|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Module | **Semester 1** | **Semester 2** | **Semester 3** | **Semester 4** | **Semester 5** | **Semester 6** | **Number of hours**  **Credits**  **Total** |
| **1. Core modules:**  … … … | ... SH  ... CH  (L../S../T..) | ... SH  ... CH  (L../S../T..)  PER\*  AC\* |  |  |  |  | ... SH / ... Cr |
| **2. Specialisation modules:**  … … … |  | ... SH  ... CH  (L../S../T..) | ... SH  ... CH (L../S../T..)AC\* |  |  |  | ... SH / ... Cr |
| **3. Main modules:**  … … … |  |  |  | ... SH  ... CH  (L../S../T..) | ... SH  ... CH  (L../S../T..)  AC\* |  | ... SH / ... Cr |
| **4. Supplementary modules:**  … … … |  |  |  |  | ... SH  ... CH  (L../S../T..) | ... SH  ... CH  (L../S../T..)  AC\* | ... SH / ... Cr |
| **5. Bachelor’s thesis module:** |  |  |  |  |  | ... SH  AC\* | ... SH / ... Cr |
| **Total contact hours** | ... | ... | ... | ... |  |  | ... CH |
| **Total study hours** | ... | ... | ... | ... |  |  | ... SH / ... Cr |

AC Assessment component

PER Pre-examination results

CCT Course credits transferred

\*Type of assessment component, course credits transferred or pre-examination results must be indicated

CH Contact hours

SH Study hours

Cr Credits

L Lecture

S Seminar

T Tutorial

D Discussion session

I Internship or work placement

BSG Business simulation game

SV Study visit

CQ Colloquium

PR Project

Guidance notes on the programme schedule:

The programme schedule document provides recommendations as to the appropriate structure of the degree programme.

The following criteria must be contained within the programme schedule:

1. A description and timings of the modules

2. The type and scope of classes and the number of hours per semester

3. The timings of the examinations and graded coursework offered for each module

4. A calculation of the contact hours as a proportion of the total hours of study required per semester

5. A calculation of the total hours of study as a proportion of the credits required per module