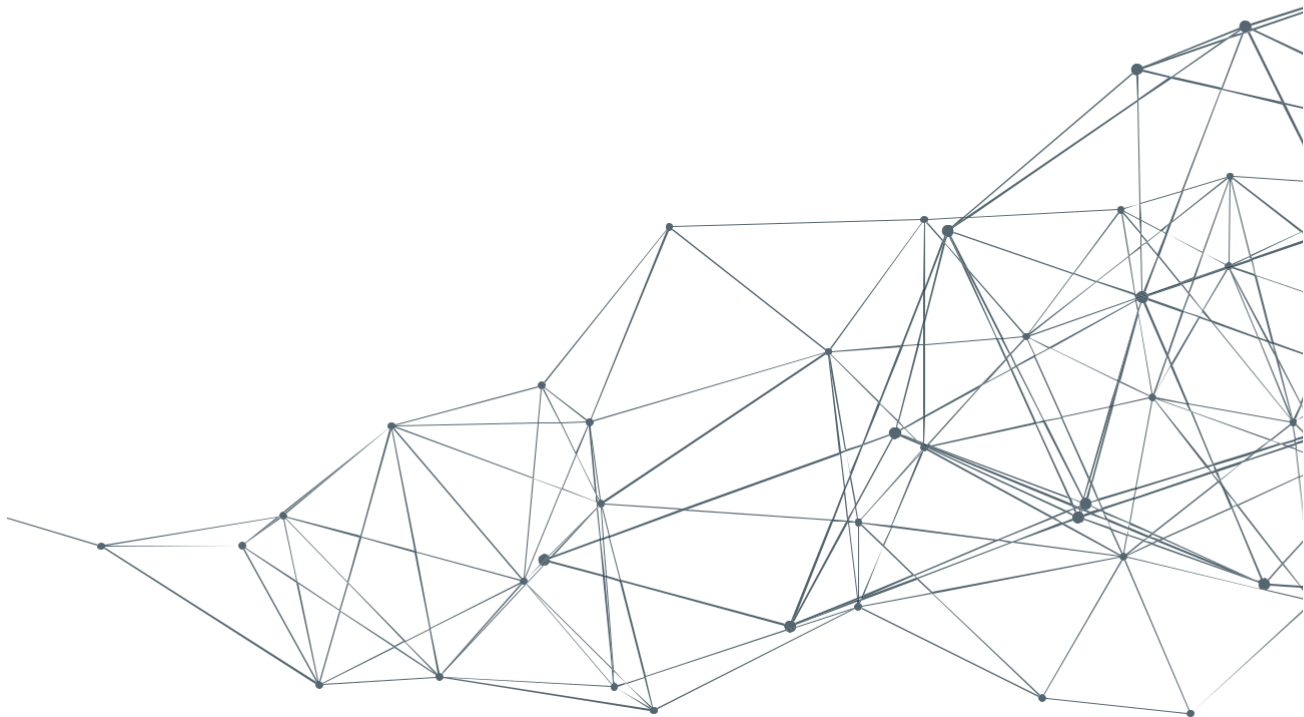




Bachelor of Science in Software Engineering

Prepare for the hottest job in the tech age by mastering the skills in software engineering



The B.Sc. Software Engineering at a Glance

Programme Title	Bachelor of Science in Software Engineering
Duration	3 years
Start Dates	February, November
Education Model	Online
Credits	180 ECTS
Courseload	14-20hrs a week



Programme Details

Why Software Engineering?

Increase your freedom of choice: Some software engineers work for the world's top tech companies, others work for themselves. As a software engineer, you can work anywhere in the world and under the terms you want.

Gain a high-value and versatile skill set: Both a designer and a developer, a software engineer is a critical chain to any business. Gain next generation skills that you can apply in any industry.

Increase your job prospects: Start a reputable career with endless job opportunities. The demand for software engineers is projected to continue to increase, which means you have a high chance to find a high-paying job when you graduate.

The Skillset You Will Acquire

What skills do employers want		What skills do we deliver
Advanced algorithms, advanced data structures and databases, C++/OPP, Elixir, network programming, Git, C.	TECHNICAL SKILLS	Advanced algorithms, advanced data structures and databases, C++/OPP, Elixir, network programming, Git, C.
Experience in building and developing software, familiarity with the software development cycle, turn tech specs into an architecture and code base	SOFTWARE EXPERIENCE	Rebuild Slack or Skype, rebuild 2 databases, code some key C libraries, and complete a final industry project.
Problem solving, creativity, strong written and verbal communication,	LEADERSHIP SKILLS	Structured problem solving, creativity, strong written and verbal communication and collaboration

get-it-done attitude		skills, get-it-done attitude
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Curriculum

Yearly Overview:

The programme consists of three main parts:

Software Engineering	Year 1 (11 months) & Year 2 (11 months)
Agile Freelancing	Year 3 (5 months)
Final Project	Year 3 (4 months)

Software Engineering Program Year 1 Overview

Basic software engineering principles, variables, functions, loop statements, if statements, basic algorithms and data structures. Javascript, IDE, Terminal

Cover fundamental computer programming concepts and learn the basics of C. Build a solid foundation in back-end programming including pointers, arrays, strings, algorithms, hash data structures, software architecture, blockchain basics and more. Learners advance to more in-depth C programming such as Shell, then move on to cover intermediate data structures and algorithms. Learners recode the Redis database and cover LibASM before moving on to sockets, diving into client-server relationships.

Key Topics: C & Shell Virtual machines Sockets, IDE Assembly

Software Engineering Program Year 2 Overview

Perhaps one of the most challenging tracks, learners dig into object-oriented programming (OOP), C++, Elixir, network programming,

Learners complete a final program project that aligns with the industry in which they want to get a job. The project must be about 3 months in duration and of significant technical difficulty. Learners will also contribute to open source projects.

Key Topics: C++ & OPP, Elixir, Network programming real-world software projects, and move into advanced algorithms, AI, and advanced data structures.

Detailed Overview:

Year 1: Software Engineering		
Module 1: Intro to Programming and Coding	Module 2: Get the Fundamentals	Module 3: Get into Software Development
Coding basics and fundamentals, variables, loop statements, the coding environment, the terminal, imperative programming, basic architecture, coding norms, basic algorithms, basic data structures, and scripting.	Re-build basic C libraries, SSL, RSA, memory management, graphical interfaces, basic block chain, basic Unix programming, printf, LS; ends with the classic Core War (compiler and virtual machine in Assembly).	Basic web development (front-end and back-end), event programming, declarative programming, databases (SQL and noSQL), algorithms, data structures, Bash/Shell, software architecture, web application architecture, memory allocation, using APIs, object-oriented design.
<i>Ruby, integrated development environment (IDE)</i>	<i>C, IDE</i>	<i>C, Ruby, Javascript, Python, Sinatra, Ruby on Rails, React, PostgreSQL, Redis, Node.js, jQuery, JSON, REST APIs, Ajax</i>
Year 2: Software Engineering		
Module 4: Build Hard Stuff	Module 5: End of Year Project	
Distributed computing, FTP and network programming, protocols, rebuilding Slack, servers, Elixir and functional programming, advanced databases, artificial intelligence, Unix low-level debugging, system admin work, Kubernetes, deep software architecture, rebuilding video conferencing application, imperative programming, expert C++, pub/sub	Kernel, open source projects, final project chosen by student in area of specialty or industry in which they want to work - project to last 3 months with sufficient technical challenge and difficulty; ~40 technical interviews and role plays to prepare for job applications; build resume and LinkedIn profile (or cultural equivalent)	
<i>C++, Elixir, STL (standard template library), Boost, POSEX</i>	<i>Kernel Languages, tools, and frameworks dependent upon choice of project.</i>	
Year 3: Agile Freelancing		
Module 6: Agile Software Development	Module 7: Establishing Your Presence as a Freelancer	Module 8: Connecting with and Understanding Your Clients
Agile Fundamentals, Requirements and Planning, Scrum	Behavioral Preferences (Insights), Emotional Intelligence, Personal	Client at the center approach, Understanding the Clients: Needs,

	Awareness: Drivers & core values & strengths, Building your personal brand/online presence as a freelancer	Challenges, Expectations, Motivators, Empathy Map: Think & Feel, Say & Do, Hear, Say, Pains, Gains, Listen to Understand
Module 9: Offering Solutions and Getting the Commitment	Module 10: Ensuring Client Loyalty	
<p>How to create a value proposition / proposal</p> <p>Presenting your solution/pitch to the client</p> <p>* Why, What, How, What if</p> <p>* From Big Picture to Details</p> <p>Following up on your proposal</p> <p>Maintaining the connection and rapport</p> <p>How to get a commitment</p>	<p>Assuring: How do you support customer loyalty?</p> <p>Managing: How do you manage your performance?</p> <p>Being a Trusted Advisor to maintain trust and rapport with the customer</p>	
Year 3: Final Project		

The Learner Experience

Are you tired of endless lectures, exams, and textbooks? At ELU, you join a new approach to learning and education that values and empowers the learner.

The programme is very flexible and designed to fit the needs of a 21st century student. We offer an interactive part-time learning experience, which means that you are able to study the content at your pace, while still being part of an engaging learner community.

Learn anywhere, anytime: With our online programme, you can study anywhere in the world. Since our degrees are part-time, you have time to start or continue your professional career while you master software engineering.

Community of experts: Online studies are not necessarily lonely. You will have weekly workshops with your course facilitator and live sessions with your mentor and peers. Each cohort is supported by course facilitators, mentors, and community managers to enhance and accelerate their learning experience.

Build a portfolio: Increase your practice by working on real projects. Showcase your learning in a strong portfolio that shows you are ready to join the job market. You will work on weekly assignments and projects, both individually and with peers, so that you gain practical evidence and can showcase evidence of your gained knowledge and skills.

Become a trusted leader: Our courses teach you more than tech. Excel in leadership skills like communication, teamwork, and consultancy. This programme also shows you how to position and pitch yourself as a freelancer and helps you build a track record through freelance projects.

The Learner Experience in a Nutshell

Workshops

Weekly workshops led by a course facilitator who is a field expert help you define and understand the why, what, how, and what if of the modules. The workshops are a great opportunity to learn by practice and interact with your peers.

Digital Learning Resources

In parallel with weekly workshop topics, you have access to digital resources curated specifically for your programme modules. All content is available within the related week under the modules on Campus.

Experiential Learning Platform: In partnership with Qwasar, all learners will have access to a powerful learning platform with an integrated development environment. The experiential learning model is what enables you to develop the very skills that will set you apart from other job candidates.

Action Learning Sets

While some of the learning experience is self-directed, you belong to an action learning set of 4-7 people. Action learning sets take place in between weekly workshops and provide the chance of receiving peer support for a challenge or a problem that you are facing during the programme. You join an action learning set once a week, and it is self-organised. To get you started with the format, you receive several workshops on how to conduct action learning sets on your own.

Mentoring

Your mentor is a field expert with extensive experience and knowledge. You interact with your mentor on a regular basis to receive support throughout the programme. Mentors help you gain mastery in your field of study as well as receive tips and guidance towards employability.

Assignments & Projects

You work on and solve real-world problems in each assignment and project. You get the chance to put your learning into action and build a portfolio along the way. Every week you are given an assignment while at the end of each module you are given a module project which is more comprehensive and challenging.

Peer-to-Peer Learning

We believe that peer-learning is an important element for success, and we see this as one of the core features of each programme. Some of the assignments and projects are designed in such a way that you work together as peers and develop your teamwork skills as well as learn from one another.

Town Halls

A Town Hall is an online event led by one of our community managers in which we regularly share ideas and feedback - but also create a space to celebrate achievements and share exciting news with one another. Town Halls are generally held bimonthly.



Admissions

Who Can Study at ELU?

You are a high-school graduate ready to start a hot job in tech.

You are a working professional ready to make your next career move.

You have an associate's degree or had to interrupt your undergraduate education and are now dedicated to getting your bachelor's degree.

You got a taste of coding during a bootcamp and want to make this your career.

You breathe tech.

You are both a learner and a teacher.

You want to be part of transforming education.

Admissions

The Bachelor in Software Engineering is a rigorous, entry-level bachelor's programme. Whether you have 10 years of work experience, or are just getting started, this programme will help you gain all the skills you need to start working as a software engineer.

You should join this programme if you want to start a new career in software engineering, upgrade your skills and boost your employability for software engineering jobs, or you consider working as a freelance software engineer.

We evaluate and review each application holistically, and consider your educational background, any prior work experience, and motivation in your admission decision. You must at minimum hold a high school diploma to join the programme, and you must have the following language proficiency in English.

TOEFL Computer-based Internet-based: 234 or 90-91

IELTS 6.5 (minimum 6.0 in each band)

We also accept the Duolingo proficiency test.

Admission Process

1. Application: Fill in the online application form, including an up-to-date resume and a motivation statement. If you're found eligible - you will be invited to the next step.
2. Selection: Shortlisted applicants will be invited for a video interview and asked to record several short videos as part of the assessment process.
3. Enrolment: Upon acceptance, you are asked to confirm your seat in the cohort by paying the registration fee and signing our Community Guidelines. We also ask you to submit a copy of your academic diplomas and transcripts, passport, and English proficiency test scores.

Tuition and Programme Fees

The annual cost of the programme is 2900 Euros. The total tuition for this programme is 8700 Euros.

You will have three payment options:

1. Annual payment: 2900 Euros
2. Biannual installments: 1500 Euros, twice a year
3. Quarterly installments: 800 Euros, four times a year

Learner Testimonials

This is what other ELU learners are saying:

“ELU is bridging the gaps between MOOCs and traditional education. We have weekly workshops where we are guided thoroughly by facilitators, we are guided by mentors, and we have weekly assignments and projects so that helps me to build on my skill consistently. “

“ELU teaches you about self-leadership, how to be a good coach and consultant, and how can you make a difference in an organization by knowing yourself better.”

“I chose ELU because of flexibility. At ELU, I can continue my job while upskilling myself. We have mentors and facilitators that really help you to be more accountable for your own learning. That helped me to speed up my learning.”



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