



Schedule of Programme Fees*

Computer Science

Member Institution: Goldsmiths

* 'Programme Fees' mean fees payable to the University which include, where applicable, registration fees, continuing registration fees, module/course fees, dissertation fees and assessment entry fees as indicated in the table below.

Important: the table below does **not** include fees payable to a third party, such as tuition costs payable to a [Recognised Teaching Centre or fees charged by your local examination centre](#), or local VAT, [Goods or Services Tax \(GST\) or sales tax](#).

Fees payable 2020-2021 session

The Programme Fees below refer to the 2020-2021 session only and are effective from 1 December 2020, with the exception of the Application fee, which is only applicable to applicants who apply for the April 2021 session.

BSc Computer Science degrees (all awards)	
Band A countries	
15 credit module for web-supported learning	£420
30 credit module fee for web-supported learning	£840
15 credit module fee for institution-supported learning	£280
30 credit module fee for institution-supported learning	£560
Module continuation fee (per continued module)	£210
Band B countries	
15 credit module for web-supported learning	£630
30 credit module fee for web-supported learning	£1,260
15 credit module fee for institution-supported learning	£371
30 credit module fee for institution-supported learning	£743
Module continuation fee (per continued module)	£210
UK	
15 credit module for web-supported learning	£600
30 credit module fee for web-supported learning	£1,200
15 credit module fee for institution-supported learning	£354

BSc Computer Science Fee Schedule

30 credit module fee for institution-supported learning	£708
Module continuation fee (per continued module)	£210
Other fees	
Application fee (non-refundable)	£101
Application fee for recognition of prior learning (per module)	£55

Additional costs

You should also budget for the fee charged by your local examination centre. Examination centre fees are not included within the fees set out above. This fee will vary from centre to centre and you should contact your proposed examination centre(s) for details of their fees to factor them in to the overall cost of completing the programme. Using this link, you can find contact details for all our [examination centres](#). The University of London is only responsible for the examination centre fee charged at London centres. You will be charged £75 per sitting when using London examination centres.

Additionally, you should also budget for the fee charged for local tuition (where available) by your University of London Recognised Teaching Centre if you take modules with institution-supported learning.

Module Specific Requirements

The published fees associated with this programme of study do not include the cost of any additional hardware or software purchased. Students are responsible for budgeting for this requirement.

Certain modules may have additional software requirements and students should have the necessary admin rights in order to be able to install new software on their computer. Any software required will always be freely available and compatible with Windows and Mac. Wherever possible, it will also be compatible with GNU/Linux. Further information will be provided via the VLE upon module registration.

Certain modules may also have additional hardware requirements as set out in the table below.

Module	Requirements
Computational Mathematics	<ul style="list-style-type: none"> A scientific calculator or equivalent
Mobile Development	<ul style="list-style-type: none"> Access to an Android or Apple smart phone that can be connected to a computer using a USB cable
Games Development	<ul style="list-style-type: none"> Students will need a computer that matches the specifications for Unity 3D (https://unity3d.com/).
3D Graphics and Animation	<ul style="list-style-type: none"> Students will need a computer that matches the specifications for Unity 3D (https://unity3d.com/).

Virtual Reality	<ul style="list-style-type: none"> • Students will need a computer that matches the specifications for Unity 3D (https://unity3d.com). • VR Head Mounted Display with the ability to be used in developer mode.
Physical Computing and the Internet of Things	<ul style="list-style-type: none"> • An Arduino Starter Kit or similar: https://store.arduino.cc/genuino-starter-kit <p>Optional:</p> <ul style="list-style-type: none"> • A small kit to make electronics at home (tweezers, cutters, cutting mat, protective glasses) • A multimeter

Goods and Services Tax (GST)

The University is required to add Goods and Services Tax (GST) to certain fees paid by students residing in certain countries. Further information can be found on our [web page](#).

All student fees shown are net of any local VAT, Goods and Services Tax (GST) or any other sales tax payable by the student in their country of residence. Where the University is required to add VAT, GST or any other sales tax at the local statutory rate, this will be added to the fees shown during the payment process. For students residing in the UK, our fees are exempt from VAT.

Registration and module selection

- You must pay the fee for at least one module to be registered with us.
- When we receive your payment, we will give you a registration date that marks the beginning of your maximum six year registration period with us.
- When the module session starts, you must keep to the University's published rules and deadlines for taking examinations and submitting coursework and projects.

What to pay

Where applicable, you are required to pay the following Programme Fees in full:

- The application fee (non-refundable) is payable when you make your application for the BSc. If your application is successful, you will receive an offer inviting you to register.
- The module fee is payable once per module and includes access to study materials and entry into the assessments (written examination, coursework and project, as applicable) associated with the module.
- The module fee is determined by:
 - a) whether you choose either institution-supported learning (where available) or web-supported learning, *and*
 - b) the country in which you reside when you register for each module (countries are classified into three categories: [Band A or Band B](#), or United Kingdom).

Note: If you choose institution-supported learning, you cannot also buy web-supported learning. If you choose to defer an examination or need to re-sit an exam, you will pay the module continuation fee (see below) and will receive web-supported learning.

- The module continuation fee is payable when you do not complete a module in the session that you have selected, by the published deadlines, and have to do one or more of the following:
 - a) submit or resubmit a coursework or project element for a module that you have failed;
 - b) take or retake an examination that you have deferred or failed.

The module continuation fee includes access to study materials, web-supported learning and entry into assessments.

When to pay

The Programme Fees above refer to modules which commence in the April 2021 sessions and are effective from 1 December 2020.

You must have paid your module and/or module continuation fees by the registration closing date for your chosen study session.

How to pay

Details on how to pay your fees are available on the [website](#).

Generally, students whose fees are paid by sponsors will be expected to correspond directly with their sponsor regarding Programme Fees. The University can provide an invoice, if needed, upon request. Materials will not be despatched and VLE access will not be available until Programme Fees have been received.

Fee increases

Programme Fees are subject to annual revision and typically may be increased by up to 5% per annum.

Contact us

Please use the [enquiries form](#) for any questions; or ask a question via the [portal](#).