

The Global Freshman Certificate

Successful completion of the course will earn students a qualification that is equivalent to the first year of an undergraduate degree. Subject to the course outcome and evaluation by Member Universities, this enables Global Freshmen to transfer into the second year of an undergraduate course in Business or Computing studies as on-campus students.

The Business stream creates Global Freshmen with a knowledge and understanding of the key functions and how these interrelate.

To reach these aims Global Freshmen will:

- Understand the language of business and the contemporary business environment.
- Apply business thinking and economic theories to business practice.
- Interpret people and organizations to influence decision-making.
- Explain key business functions and networks.
- Analyze the various ways in which globalization affects corporations and impacts marketing.
- Develop quantitative tools for responding to a range of business demands.

The Computing stream creates Global Freshmen with a knowledge and understanding of core concepts and techniques in the field of Computing and ready to make their next step choices.

To reach these aims Global Freshmen will:

- Understand how to design, create and evaluate computer-based systems.
- Identify and analyze criteria for data-driven problem solving.
- Explore the morals and ethics of computer technology.
- Apply mathematical concepts to IT and technology problems.
- Utilize various computing systems and software to program solutions to concrete problems.
- Work collaboratively across a range of media and interdisciplinary contexts.

Award	Global Freshman Certificate
Study Mode	Online
Entry Level	General secondary school diploma; IELTS 5.5 or equivalent
Streams	1. Business 2. Computing
Duration	48 weeks full-time; 96 weeks part-time Taught in 8 week blocks
Course structure	12 modules in total: 6 x core modules studied first 6 x discipline specific modules
Core modules (6)	1. Academic Integrity & Writing for Business 2. Collaborative Work 3. Introduction to Computer Science 4. Organizational Behavior 5. Intercultural & Ethical Decision-Making 6. Leadership
Business stream (6)	1. Business 101 2. Principles of Management 3. Managerial Economics 4. Global Corporations & Globalization 5. Business Mathematics 6. Entrepreneurship & Innovation
Computing stream (6)	1. Introduction to Data Science 2. Mathematics I 3. Computer Architecture & Operation Systems 4. Object-Oriented Programming with Java 5. Web Application Development 6. Data Structure & Java Class Library