LIBF

BSc (Hons) Digital Business

Programme Specification

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Please note: This document is uncontrolled when printed.

Please always review the latest document available on the website.

General Information

UCAS Code	Award	Programme Title	Expected Duration	Study Mode
N/A	BSc (Hons)	Digital Business **Programme Code** UK-LIBF-BADBE	3 years 4 years 6 years	Full-time Part-time 1 Part-time 2
	Exit Awards	• BSc (non-Hons) • Diploma of Higher Education • Certificate of Higher Education		

Credit Count	**360 FHEQ credits**
Awarding Institution	The London Institute of Banking & Finance
Teaching Institution	The London Institute of Banking & Finance
Delivery Modes	• Face-to-face • On-campus • Online – Synchronous • Online – Asynchronous

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Record of modifications			

Programme Overview

Programme Summary

The BSc (Hons) Digital Business programme is carefully structured over three years, providing a comprehensive education on the evolving digital business landscape. It equips you with the critical skills required to excel in today's digital-centric business world.

The programme lays a strong foundation with core modules such as Introduction to Computer Science, Digital Business Models, Managerial Economics, and Corporate Finance and Investment. These modules integrate essential business and digital concepts, positioning you as a versatile expert in the field. Further enhancing global perspectives, the International Marketing module readies students to effectively operate within the international business arena.

The programme's flexible structure includes elective courses allowing you to customise your educational journey to match your specific career goals. Project-based modules such as Project: Design Thinking and Project: AI Excellence with Creative Prompting Techniques focus on imparting core digital business concepts through practical, real-world application. This hands-on approach ensures that students not only learn theoretical principles but also how to apply them effectively.

Overall, the programme does more than just equip graduates with a thorough understanding of digital business; it also cultivates critical thinking and adaptability, skills that are indispensable for navigating and succeeding in the rapidly changing business landscape.

Programme Aims

The BSc (Hons) Digital Business programme aims to

- equip you with a comprehensive understanding of the concepts, principles, and terminology central to digital entrepreneurship and innovation, preparing you to navigate and lead in the digital economy effectively;
- provide you with a strong ethical framework that you can apply to decision-making in global digital business practices across diverse industries, ensuring responsible and sustainable business operations;
- enable you to apply analytical skills to design and implement innovative digital solutions for complex business challenges, utilising advanced information

systems and understanding the technological ecosystem crucial for digital start-ups;

- develop your capability to assess the impact of external digital trends, enhance strategic collaborations and mitigate risks in digital business ventures; and
- encourage a commitment to lifelong learning in digital business, encouraging continuous personal and professional development that keeps pace with rapid technological advancements and changing market dynamics.

Employability & Graduate Outcomes

Graduates of this programme are likely to pursue careers in a number of areas in the digital business field, including digital strategy and consulting, product management, data analytics and business intelligence. This programme of study supports graduates in developing the following employability skills:

- digital and technical literacy
- analytical skills
- organisational skills
- communication and collaboration skills
- problem-solving skills

Intended Learning Outcomes of the Programme

This programme has been developed in accordance with the QAA Subject Benchmark Statement for Bachelor's Degrees in Business and Management (2023).

Please note: The programme's intended learning outcomes below are described at the Bachelor with Honours level (Level 6).

On successful completion of this programme, you will be expected to:

L01 Demonstrate a systematic and deep understanding of the principles and fundamentals of management and digital business and the detailed relationship between these and their application to practice.

L02 Critically apply theories and concepts of economics, management, leadership and digital commerce to solve real-world business scenarios.

LO3 Critically analyse market demands for products and services to design appropriate marketing strategies.

LO4 Demonstrate a clear understanding of the importance and application of technological aspects within the management field and integrate these considerations within their decision-making processes.

LO5 Apply concepts of computer science, data science, software engineering and artificial intelligence to effectively solve complex business problems.

LO6 Critically use innovation, leadership and management theories to make sound, evidence-based decisions including assessing the potential impact of such decisions for the business.

LO7 Apply methods and techniques of virtual reality, analytics, and agile project management for digital business transformation.

LO8 Apply knowledge of software engineering, product management and internet of things to innovate and manage digital business models.

LO9 Analyse various business models in the digital commerce landscape in order to develop new digital ventures.

LO10 Evaluate scenarios of sustainable and ethical decision making using established leadership models and theories to inform their judgement.

LO11 Plan and execute relevant research projects which includes research and data analysis, encompassing the formulation of research questions, data collection methods and the review of literature in the fields of management, technology and innovation.

The Structure of the Programme

The BSc (Hons) Digital Business programme is offered as a 3-year full-time programme or in part-time mode over a 4 or 6-year period.

The programme is divided into modules which include both compulsory and elective modules with a weighting of 15 credits each and a thesis with a weighting of 30 credits. All modules in the programme are assigned to one of three levels (L4/L5/L6) which reflect the depth of learning required in the relevant level and year of study.

To achieve a full-honours award, you need to complete modules with a combined weight of 360 credits, including the final thesis.

Table 1: Structure of the Programme

FT	PT 1	PT 2	Module Code	Module Name	Level	Credit	Compulsory / Elective
Semester 1	Semester 1	Semester 1	LIBFEXDLBBAB_E	Business 101	4	15	C
			LIBFEXDLBCSICS	Introduction to Computer Science	4	15	C
		Semester 2	LIBFEXDLBBWME_E	Managerial Economics	4	15	C
	Semester 2		LIBFPDLBDBDFC_E	Digital Future Commerce	4	15	C
Semester 2		Semester 3	LIBFOARPDLBDSIDS	Introduction to Data Science	4	15	C
			LIBFEXDLBDSEIMB1	International Marketing	4	15	C
	Semester 3	Semester 4	LIBFOARPDLBCSCW	Collaborative Work	4	15	C
			LIBFEXDLBDSEAIS1	Introduction to Artificial Intelligence	4	15	C
Semester 3		Semester 5	LIBFAWDLBIAWBSS	Introduction to Academic Work for Business and Social Sciences	5	15	C
	Semester 4		LIBFAWDLBSTA-01_E	Statistics	5	15	C
		Semester 6	LIBFAWDLBLODB_E	Digital Business Models	5	15	C
			LIBFWACSDLBCSIDM	Intercultural and Ethical Decision Making	5	15	C
Semester 4	Semester 5	Semester 7	LIBFAWDLBMIAMVR1_E	Augmented, Mixed and Virtual Reality	5	15	C
			LIBFAWDLBCFIE	Corporate Finance and Investment	5	15	C

Semester 5	Semester 6	Semester 8	Elective from Group A			15	E
		Semester 9	Elective from Group A			15	E
			LIBFWAWADLBWPLS_E	Leadership 4.0	6	15	C
			LIBFWAREDLBDBATD_E	Seminar in Current Topics in Digitalization	6	15	C
	Semester 7	Semester 10	Elective from Group B			15	E
			Elective from Group B			15	E
Semester 6		Semester 11	Elective from Group C			15	E
	Semester 8		Elective from Group C			15	E
		Semester 12	LIBFBTDLBBT	Bachelor Thesis	6	30	C

Table 2: List of Electives

Module Code	Module Name	Level	Credit	Subject Area*
Electives A				
LIBFWACSDLBBAS_E	Sustainability	5	15	n/a
LIBFOPRRPDLBCSAPM	Agile Project Management	5	15	n/a
LIBFOPRRPDLBEPWDE1_E	Project: Digital Entrepreneurship	5	15	n/a

LIBFAWDLBPROGPM_E	Fundamentals of Product Management	5	15	n/a
LIBFAWDLBINGEIT_E	Internet of Things	5	15	n/a
LIBFAWDLBCSL	Algorithms, Data Structures, and Programming Languages	5	15	n/a
LIBFOPRRPAECPT	Project: AI Excellence with Creative Prompting Techniques	5	15	n/a
LIBFEXDLBDSIPWP	Introduction to Programming with Python	4	15	n/a
LIBFIRPFSINTER1	Internship I[1]	5	15	n/a
LIBFIRPFSINTER2	Internship II[1]	5	15	n/a
Electives B				
LIBFWAWADLBMSM1-01_E	Online Marketing	6	15	OSM
LIBFWAREDLBIOPEMAA2	Digital Methods in Market Research	6	15	OSM
LIBFWAPRDLBEPPPV_E	Project: Prototyping and validation of a business idea	6	15	BAM
LIBFWAPRDLBINGDT_E	Project: Design Thinking	6	15	BAM
LIBFWAWADLBDBSC_E	Statistical Computing	6	15	DSA
LIBFWAWADLBINGDABD_E	Data Analytics and Big Data	6	15	DSA
LIBFWAWADLBDSESCM1	Supply Chain Management I	6	15	E
LIBFWAWADLBDSESCM2	Supply Chain Management II	6	15	E
LIBFWAWAIWNF1_E	Techniques and Methods for Agile Software Development	6	15	CSS
LIBFWAPRIWNF2_E	Project: Agile Software Engineering	6	15	CSS
LIBFWAWADLBCSITSM-01	IT Service Management	6	15	ITM

[1] Check eligibility before booking module.

LIBFWAPRDLBCSPITSM	Project: IT Service Management	6	15	ITM
LIBFWAWADLBNWENW_E	Introduction to New Work	6	15	HR
LIBFWAWADLBBWOB_E	Organizational Behavior	6	15	HR
Electives C				
LIBFWAWADLBMSM2-01_E	Social Media Marketing	6	15	OSM
LIBFWAPRDLBWPDMKP2_E	Project: Digital Methods in Market Research	6	15	OSM
LIBFWAWADLBUXUXP_E	UX Prototyping	6	15	BAM
LIBFPDLBEPPMVP_E	Project: Minimum Viable Product	6	15	BAM
LIBFWAPRPDA	Project: Data Analysis	6	15	DSA
LIBFPDLBDSEAIS2	Project: Artificial Intelligence	6	15	DSA
LIBFWAWADLBINGPE_E	Product Development in Industry 4.0	6	15	E
LIBFWAPRDLBIEPSPS	Project: Smart Product Solutions	6	15	E
LIBFWAREISSE_E	Seminar: Software Engineering	6	15	CSS
LIBFWAPRDLBSEPPSD_E	Project: Software Development	6	15	CSS
LIBFWAWADLBCSEITPAM1	IT Project Management	6	15	ITM
LIBFWAWAIAMG_E	IT Architecture Management	6	15	ITM
LIBFWAWADHR	Digital HR	6	15	HR
LIBFWACSDLBINTIHR_E	International HR Management	6	15	HR

*

OSM = Online and Social Media Marketing	BAM = Business Administration and Management	DSA = Data Science and Artificial Intelligence	E = Engineering

CSS = Computer Science and Software Development	ITM = IT Management	HR = Human Resources	

Teaching, Learning & Assessment

Information about teaching, learning and assessment can be found in the Learning, Teaching and Assessment Strategy.

Our programmes are designed to

- integrate theory with practice,
- develop your ability to critique and challenge models and theoretical frameworks,
- stimulate debate, discussion and research,
- foster a variety of academic skills,
- be accessible and inclusive, and
- develop global citizens.

You are expected to undertake a considerable amount of independent study, including reading, industry-related research and personal reflection.

Teaching Formats

The programme is designed to be offered in various teaching formats, for example online or via on-campus learning. The currently available delivery methods for this programme can be found on its dedicated page on the LIBF website.

You will have access to both asynchronous and synchronous teaching formats.

Via the Course Feed in the virtual learning environment, myCampus, you will be able to contact the module tutor in a flexible and accessible way.

This is also where Intensive Live Sessions are conducted synchronously with video-based elements. They serve to answer students' individual questions as well as to allow for group discussions.

Additionally, Learning Sprints[2] will offer a seven-week intense learning experience in which the lecturers guide students through the learning material in a very structured manner, with the goal of successfully preparing them to take the final assessment at the end. During this time, frequent synchronous online meetings are held, offering keynote speeches and interactive tasks.

Both the Intensive Live Sessions and Learning Sprints are recorded to further assist asynchronous learning.

In the on-campus format, teaching and learning combines online and in-person learning in a *flipped* classroom concept. Traditional classroom activities like lectures are conducted online via the learning platform, while in-class time is used for interactive work. On-campus elements like study groups and library study time complement this approach.

Learning Resources

You will have access to a wide range of resources, which may include the following:

- myCampus: This Moodle-based central information and digital learning platform is organised based on programmes and modules. On the respective module pages in myCampus, you can access all study materials (e.g., course books (i.e., text books), reading lists, practice exams and video galleries) as well as the links to all related resources and databases (e.g., MS Teams, links to the library for further reading, contact details of lecturers, links to the booking tool for online exams and the Turnitin submissions page). In the on-campus model you have access to the same learning platform, with slight adaptations made to accommodate, for example, differences in study sequence.

- Learnhub App: You can access your learning materials in a digital app and have all your notes and highlights synchronised. The app supports different learning formats, such as reading and annotating course books, using different colour codes, assessing knowledge with interactive self-tests, or watching the latest videos of the current module.

- Our comprehensive online library is aligned with the study content and kept up to date. Compulsory and further reading is mentioned in the course and module descriptions available for the students and aims to provide them with unlimited access.

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[2] Offered only when the minimum number of participants is reached.

Assessment & Feedback

Regulations relating to progression and assessment, including information on late submissions, are as set out in LIBF's General and Academic Regulations for Students.

Assessment strategies follow LIBF's Higher Education Accessible and Inclusive Learning Policy.

Assessment consists of both formative and summative approaches, and feedback and feedforward are provided as outlined in LIBF's Higher Education Assessing Learning & Feedback Policy. The different types of assessment used by LIBF are described in the Higher Education Types of Summative Assessment Guidance.

Module assessment methods are included in Module Handbooks which are made available in myCampus.

Credit and Award

Credit Framework

The BSc (Hons) Digital Business programme is made up of 360 FHEQ credits. One credit approximates to 10 student effort hours; therefore, the total course requires an average of 3,600 hours of effort. Typically, one ECTS credit is the equivalent to two UK credits, although this may vary depending on the individual European state's requirements.

Award

On successful completion of the full programme, you will be awarded the

Bachelor's Honours Degree	360 credits, of which at least 90 credits must be at Level 6 and 30 credits must be obtained through the Bachelor Thesis

Regulations

LIBF's General and Academic Regulations for Students detail

- regulations governing the award of credit,
- how grades for awards are granted,

- time limits for completion of programmes of study,
- capping of marks and regulations relating to the resitting of assessment components,
- academic misconduct (e.g., malpractice), and
- accreditation of prior learning (APL).

Exit Awards

In line with LIBF's General and Academic Regulations for Students, the following applies:

Bachelor's Degree (non-Honours)	minimum of 300 credits, of which at least 60 credits must be at Level 6
Diploma of Higher Education	minimum of 240 credits, of which at least 90 credits must be at Level 5
Certificate of Higher Education	minimum of 120 credits, of which at least 90 credits must be at Level 4

Note: LIBF does not award interim qualifications. For example, a student registered for the bachelor's degree will not automatically be awarded a Diploma or Certificate of Higher Education on completion of the required number of credits.

Professional Recognition

Credits gained via accreditation of prior learning (APL) into our awards may mean that students will not get certain exemptions from other institutions' higher education or professional awards that may recognise our programmes.

Criteria for Admission

All applications will be considered holistically and offers will be based on qualifications, subjects studied, any relevant work experience and personal statements demonstrating a desire to work in the relevant industry.

Students must be able to satisfy the general admissions criteria of LIBF. Entry requirements for the programme are:

- 2 A Levels, and
- GCSE Maths 4 (C in old grading system) or above, and
- GCSE English 4 (C in old grading system) or above, and
- English language competence equivalent to IELTS 6.0 with no less than 5.5 in any element. An online English test is offered (SPEEX) if IELTS not available.

Overseas qualifications may be accepted and will be subject to evidence of equivalency normally verified through ECCTIS (UK ENIC).

If applicants do not satisfy these criteria, they can communicate with the LIBF Admissions Team and discuss entry requirements.

Suitable work experience may be accepted as an alternative on an individual basis.

Mature students who do not meet the entry criteria may be eligible to enrol under the LIBF mature student process. Applicants should contact a member of the Admissions Team if they do not meet the criteria.

Benchmarks

External

- QAA UK Quality Code, including:
    - Subject Benchmark Statement for Business and Management (2023)
    - Level 6 descriptors in the Framework for Higher Education Qualifications in England, Wales and Northern Ireland
    - Higher Education Credit Framework for England

Internal

- LIBF Code of Practice
- LIBF General and Academic Regulations for Students

In addition, research with the relevant sector has been undertaken to ensure that the learning outcomes of the programme address identified skills and knowledge gaps.

Links

Teaching, Learning and Assessment Strategy

LIBF General and Academic Regulations for Students

LIBF Code of Practice for Quality Assurance, Chapter 3: Accreditation of Prior Learning (APL)

Accessible and Inclusive Learning Policy

Types of Summative Assessment

Higher Education Assessing Learning & Feedback Policy

Subject Benchmark Statement for Business and Management

Framework for Higher Education Qualifications in England, Wales and Northern Ireland

Higher Education Credit Framework for England

Curriculum Map of Modules Against Intended Learning Outcomes of the Programme

Module Code	Module Name	C / E*	Intended Learning Outcomes of the Programme										
			LO1	LO2	LO3	LO4	LO5	LO6	LO7	LO8	LO9	LO10	LO11
LIBFEXDLBBAB_E	Business 101	C	X	X				X					
LIBFEXDLBCSICS	Introduction to Computer Science	C				X	X			X			
LIBFEXDLBBWME_E	Managerial Economics	C	X	X	X								
LIBFPDLBDBDFC_E	Digital Future Commerce	C	X	X		X			X	X	X		
LIBFOARPDLBDSIDS	Introduction to Data Science	C				X	X		X				
LIBFEXDLBDSEIMB1	International Marketing	C	X	X	X								
LIBFOARPDLBCSCW	Collaborative Work	C	X	X									
LIBFEXDLBDSEAIS1	Introduction to Artificial Intelligence	C				X	X			X			
LIBFAWDLBIAWBSS	Introduction to Academic Work for Business and Social Sciences	C											X
LIBFAWDLBSTA-01_E	Statistics	C		X	X			X	X				
LIBFAWDLBLODB_E	Digital Business Models	C	X	X		X				X	X		
LIBFWACSDLBCSIDM	Intercultural and Ethical Decision Making	C		X				X				X	
LIBFAWDLBMIAMVR1_E	Augmented, Mixed and Virtual Reality	C				X			X				
LIBFAWDLBCFIE	Corporate Finance and Investment	C	X	X				X					
LIBFWACSDLBBAS_E	Sustainability	E	X									X	
LIBFOPRRPDLBCSAPM	Agile Project Management	E	X	X				X	X				
LIBFOPRRPDLBEPWDE1_E	Project: Digital Entrepreneurship	E	X			X				X	X		
LIBFAWDLBPROGPM_E	Fundamentals of Product Management	E	X	X	X					X			

LIBFAWDLBINGEIT_E	Internet of Things	E		X		X				X			
LIBFAWDLBCSL	Algorithms, Data Structures, and Programming Languages	E				X	X		X	X			
LIBFOPRRPAECPT	Project: AI Excellence with Creative Prompting Techniques	E				X	X						
LIBFEXDLBDSIPWP	Introduction to Programming with Python	E				X	X			X			
LIBFIRPFSINTER1	Internship I	E					X	X	X	X			
LIBFIRPFSINTER2	Internship II	E					X	X	X	X			
LIBFWAWADLBWPLS_E	Leadership 4.0	C	X	X								X	
LIBFWAREDLBDBATD_E E	Seminar in Current Topics in Digitalization	C	X	X				X	X				X
LIBFWAWADLBMSM1-01_E	Online Marketing	E	X	X	X								
LIBFWAREDLBIOPEMAA2	Digital Methods in Market Research	E	X	X	X	X		X	X				
LIBFWAPRDLBEPPPV_E	Project: Prototyping and validation of a business idea	E	X	X	X			X			X		X
LIBFWAPRDLBINGDT_E	Project: Design Thinking	E		X	X			X			X		X
LIBFWAWADLBDBSC_E	Statistical Computing	E				X	X		X				
LIBFWAWADLBINGDABD_E	Data Analytics and Big Data	E				X	X	X	X				
LIBFWAWADLBDSESCM1	Supply Chain Management I	E	X	X									
LIBFWAWADLBDSESCM2	Supply Chain Management II	E	X	X									
LIBFWAWAIWNF1_E	Techniques and Methods for Agile Software Development	E				X	X			X			
LIBFWAPRIWNF2_E	Project: Agile Software Engineering	E				X	X		X	X			X
LIBFWAWADLBCSITSM-01	IT Service Management	E				X	X	X					

LIBFWAPRDLBCSPITSM	Project: IT Service Management	E				X	X						X
LIBFWAWADLBNWENW_E	Introduction to New Work	E	X	X								X	
LIBFWAWADLBBWOB_E	Organizational Behavior	E	X	X								X	
LIBFWAWADLBMSM2-01_E	Social Media Marketing	E	X	X	X								
LIBFWAPRDLBWPDMKP2_E	Project: Digital Methods in Market Research	E	X	X	X	X		X					X
LIBFWAWADLBUXUXP_E	UX Prototyping	E			X			X			X		
LIBFPDLBEPPMVP_E	Project: Minimum Viable Product	E		X	X			X			X		X
LIBFWAPRPDA	Project: Data Analysis	E				X	X	X	X				X
LIBFPDLBDSEAIS2	Project: Artificial Intelligence	E				X	X		X				X
LIBFWAWADLBINGPE_E	Product Development in Industry 4.0	E		X		X							
LIBFWAPRDLBIEPSPS	Project: Smart Product Solutions	E		X		X							X
LIBFWAREISSE_E	Seminar: Software Engineering	E				X	X			X			
LIBFWAPRDLBSEPPSD_E	Project: Software Development	E				X	X			X			X
LIBFWAWADLBCSEITPAM1	IT Project Management	E				X	X	X					
LIBFWAWAIAMG_E	IT Architecture Management	E				X	X	X					
LIBFWAWADHR	Digital HR	E	X	X		X							
LIBFWACSDLBINTIHR_E	International HR Management	E	X	X				X					
LIBFBTDLBBT	Bachelor Thesis	C	X	X	X			X					X

This table shows the distribution of the programme's intended learning outcomes (as specified in the programme specification) across the programme modules.
*Compulsory / Elective

Mapping of Teaching Formats and Types of Media Used in the Programme Modules

Module Code	Module Name	Type of Assessment[1]	Teaching Formats[2]			Types of Media[3]				
			CF	ILSE	LS[4]	CB	OT	RB	V	PE
LIBFEXDLBBAB_E	Business 101	EX	X	X	X	X	X		X	X
LIBFEXDLBCSICS	Introduction to Computer Science	EX	X	X	X	X	X		X	X
LIBFEXDLBBWME_E	Managerial Economics	EX	X	X	X	X	X		X	X
LIBFPDLBDBDFC_E	Digital Future Commerce	P	X	X	X					
LIBFOARPDLBDSIDS	Introduction to Data Science	OARP	X	X	X	X	X		X	
LIBFEXDLBDSEIMB1	International Marketing	EX	X	X	X	X	X		X	X
LIBFOARPDLBCSCW	Collaborative Work	OARP	X	X	X	X	X		X	
LIBFEXDLBDSEAIS1	Introduction to Artificial Intelligence	EX	X	X	X	X	X		X	X
LIBFAWDLBIAWBSS	Introduction to Academic Work for Business and Social Sciences	AW	X	X	X	X	X		X	
LIBFAWDLBSTA-01_E	Statistics	AW	X	X	X	X	X		X	
LIBFAWDLBLODB_E	Digital Business Models	AW	X	X	X	X	X		X	
LIBFWACSDLBCSIDM	Intercultural and Ethical Decision Making	WACS	X	X	X	X	X		X	
LIBFAWDLBMIAMVR1_E	Augmented, Mixed and Virtual Reality	AW	X	X	X	X	X		X	
LIBFAWDLBCFIE	Corporate Finance and Investment	AW	X	X	X	X	X		X	
Elective from Group A										
Elective from Group A										
LIBFWAWADLBWPLS_E	Leadership 4.0	WAWA	X	X	X	X	X		X	
LIBFWAREDLBDBATD_E E	Seminar in Current Topics in Digitalization	WARE	X	X	X					
Elective from Group B										
Elective from Group B										
Elective from Group C										
Elective from Group C										
LIBFBTDLBBT	Bachelor Thesis	BT								
This table shows the distribution of teaching formats and types of media used in the programme modules.										

[1]EX = Exam, WAWA = Written assignment, WACS = Case study, WARE = Research essay, WAPR = Project report, P = Portfolio, AW = Advanced Workbook, OARP = Oral Assignment + Reflection Paper, OPRRP = Oral Project Report + Reflection Paper, IRP = Internship Reflection Paper, BT/MT = Bachelor / Master Thesis

[2]CF = Course Feed, ILSE = Intensive Live Sessions, LS = Learning Sprints

[3]CB = Course Book, OT = Online Tests, RB = Review Book, V = Videos, PE = Practice Exams

[4]Offered only when the minimum number of participants is reached.