional module*
- Introduction to Mobile Programming *optional module*

The third year covers:

- Final Major Games Project
- Digital Sound Production
- Computer Games Prototyping
- 3D Graphics Programming
- Collaborative Working and Entrepreneurial Skills

In this final year of the degree you have the chance to work independently on a major games project that will showcase your technical talents and creative ingenuity. What's more, the rest of the modules incorporate professional skills training at every stage, helping to enhance your chances of securing employment upon graduation.

Teaching and assessment

You will be taught and supported by highly experienced and dedicated tutors, and gain plenty of hands-on experience in our excellent laboratories and workshops.

A feature of the course is the use of in-course assessment while other modules are assessed by the course teaching team using assignments, case studies, presentations and examinations. There is also an assessed compulsory period of work experience in the first year.

Entry requirements

Applicants require a relevant Extended Diploma (MPP), or AS/A2 Levels in related disciplines (minimum 160 points, including 80 points at A2 Level). Alternatively, an Advanced Diploma or Access Certificate will suffice.

Mature students who do not meet these formal entry requirements are welcome to apply, if they can evidence their interest in the field of study.

Where does it lead?

You will have a set of skills and competencies, very attractive to employers in the games industry as a potential Technical Artist or Games Programmer, for example, as well as a wide spectrum of other areas in the creative media sector including mobile device programming, graphics and digital art.

STUDENTS



JOE HUNTER

FD Computer Games Technology

I've worked my way up to study the Foundation Degree, starting at the College on the First Diploma course then progressing to the Level 3 National Diploma in Games Development. I didn't have the grades to start at the level I hoped to, but was offered a place on the Level 2 Diploma and my long road to academic success and a dream career began.

I'm really enjoying the Foundation Degree, particularly the final project we're currently working on. We have a few months to design a game and then write our dissertation. I've decided to create an RPG game along the same vein as Diablo.

The College has exceeded my expectations, particularly the IT resources and staff. We have one-to-one tutorials, really interesting lectures to support our own work and access to a dedicated development studio just for degree students.

Being at the College for so long, I've met many tutors and lecturers and would definitely recommend studying here. Ultimately I'd like to complete a Masters Degree and become a games developer, maybe for Rockstar Games in London or Blizzard Entertainment abroad.

REECE MANCER

BSc (Hons) Computer Games Technology

I chose the College because it's close to home and when I visited I was really impressed by the friendly lecturers and facilities. As degree students we have our own room called The Fishbowl, which houses upgraded computers and more resources than are available in other areas. The lecturers are really approachable and give us personal support whenever we need it, guaranteed.

Not only am I studying full-time, I tutor the Level 3 group and have started a business with my friend James. It's called Geese Games and ultimately we'd like to design games and make our money from that, but for now we're developing new ways to advertise online through web players. It's going really well and feeding into my coursework perfectly.



“The lecturers are really approachable and give us personal support whenever we need it.”



The UK is the largest games development market in Europe and home to 23 of the world's top 100 games development studios. ¹

PROFESSIONAL BODY EXEMPTIONS

Our programmes have been designed with input from employers and relevant professional bodies.

Tiga

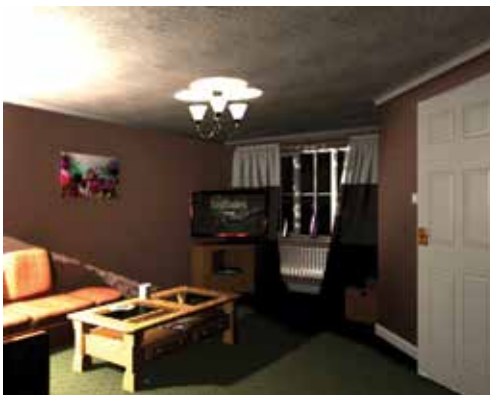
Sony Playstation

GUEST SPEAKERS

Our courses are enriched by industry experts from across the sector, providing real-life perspectives on subject theory.

CAREER OPPORTUNITIES

Lead Artist	£35,000
Programmer	up to £42,000
Lead Designer	£22,000 - £33,000
Lead Producer	up to £44,000
Designer	£22,000
Junior App Developer	£25,000 - £30,000
Programmer	£26,000
Concept/Character Artist	£30,000
Junior Audio Role	£27,000
Junior Localiser	£18,000
Junior Designer	£20,000



COMPUTER GAMES TECHNOLOGY

A flexible approach to learning

Awarding body: The Open University

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These are equivalent to the first year of a Foundation or Honours Degree. Upon successful completion, you can decide to continue to the second year of the Foundation Degree.

FOUNDATION DEGREE

This degree lasts two years full-time or three years part-time. It provides a firm grounding in your chosen discipline, laying the foundations for further study or professional development.

BSc HONOURS DEGREE TOP-UP

This offers Foundation Degree graduates the chance to top-up their qualification to an Honours Degree. The course builds on the work completed in a Foundation Degree.

Cert HE Computer Games Technology

Course code: M9A6

1 year full-time (apply via UCAS)

2 years part-time (apply to College)

This course equips you with a range of flexible and transferable skills including:

- Programming Fundamentals
- Games Mathematics
- 3D Modelling and Animation Fundamentals
- Games Platforms and Technologies
- Games Design and Development
- Professional Practice and the Workplace

Entry requirements

Applicants require a relevant Extended Diploma (MPP), or AS/A2 Levels in related disciplines (minimum 160 points, including 80 points at A2 Level). Alternatively, an Advanced Diploma or Access Certificate will suffice.

Where does it lead?

The Cert HE Computer Games Technology is a nationally recognised qualification aimed at progression onto further study. Alternatively, you may wish to pursue work placements or an internship in order to further develop your employment skills.

FD Computer Games Technology

Course code: G600

2 years full-time, 2 days per week (apply via UCAS)

3 years part-time, 1 day per week (apply to College)

The FD covers the modules from the Cert HE in the first year and the following in the second:

- Sound for Games
- Games Production Project
- Games AI
- Advanced 3D Animation
- Advanced Games Programming
- Rigging: Character Modelling - *optional module*
- Introduction to Mobile Programming - *optional module*

Entry requirements

Applicants require a relevant Extended Diploma (MPP), or AS/A2 Levels in related disciplines (minimum 160 points, including 80 points at A2 Level). Alternatively, an Advanced Diploma or Access Certificate will suffice.

Where does it lead?

The FD is a perfect platform for progression onto the BSc (Hons) top-up degree. With a set of highly sought-after skills and competencies, and practical work experience in the games technology industry, your chances of securing employment after graduation are high.

BSc (Hons) Computer Games Technology : top-up

Course code: I600

1 year full-time (apply via UCAS)

2 years part-time (apply to College)

The BSc (Hons) top-up follows a modular structure, and takes your learning and skills to a further level.

Modules include:

- Final Major Games Project
- Digital Sound Processing
- Computer Games Prototyping
- 3D Graphics Programming
- 2D Texture Manipulation - *optional module*
- Collaborative Working and Entrepreneurial skills *optional module*

Entry requirements

Applicants must have a Foundation Degree or equivalent.

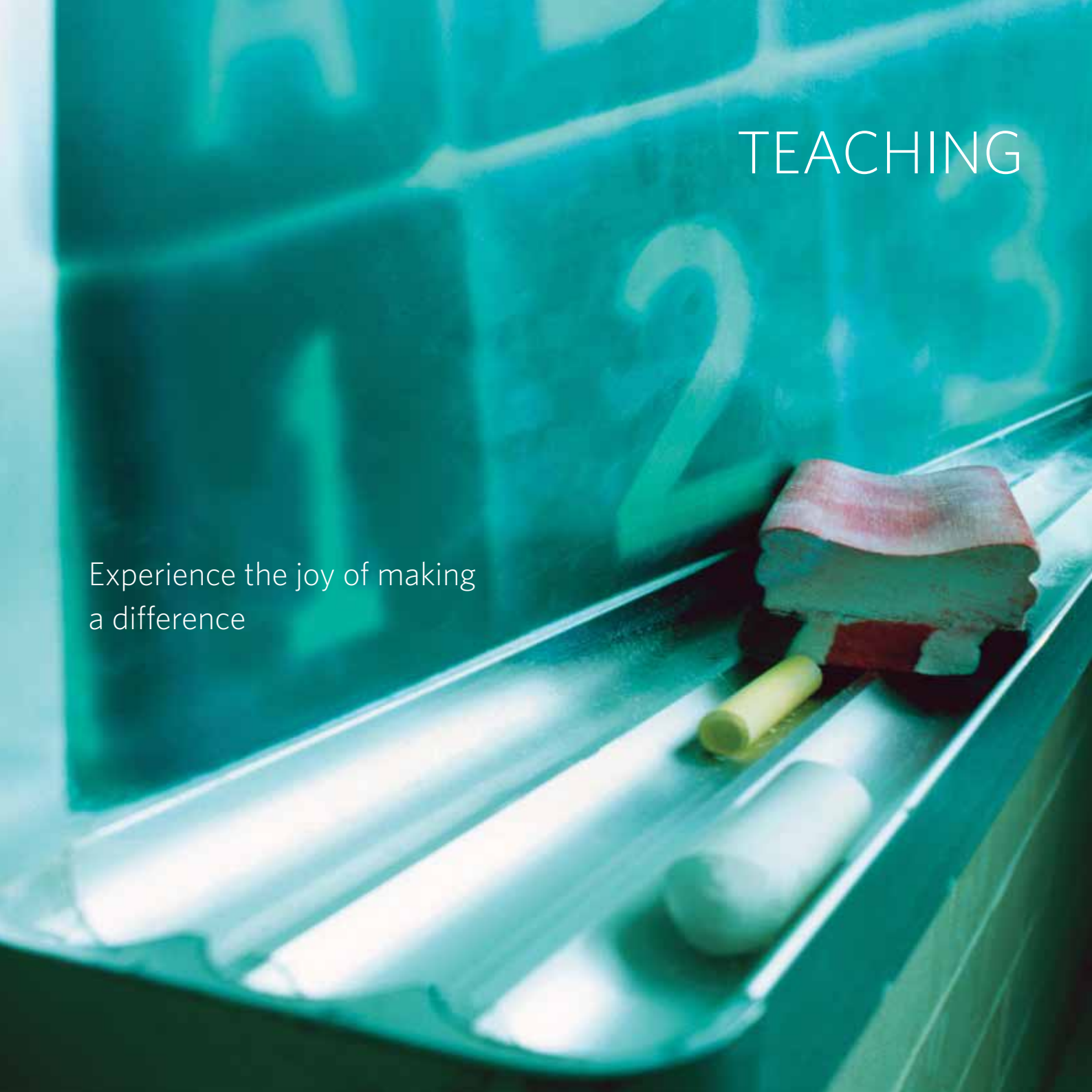
Where does it lead?

Our graduates have gone on to roles as technical artists or games programmers, as well as a wide spectrum of other jobs in the creative media sector, such as mobile device programmers, graphic designers and digital artists.

Mature students who do not meet these formal entry requirements are welcome to apply, if they can evidence their interest in the field of study.

TEACHING

Experience the joy of making
a difference



CERTIFICATE IN EDUCATION

Incorporating the Diploma in Education and Training

2 years part-time (apply to College)

Awarding body: Plymouth University

This nationally-recognised course dramatically enhances your employability as a teacher. It leads to the award of a Certificate in Education incorporating the Diploma in Education and Training, at NQF Level 5.

During the course, you will complete the following four modules:

- Learning, Teaching and Assessment
- Theories and Principles of Managing Learning Environments
- Curriculum and Society
- Wider Practice and Professional Development

Teaching and assessment

Teaching and learning methods include classroom-based group sessions, small group work, discussions, micro-teaching, teaching through a variety of ILT resources, observations of practice and individual tutorials.

Assessment is through a variety of methods and submission of a professional portfolio that evidences your teaching practice and development.

To receive the Certificate, you should successfully complete a minimum of 130 hours of professional practice, including eight observed sessions over the two years of study.

Entry requirements

To enter the course, you will need to evidence your ability to fulfil the following requirements:

- Appropriate professional practice (a minimum of 100 hours of direct teaching practice plus 30 hours additional professional practice over the duration of the course). This should be in a teaching role that carries the full range of responsibilities, whether on a full-time, part-time, fractional, fixed term, temporary or agency basis in the Further Education and Skills sector. Appropriate practice is considered to be, for example, a further education college (including HE in FE), teaching in a sixth form college, grant funded work-based learning, offender learning, community/adult education and the public sector.
- Access to a subject-specialist mentor (already qualified with the PGCE or Certificate in Education and available to observe your teaching practice and meet with you on a regular basis).
- An appropriate subject and/or professional qualification, usually at Level 3.
- English qualifications at NQF Level 2 and Maths at Level 1, with the potential to achieve Level 2 in Maths to achieve QTLS (Qualified Teacher Learning and Skills) in the Further Education and Skills Sector.
- A working knowledge of appropriate ICT skills.
- A commitment to professional development as a teacher, tutor or trainer.
- Positive references from two referees.
- A willingness to undertake personal study of approximately 207.5 hours per module.
- The intention to attend all the course sessions.
- A successful interview.

- An enhanced Disclosure and Barring Service (DBS) clearance, registration with the Independent Safeguarding Authority and completion of a criminal convictions self-declaration form (there is a fee for this, and the College will send further details as part of the admissions process). This course may involve regular access to children and/or vulnerable adults (also known as regulated activity).

POSTGRADUATE CERTIFICATE IN EDUCATION

Incorporating the Diploma in Education and Training

2 years part-time (apply to College)

Awarding body: Plymouth University

This nationally-recognised teacher training course is for people working in the Further Education and Skills sector. It leads to the award of a Postgraduate Certificate in Education, at NQF Level 7 or Professional Graduate Certificate in Education NQF at Level 6.

The course comprises four core modules:

- Learning, Teaching and Assessment
- Theories and Principles of Managing Learning Environments
- Curriculum and Society
- Wider Practice and Professional Development

Teaching and assessment

Teaching and learning methods used include classroom-based group sessions, small group work, discussions, micro-teaching, teaching through a variety of ILT resources, observations of practice and individual tutorials.

Each module is assessed by an assignment or equivalent, as well as the submission of a professional portfolio showing evidence of the required teaching practice and development.

To receive your PGCE, you should successfully complete a minimum of 130 hours of professional practice, including eight observed sessions over the two years of study.

Entry requirements

To enter the course, you need to show that you can fulfil the following requirements:

- Appropriate professional practice (a minimum of 100 hours of direct teaching practice plus 30 hours additional professional practice over the duration of the course). This should be in a role that carries the full range of teaching responsibilities, whether on a full-time, part-time, fractional, fixed term, temporary or agency basis in the Further Education and Skills sector. Appropriate practice is considered to be, for example, a further education college (including HE in FE), teaching in a sixth form college, work-based learning, offender learning, community/adult education and the public sector.
 - A subject-specialist mentor (who is already qualified with the PGCE or Certificate in Education and is available to observe your teaching practice and meet with you on a regular basis).
 - An appropriate degree.
 - English qualifications at NQF Level 2 and Maths at Level 1, with the potential to achieve Level 2 in Maths to achieve QTLS (Qualified Teacher Learning and Skills) in the Further Education and Skills Sector.
 - A working knowledge of appropriate ICT skills.
 - A commitment to professional development as a teacher, tutor or trainer.
 - Positive references from two referees.
 - An enhanced Disclosure and Barring Service (DBS) clearance, registration with the Independent Safeguarding Authority and completion of a criminal convictions self-declaration form (there is a fee for this, and the College will send further details as part of the admissions process).
- This course may involve regular access to children and/or vulnerable adults (also known as regulated activity).

- A willingness to undertake personal study of approximately 207.5 hours per module.
- The intention to attend all the course sessions.
- A successful interview.

APPLYING



For those considering multiple universities as well as Somerset College, please apply via UCAS at www.ucas.com. Alternatively, if you would like to apply directly to us, visit www.somerset.ac.uk.

If you are at school or college you will need to ask your tutor or careers adviser for your institution's 'buzzword' in order to access the online application form. If you are not at school or college, you can simply register online and complete your application form as instructed.

When to apply

UCAS can start receiving your applications for 2016 entry from September 2015. The main deadline for applications will be January 2016. We advise you to apply as early as possible and visit the UCAS website for up-to-date information.

REMEMBER

- 1 You must pay a fee to UCAS when you send your completed application form to them. The fee is £23 for the maximum number of choices but if you want to apply to only one institution you only have to pay £12.
- 2 The UCAS code name for Somerset College is **somer** and the code number is **S28**.
- 3 Codes for courses at Somerset College are given in each course Fact File or are available at www.ucas.com

Accreditations for Prior Learning (APL)

If you are applying for a top-up programme or have already undertaken study towards a named award at university level, you may be eligible to use APL to gain entry to the new course you are applying for.

Part-time courses and Pre-degree Access Diploma

If you are applying for a part-time course or the Pre-degree Access Diploma you should apply direct to Somerset College. Please mark clearly on your application form if you wish to follow a full-time programme on a part-time basis. Application forms are available from College Information or from our website.

We welcome applications from students with appropriate qualifications, prior work experience or a demonstrable interest and talent in a subject.

Entry requirements for each course are shown on the relevant course pages. Further information about personal skills that will help you succeed on each course can be found on our website Course Search section and on the UCAS website www.ucas.com.

We also require students to have GCSE at grade C (or equivalent), Key Skills or Basic Skills Level 2 in English/Communication/Literacy. Students whose first language is not English will be required to attain IELTS (International English Language Testing System) Level B2 with a score of 6 or more in each discipline of Listening, Speaking, Reading and Writing.

If you are unsure whether you have the right qualifications and skills to succeed on a degree course, please call The Helpzone on 01823 366 667.

If you are a mature student (aged 21 or over) related qualifications or prior achievements at work will be considered and may result in exemption from some modules.

Students will be asked to attend an interview and only in exceptional circumstances will we offer a place without an interview.

The UCAS tariff table

Main UK qualifications only

The UCAS Tariff Table is a points system used to establish agreed comparability between different types of qualifications.

You can achieve points from the different qualifications included in the tariff. Achievement at a lower level will be subsumed into the higher level. AS points will be subsumed into A2 points for the same subject. New qualifications are regularly being added to the tariff and the aim is to include as wide a range of achievements used for entry to higher education as possible.

This table is shown as a guide to tariff points only. Somerset College welcomes students with a Baccalaureate qualification but please visit www.ucas.com for up-to-date information on tariff points and other accepted qualifications.

CONTACT

The Helpzone

01823 366 667 / admissions@somerset.ac.uk
www.somerset.ac.uk

UCAS TARIFF TABLE

GCE/VCE Qualifications			BTEC Nationals			BTEC QCF				Cache Diploma	Foundation Diploma	Points
AS/VCE	A Level	AVCE Double	Award	Certificate	Diploma	Extended Diploma	Diploma	Sub Diploma	Certificate		Arts and Design	
						D*D*D*						420
						D*D*D						400
						D*DD						380
					DDD	DDD				A		360
					DDM	DDM						320
										B		300
											Distinction	285
		A*A*			DMM	DMM	D*D*					280
		A*A					D*D					260
		AA		DD	MMM	MMM	DD			C		240
											Merit	225
		AB										220
		BB		DM	MMP	MMP	DM			B		200
		BC										180
											Pass	165
		CC		MM	MPP	MPP	MM			C		160
	A*	CD						D*				140
	A	DD	D	MP	PPP	PPP	MP	D		D		120
	B	DE										100
	C	EE	M	PP			PP	M		E		80
												70
A	D									D*		70
										D		60
B												50
C	E		P					P	M			40
D												30
E									P			20

SOMERSET COLLEGE

Wellington Road, Taunton

Somerset TA1 5AX

01823 366 331 / enquiries@somerset.ac.uk

www.somerset.ac.uk

Somerset College produces the University Courses Prospectus 2016/17 in 2015, which may be over a year before you start your studies. We endeavour to ensure that all the information provided is correct at time of printing, but courses are regularly reviewed and updated so details may change. We make every effort to publish up-to-date information on our website, www.somerset.ac.uk. If a particular service or facility described in this prospectus is of great importance to you, please contact us to ensure its continued availability before you apply.

Occasionally a course listed in the prospectus may be withdrawn or replaced after the prospectus has been printed. Please contact us to check the status of your course before you apply.

Somerset College reserves the right to amend information at any time. Please note that this prospectus does not form part of any contract between you and Somerset College.



If you would like this publication in an alternative format please ring 01823 366 331