

FACULTY OF SCIENCE AND HEALTH

Programme Regulations 2022-2023

Programme Title BSc in Psychology with Mathematics

Programme Code BPM

Offered on a full-time or part-time basis Full-time

Note: *Programme Regulations should be read in conjunction with Marks and Standards which can be found at <https://www.dcu.ie/ovpaa/Policies-and-Regulations.shtml>*

1. Programme Specific Rules and Requirements

1.1 Calculation for the Award Classification

The calculation of the final year award classification includes contributions from previous years' results as follows:

Year/Subject contribution	Contribution to the award classification
Year 3	37%
Year 4	63%

1.2 Module Calculation

There are modules on this programme where the module mark will be calculated as the greater of (a) the weighted average of the continuous assessment percentage mark and the terminal examination percentage mark or (b) the terminal examination mark. These modules are listed below:

Module Code	Module Title
MS103	Linear Mathematics I
MS205	Calculus of Several Variables
MS104	Linear Mathematics II
MS114	Sequences and Series

1.3 *Monitored Attendance*

An attendance of 75% is mandatory for successful completion of the following modules:

Module Code	Module Title
PSYC113	Psychology Research Skills 1A
PSYC114	Psychology Research Skills 1B
PSYC205	Psychological Measurement and Assessment
PSYC201	Psychology Research Skills 2A
PSYC212	Psychology Research Skills 2B

2. Derogations from Marks and Standards

Marks and Standards apply.

3. Progression

3.1 *Credits for Progression*

Students must have successfully completed a minimum of 60 credits in a study period in order to progress to the next study period.

3.2 *Carrying of Modules*

Students will not be permitted to 'carry' modules under any circumstances.

4. Compensation

Marks and Standards apply.

5. Resit Categories

The resit categories of modules on this programme and an explanation of those categories can be found at:

www101.dcu.ie/registry/module_contents.php?function=4&programme=BPM&yr=2023