

## DOCTOR OF COMPUTING

DComputing - NQF Level 10 (360 credits)

Qualification code: DDCO01

(Specialisation code for admission and registration: DDYE17)

SAQA ID: 96754, CHE NUMBER: H16/10789/HEQSF

Campus where offered: Soshanguve South Campus

### REMARKS

a. *Admission requirement(s):*

A master's degree in Computer Systems Engineering or in a closely related field in Computing or Engineering. Candidates should have achieved an average of 60% in the previous qualification, if not, special permission must be obtained from the Department.

Holders of any other equivalent South African or international qualification may also be considered, see Chapter 1 of Students' Rules and Regulations.

b. *Selection criteria:*

Admission to this programme is only granted after a successful interview with the Department. Admission is subject to selection. Acceptance is subject to available capacity according to the Student Enrolment Plan (SEP) as well as supervisory capacity. Applicants will be informed of their status per official letter from the Office of the Registrar, alternatively, they can check their application status on the TUT website, [www.tut.ac.za](http://www.tut.ac.za).

c. *Recognition of Prior Learning (RPL), equivalence and status:*

See Chapter 30 of Students' Rules and Regulations.

d. *Intake for the qualification:*

January and July.

e. *Presentation:*

Research. The topic should be chosen in consultation with the Department.

f. *Duration:*

A minimum of three years and a maximum of six years.

g. *Rules on postgraduate studies:*

See Chapter 8 of Students' Rules and Regulations.

### CURRICULUM

The modules offered within the Doctor of Computing differ between departments. Please refer to the Faculty's online Prospectus for an indication of which of the other departments within the Faculty offers this programme.

CODE	MODULE	NQF-L	CREDIT
CY10100	Thesis: Computer Systems Engineering	(10)	(360)
CY1010R	Thesis: Computer Systems Engineering (re-registration)	(10)	(0)
TOTAL CREDITS FOR THE QUALIFICATION:			<b>360</b>

