

Name of HEI

An Chomhairle
Mhúinteoireachta



The Teaching Council

Subject Specification Form (SSF)

Computer Science

**For the submission of programmes
for review and professional
accreditation by the Teaching
Council (concurrent post-primary
programmes only)**

**A Subject Specification Form must be submitted for
each post-primary curricular subject included in the
accreditation application.**

Computer Science

In order to meet the registration requirements set down in the Teaching Council [Registration] Regulations in respect of the curricular subject of Computer Science, **all** of the following criteria must be met:

- 1**
 - (a) Computer Science must be studied in the degree up to and including third-year level or higher (or modular equivalent).
 - (b) The qualifying degree must be equivalent to at least Level 8 on the National Framework of Qualifications (NFQ) and with a minimum pass result in all examinations pertinent to the subject of Computer Science.
 - (c) The qualifying degree must carry at least 180 ECTS (European Credit Transfer System) credits (or equivalent) with the specific study of Computer Science comprising at least 60 ECTS credits (or equivalent).

- 2** The study of Computer Science during the qualification must show that the holder has acquired sufficient knowledge, skills and understanding to teach the Computer Science syllabus/specification to the highest level in post-primary education (see www.curriculumonline.ie).

To meet this requirement the degree must include the study of modules in all of the following areas:

Essential areas¹:

- a) Software Engineering and Project Management (may include software design and development systems analysis, design process, testing)
- b) Programming (including algorithms and data structures)
- c) Computer Systems (including hardware or architecture)

Optional areas: The study must also include a minimum of 2 of the following areas:

- d) Web development
- e) Animation/games/multimedia development
- f) App development
- g) Robotics
- h) Embedded systems
- i) Modelling/simulation
- j) Data analysis
- k) Databases
- l) Machine learning/AI

Practical assignment work must be completed throughout the degree course (e.g. programming assignments).

1 There is an expectation that societal impact of computing technologies underpin all areas.

Computer Science

Please answer the questions below and insert module code(s), module title(s) and ECTS credit values as required.

1	Is the programme equivalent to a least a Level 8 on the Irish National Framework of Qualifications (NFQ), with Computer Science studied up to and including third-year level or higher (or modular equivalent)?	Yes	No
2	Does the subject carry a minimum of 180 ECTS credits (or equivalent)?	Yes	No
3	Does the study of Computer Science carry a minimum of 60 ECTS credits (or equivalent)?	Yes	No
4	Does the study of Computer Science show that the graduate has acquired sufficient knowledge, skills and understanding to teach the Computer Science syllabus/specification to the highest level in post-primary education (see www.curriculumonline.ie)?	Yes	No
5	Does the study of Computer Science include the study of the following essential areas?	Yes	No
	a) Software Engineering and Project Management (may include software design and development systems analysis, design process, testing)		
	b) Programming (including algorithms and data structures)	Yes	No
	c) Computer Systems (including hardware or architecture)	Yes	No
6	Does the study of Computer Science include a minimum of two of the following areas?	Yes	No
	d) Web development		
	e) Animation/games/multimedia development	Yes	No
	f) App development	Yes	No
	g) Robotics	Yes	No
	h) Embedded systems	Yes	No
	i) Modelling/ simulation	Yes	No
	j) Data analysis	Yes	No
	k) Databases	Yes	No
	l) Machine learning/AI	Yes	No
7	Is practical assignment work completed throughout the programme (e.g. programming assignments)?	Yes	No

Computer Science

In relation to questions above, please list below the code(s), title(s) and ECTS credit values for each module studied.

Essential Areas of Study

Area of Study: Software Engineering and Project Management

Module Code	Module Title	ECTS Credit Value

Area of Study: Programming (including algorithms and data structures)

Module Code	Module Title	ECTS Credit Value

Computer Science

Area of Study:

Computer Systems (including hardware or architecture)

Module Code	Module Title	ECTS Credit Value

Essential Area of Study:

List modules that involved practical assignment work, e.g. programming assignments

Module Code	Module Title	ECTS Credit Value

Graduates must have studied a minimum of two of the following areas:

Area of Study:

Web Development

Module Code	Module Title	ECTS Credit Value

Computer Science

Area of Study:
Animation/Games/Multimedia Development

Module Code	Module Title	ECTS Credit Value

Area of Study:
App Development

Module Code	Module Title	ECTS Credit Value

Area of Study:
Robotics

Module Code	Module Title	ECTS Credit Value

Computer Science

Area of Study: Embedded Systems

Module Code	Module Title	ECTS Credit Value

Area of Study: Modelling/Simulation

Module Code	Module Title	ECTS Credit Value

Area of Study: Data Analysis

Module Code	Module Title	ECTS Credit Value

Computer Science

Area of Study: Databases		
Module Code	Module Title	ECTS Credit Value

Area of Study: Machine Learning/AI		
Module Code	Module Title	ECTS Credit Value

Area of Study: Other		
Module Code	Module Title	ECTS Credit Value

Total ECTS Credits in Computer Science	
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