

PROGRAMME DESCRIPTION

This Diploma in Computer Science is intended for those students who are interested in career opportunities in the computer industry. These include; computer systems design, network analysis, database administration, and mobile computing. Students will acquire knowledge, especially computing skills, to enable them to solve problems in society.

Students will also be introduced to a new special course Survey of Emerging Technologies, with topics that include; Artificial Intelligence, Robotics, Big Data, Cloud Computing, Internet Of Things [IoT], Blockchain, Augmented Reality/Virtual Reality [AR/VR], 4th Industrial Revolution [4IR].

There is an increasing demand for Computer Science graduates or technicians in public and private sectors. Many organisations have challenges of processing big data from their business processes and activities. Students will be equipped with the essential computing skills and technical skills required to handle such problems. There will be two intakes [March and August] for every academic year; and students shall be admitted to the Programme on four sessions/options; Day, Evening, Weekend and Open Distance e-Learning [ODeL].

PROGRAMME RATIONALE

a) This diploma programme will prepare students to have computing skills and

enable them to solve problems in society, in fields such as; communications, health, agriculture, and financial services.

- b) There is also a need to go for further studies in Bachelor degrees in Computer Science or other ICT related fields.
- c) Graduates of this programme will also gain ICT skills that meet both national and international standards. This gives them a good chance of being professionally employed globally.

PROGRAMME OBJECTIVES

The objectives of this programme are to:

1. Equip students with computing skills to solve problems in society.
2. Train students to install, maintain and troubleshoot computer hardware and software systems.
3. Prepare students to be creative and innovative so that they can come up with ICT solutions.
4. Equip students with entrepreneurship skills so that they can set up, manage and maintain ICT workshops.

PROGRAMME LEARNING OUTCOMES

Upon completion of the programme students should be able to:

1. Use the computing skills acquired and solve problems in society.
2. Install, Maintain and troubleshoot computer hardware and software systems.

3. Be creative and innovative and come up with ICT solutions.
4. Use entrepreneurship skills and set up, manage and maintain ICT workshops.

ENTRY REQUIREMENTS

A) DIRECT ENTRY:

Students entering through A' level must have at least One Principal pass in either Mathematics, Physics, Chemistry, Biology, Agriculture, Geography, Economics, or Entrepreneurship and two subsidiaries at advanced level of education one of which must be in principal subject and at least five passes with at least a credit in Mathematics or Physics at ordinary level in one sitting or its equivalent.

B) CERTIFICATE ENTRY:

A relevant Certificate from a recognized institution of higher learning with a credit or its Equivalent.



C) MATURE AGE ENTRY

A candidate must be at least 25 years old and above, and scored 50% and above in mature age examination from an NCHE recognized center.

D) A HIGHER EDUCATION CERTIFICATE (HEC)

A candidate must have passed a relevant HEC accredited by NCHE with at least Class III (Pass).

E) DEGREE HOLDER

A candidate must possess a Bachelors degree in any relevant field.

CURRICULUM

YEAR 1 SEMESTER 1

1. Fundamentals of ICT
2. Computational Mathematics
3. Principles of Computer Programming
4. Website Development I
5. Operating Systems
6. Communication Skills

YEAR 1 SEMESTER 2

1. Computer Hardware and Maintenance
2. Structured Software Development
3. Database Systems Design I

4. Research Methods
5. Computer Workshop Practice

YEAR 2 SEMESTER 1

1. Object Oriented Programming
2. Database Systems Design II
3. Management Information Systems
4. Website Development II
5. Data Communication and Networking
6. Innovation & Entrepreneurship Skills

YEAR 2 SEMESTER 2

1. ICT Project Management
2. Introduction to Software Engineering
3. Graphical User Interface
4. Systems Analysis and Design
5. Survey of Emerging Technologies
6. ICT Project

TRAINING PROGRAMMES

DIPLOMA AND CERTIFICATES

DAY
EVENING
WEEKEND

INTAKES: MARCH AND AUGUST
EVERY ACADEMIC YEAR



THE UGANDA INSTITUTE OF
INFORMATION AND COMMUNICATIONS
TECHNOLOGY (UICT)

Centre For Excellence



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DIPLOMA IN COMPUTER
TECHNOLOGY (DITS)