

School of Computing

Edinburgh Napier
UNIVERSITY



Work Placements

Edinburgh Napier University working
in partnership with industry

Introduction

The School of Computing at Edinburgh Napier University offers a variety of degree courses covering computing, networking, security and forensics, software development and business information systems. Students can opt to complete a work placement in the third year of their degree, which lets them address practical problems in the real world, by applying the skills and knowledge gained in their first two years at university.

Requirements

- The placement role must be full time, lasting for a minimum of 48 weeks
- It must be paid, and the average salary is circa £15,000 per annum pro rata
- Students undertake the placement during the third year of study and are available to start between the beginning of May and the end of August

Benefits of Placement

For employers:

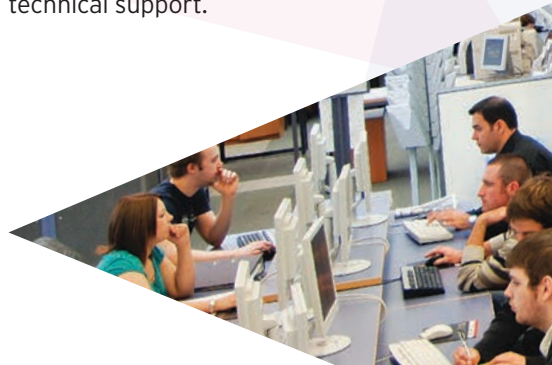
- Access to the latest information technology developments and a cost effective solution to skills gaps
- Access to well-trained and highly motivated fixed-term employees
- An opportunity to get to know potential graduate recruits
- A chance to contribute to the education of the next generation of computing professionals and to influence our curriculum design

For students:

- Practical experience of computing in the real world
- Awareness of current developments in the industry
- Experience of teamwork and development of inter-personal skills
- Increased confidence and maturity
- Improved job opportunities on graduation
- Salaried work for a year

Previous placement employers include:

Microsoft, IBM, Royal Bank of Scotland, Blackrock, the NHS, the University of Edinburgh, as well as various government departments and local companies. The tasks undertaken by students during placements ranges from software development, to business analysis, to technical support.



Skills

Placement students are enrolled on a range of courses including computing, networking, security and forensics, software development, games development, creative computing, web technologies, IT management and business information systems.

- Computing students focus on software development and related activities, and have developed programming skills (eg Java, C#, ASP.NET).
- Networking students have been working towards CISCO accreditation, and have a wide understanding of hardware issues (eg CCNA, server administration).
- Business Information Systems students focus on the application of information technology in the business context (eg Oracle, Access/VBA).
- Creative Computing students focus on media creation and the user experience, exemplified by social media, mobile application development and web development.

Recruitment and Monitoring

The placement team in the School of Computing liaise with employers by coordinating recruitment activities. We advertise your position internally to our students, forward CVs for review, and arrange the interviews with the students.

During the placement, a tutor will visit the student and the workplace supervisor to ensure that all is going well and to assess their performance in academic tasks.



Contacts

The placement team will be pleased to discuss any further points with potential employers.

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