



OTHM Level 7 Postgraduate Diploma in Immersive Software Engineering

Qualification Number: 610/3058/2

Level 3-6 Diplomas Available!



APPLY NOW!

Why Enroll?

Upon completing the OTHM Level 7 Diploma in Immersive Software Engineering, learners will be able to design industry-standard software systems, evaluate development methods, solve complex problems, and apply advanced programming skills. They will also assess ethical and social impacts, conduct independent research, communicate technical information effectively, and work collaboratively with strong leadership and communication skills.

Contact



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About the Course

The OTHM Level 7 Postgraduate Diploma in Immersive Software Engineering aims to develop advanced knowledge and skills for designing, developing, and evaluating immersive software systems. It covers areas like Web & Cloud technologies, Security, Automation, Data analytics, and Project methodologies, while also enhancing critical thinking and research abilities. This qualification provides practical, industry-specific skills that improve career prospects and support further study.

Qualification Structure

→ **This diploma consists of 6 mandatory units for a combined total of 120 credits, 1200 hours Total Qualification Time and 600 Guided Learning Hours for the completed qualification.**

- Security Engineering
- Software programming principles and practices in Java I
- Agile Project Management
- Cloud Computing & DevOps
- Database & SQL Programming
- Web Designing

Key Features

Key features of this diploma include a stimulating and engaging study program, essential subject knowledge for further study or employment, and updated content aligned with employer and higher education needs. Assessments focus on cognitive, affective, and applied skills. Learners will develop academic study skills such as active research, effective writing, analytical thinking, creative problem-solving, decision making, and digital literacy.

The Units

→ **Security Engineering**

This unit focuses on secure software development, system hardening, and network security, including the design and evaluation of secure systems.

→ **Software Programming Principles and Practices in Java I**

This unit covers programming languages and their functions, using real-world coding examples and assignments for practical learning.

→ **Agile Project Management**

This unit covers Project Management, Waterfall SDLC, Scrum, and Kanban. Learners will master Scrum roles, use Kanban to improve value flow, and apply agile planning and scaling through practical exercises

→ **Cloud Computing & DevOps**

This unit covers cloud computing models and DevOps principles, including CI/CD automation, with practical experience

→ **Database & SQL Programming**

This unit examines traditional storage limitations and how relational databases address them, with SQL for data management

→ **Web Designing**

This unit teaches web page design using HTML, CSS, and JavaScript, including CSS integration and basic JavaScript



Entry Requirements

→ **For entry onto the OTHM Level 7 Postgraduate Diploma in Immersive Software Engineering qualification, learners must possess:**

- An honours degree in related subject or UK level 6 diploma or an equivalent overseas qualification
- Mature learners with management experience (learners must check with the delivery centre regarding this experience prior to registering for the programme)
- Learner must be 21 years old or older at the beginning of the course
- Evidence of English language competency (if a learner is not from a majority English-speaking country)