Lincoln University of Eswatini (LUE)

Faculty of Computing and Emerging Technologies

PROSPECTUS

Bachelor of Information Technology and Emerging Technologies

(BIT&ET)

Build Eswatini's Digital Future

4 Years | 8 Semesters | 60 Credits per Semester | 480 Total Credits | ESQF Level 7

ACCREDITATION STATUS: This programme has been developed by LUE in accordance with Eswatini Higher Education Council (ESHEC) Programme Approval Standards and is being submitted to ESHEC for accreditation. Prospective applicants should confirm the current accreditation status of this programme with LUE's Admissions Office before enrolling.

September 2026

CONTENTS

CONTENTS 2
WELCOME 3
Why Study BIT&ET at LUE? 3
PROGRAMME AT A GLANCE 4
ENTRY REQUIREMENTS 5
PROGRAMME STRUCTURE 6
Semester 1 6
Semester 2 6
Semester 3 6
Semester 4 6
Semester 5 6
Semester 6 6
Semester 7 7
Semester 8 7
WHAT YOU'LL LEARN 8
Core Computing Foundations 8
Emerging Technology Specialisation 8
Innovation and Practice 8
CAREER AND FURTHER-STUDY PATHWAYS 9
ASSESSMENT AND GRADING 10
Award Classification 10
HOW TO APPLY 11
Contact 11

WELCOME

The Bachelor of Information Technology and Emerging Technologies (BIT&ET) is LUE's flagship undergraduate computing degree — a four-year programme that takes you from programming fundamentals to specialised, industry-relevant skills in artificial intelligence, IoT, cybersecurity, cloud computing and blockchain, backed by two real workplace placements and a final-year capstone project.

Why Study BIT&ET at LUE?

- Directly addresses the digital-skills gaps documented in Eswatini's national digital-readiness research, so your training is built around real, current national need.
- Covers five emerging-technology specialisations (AI, IoT, cybersecurity, cloud/DevOps, blockchain) rather than forcing you to choose just one — you graduate genuinely broad, not narrowly trained.
- Two full-semester Work-Integrated Learning placements mean you graduate with real workplace experience, not just a transcript.
- Benchmarked against leading regional computing degrees, so your qualification travels — for further study or employment across the SADC region.

PROGRAMME AT A GLANCE

Award:	Bachelor of Information Technology and Emerging Technologies
Faculty:	Faculty of Computing and Emerging Technologies
Duration:	4 Years | 8 Semesters | 60 Credits per Semester | 480 Total Credits | ESQF Level 7
Total Credits:	480 credits
ESQF Level:	Level 7
Mode of Study:	Full-Time, Campus Learning
Number of Modules:	32 modules
Practical/Workplace Learning:	Two Work-Integrated Learning placements (Semesters 6 and 8) plus a Capstone Project

ENTRY REQUIREMENTS

- 2 points in 2 relevant A-Level subjects plus 5 O-Level credits/passes including English and Mathematics, each at Grade C or better.
- A-Level Computer Studies is an advantage but not mandatory; a relevant science or mathematics subject is accepted in its place.

International qualifications are accepted subject to LUE's equivalency assessment and Eswatini Qualifications Authority (EQA) confirmation. Mature applicants without the standard qualifications may apply via LUE's Recognition of Prior Learning (RPL) process. All applicants remain subject to LUE's Admissions Committee decision, which may apply additional selection criteria where places are limited.

PROGRAMME STRUCTURE

480 credits over 4 years (8 semesters), building core computing and mathematical foundations in Years 1–2 before specialising in emerging technology in Years 3–4.

Semester 1

Module	Credits
Foundations of Programming	15 cr.
Computer Systems and Architecture	15 cr.
Discrete Mathematics for Computing	15 cr.
Professional Communication and Digital Study Skills	15 cr.

Semester 2

Module	Credits
Object-Oriented Programming	15 cr.
Web Technologies I	15 cr.
Statistics and Linear Algebra for Computing	15 cr.
Introduction to Emerging Technologies	15 cr.

Semester 3

Module	Credits
Data Structures and Algorithms	15 cr.
Database Systems	15 cr.
Computer Networks	15 cr.
Operating Systems	15 cr.

Semester 4

Module	Credits
Software Engineering	15 cr.
Cloud Computing Fundamentals	15 cr.
Mobile Application Development	15 cr.
Ethics, Law and Cybersecurity Fundamentals	15 cr.

Semester 5

Module	Credits
Artificial Intelligence and Machine Learning	15 cr.
Internet of Things Systems	15 cr.
Cybersecurity and Network Defence	15 cr.
Human-Computer Interaction and UX Design	15 cr.

Semester 6

Module	Credits
Big Data Analytics	15 cr.

Module	Credits
Blockchain and Distributed Ledger Technologies	15 cr.
Cloud Infrastructure and DevOps	15 cr.
Work-Integrated Learning I (Industrial Attachment)	15 cr.

Semester 7

Module	Credits
Advanced AI: Deep Learning and Robotics	15 cr.
Enterprise Systems and Digital Transformation	15 cr.
IT Project Management	15 cr.
Research Methods and Proposal Development	15 cr.

Semester 8

Module	Credits
Capstone Project in Emerging Technology	20 cr.
Innovation and Entrepreneurship in Emerging Technology	15 cr.
Work-Integrated Learning II (Internship)	15 cr.
IT Governance, Standards and Professional Practice	10 cr.

Full Course Learning Outcomes, weekly teaching schedules and reading lists for every module are available in LUE's Detailed Course Outlines for this programme, available on request from the Admissions Office.

WHAT YOU'LL LEARN

Core Computing Foundations

Programming, data structures and algorithms, computer systems, networks, operating systems and software engineering — the technical backbone every specialisation builds on.

Emerging Technology Specialisation

Artificial intelligence and machine learning, the Internet of Things, cybersecurity and network defence, cloud infrastructure and DevOps, and blockchain and distributed ledger technologies.

Innovation and Practice

A dedicated Innovation and Entrepreneurship module and IT Governance module prepare you to found a technology venture as readily as to join one.

CAREER AND FURTHER-STUDY PATHWAYS

BIT&ET graduates are prepared for a wide range of technology careers across Eswatini and the SADC region, including:

- Software developer / applications developer
- IT systems analyst or business-technology consultant
- Cybersecurity analyst or network-defence technician
- Cloud engineer or DevOps specialist
- IoT solutions developer (agriculture, utilities, health monitoring)
- Blockchain/fintech developer
- Technology entrepreneur or startup founder

ASSESSMENT AND GRADING

Every module is assessed using LUE's standardised, criterion-referenced rubrics, moderated internally and, for capstone/thesis/dissertation components, externally examined. Marks are converted to a letter grade and grade point on LUE's institution-wide scale:

Percentage Mark	Letter Grade	Grade Point	Interpretation
80–100	A+	4.00	Exceptional
70–79	A	4.00	Excellent
60–69	B	3.00	Very Good
50–59	C	2.00	Good
45–49	D	1.00	Pass
0–44	F	0.00	Fail

Award Classification

Classification	Weighted Average
First Class Honours	70% and above
Second Class Honours (Upper Division)	60% – 69%
Second Class Honours (Lower Division)	50% – 59%
Third Class / Pass	45% – 49%

HOW TO APPLY

- Submit a completed LUE application form, available from the Admissions Office or LUE's website.
- Attach certified copies of academic transcripts and certificates evidencing the entry requirements set out above.
- Attach a certified copy of your national identity document or passport.
- Pay the non-refundable application fee specified by LUE's Finance Office.
- Attend an admissions interview or assessment, where required for this programme.

Applications are considered by LUE's Admissions Committee, and successful applicants receive a formal offer of a place, conditional upon final confirmation of qualifications and, where applicable, ESHEC accreditation status at the time of enrolment.

Contact

Faculty:	Faculty of Computing and Emerging Technologies

Office:	LUE Admissions Office

This prospectus is accurate as of the date shown on the cover page and is provided for general information. It does not form part of any contract between LUE and an applicant. Programme content, fees and accreditation status are confirmed at the point of offer.