

BEng Electronic Engineering & Computer Science
For students entering Part 1 in 2003

UCAS code: HG64

Awarding Institution:	The University of Reading
Teaching Institution:	The University of Reading
Relevant QAA subject benchmarking group(s):	Engineering
Faculty of Science	Programme length: 3 years
Date of specification: 11/03/05	
Programme Director: Eur Ing Dr Simon Sherratt	
Programme Adviser: Eur Ing Dr Simon Sherratt	
Board of Studies: Electronic Engineering	
Accreditation: Institution of Electrical Engineering	

Summary of programme aims and learning outcomes

To develop the students' knowledge of the theory and practice of modern electronic and computer engineering, necessary for them to secure employment as professional electronic or computer engineers in a wide variety of industries. A full statement of the educational aims and learning outcomes of the programme is given later in the programme specification.

Transferable skills

The University's Strategy for Teaching and Learning has identified a number of generic transferable skills which all students are expected to have developed by the end of their degree programme. In following this programme, students will have had the opportunity to enhance their skills relating to career management, communication (both written and oral), information handling, numeracy, problem-solving, team working and use of information technology.

As part of this programme students are expected to have gained experience and show competence in the following transferable skills: IT (word-processing, using standard and mathematical software, scientific programming), scientific writing, oral presentation, team-working, problem-solving, use of library resources, time-management, career planning and management, and business awareness.

Programme content

The profile which follows states which modules must be taken (the compulsory part), together with one or more lists of modules from which the student must make a selection (the "selected" modules). Students must choose such additional modules as they wish, in consultation with their programme adviser, to make 120 credits in each Part. The number of modules credit for each module is shown after its title.

Part 1		<i>Credits</i>	<i>Level</i>
<i>Compulsory modules</i>			
CY1A2	<i>Cybernetics and Its Application</i>	20	C
SE1A2	<i>Introduction to Computer Systems</i>	10	C
CS1G2	<i>Introduction to Algorithms</i>	10	C
SE1B2	<i>Systems and Circuits</i>	20	C
EG1C2	<i>Engineering Mathematics</i>	20	C
EE1A2	<i>Electronic Devices and Telecoms</i>	20	C
and either both			
CS1A2	<i>Programming 1</i>	10	C
CS1B2	<i>Programming 2</i>	10	C

or both			
CS1C2	<i>Introductory Programming 1</i>	10	C
CS1D2	<i>Introductory Programming 2</i>	10	C
Part 2			
<i>Compulsory modules</i>			
CS2B2	<i>Operating Systems</i>	20	I
CS2E2	<i>Software Engineering</i>	10	I
CS2C2	<i>Computer Architecture</i>	10	I
SE2P4	<i>Engineering Applications</i>	20	I
SE2A2	<i>Signals and Telecoms</i>	20	I
EE2A2	<i>Embedded Microprocessor Systems</i>	20	I
EE2C2	<i>Digital Circuit Design</i>	10	I
EE2Q2	<i>IC Design</i>	10	I
Part 3			
<i>Compulsory modules</i>			
EE3P2	<i>Electronic Engineering Project</i>	30	H
SE3Z5	<i>Social, Legal and Ethical Aspects of Science and Engineering</i>	20	H
EE3A2	<i>Digital Signal Processing</i>	10	H
EE3B2	<i>Advanced Digital Design</i>	10	H
EE3C2	<i>Digital & Data Communications</i>	20	H
CS3E2	<i>Distributed Systems</i>	10	H
<i>Optional modules</i>	<i>(a total of 20 credits to be chosen):</i>		
EE3F2	<i>Video Engineering & Digital media</i>	10	H
EE3G2	<i>DSP in Communications</i>	10	H
XX3??	<i>Foreign Language</i>	10	H
CS3A2	<i>Computer Networking</i>	10	H
CS3F2	<i>XML Technology and Applications</i>	10	H
CS3U2	<i>Linear Algebra for Computer Vision</i>	10	H

Progression requirements

In order to progress to Part 2 a student shall normally be required to achieve an overall average of 40% over 120 credits taken in Part 1, and a mark of at least 30% in individual modules amounting to not less than 120 credits.

To gain a threshold performance at Part 2 a student shall normally be required to achieve: an overall average of 40% over 120 credits taken in Part 2, and a mark of at least 30% in individual modules amounting to not less than 100 credits. In order to progress from Part 2 to Part 3, a student shall normally be required to achieve a threshold performance at Part 2,

If an overall average mark of greater than 60% is obtained in Part 2 then students may request to be reregistered for the MEng in Electronic Engineering & Computer Science.

Summary of teaching and assessment

Teaching is organised in modules that typically involve lectures and tutorial or laboratory practicals. Most modules are assessed by a mixture of coursework and formal examination. Some modules, in particular the Part 3 are assessed only as coursework. Details are given in the relevant module description.

To be eligible for Honours, students must obtain an overall average mark of 40% **and** no mark lower

than 30% in any module **and** at least 40% in EE3P2 *Electronic Engineering Project*. Part 2 contributes one third of the overall assessment and Part 3 the remaining two thirds.

Admission requirements

Entrants to this programme are normally required to have obtained:

Grade C or better in English in GCSE; and achieved

A Level: 260 points with grade C in A Level Mathematics and Physics; or

International Baccalaureat: 26 points including 6 in Higher Mathematics; or

Advanced GNVQ: Merit in one of the following subject areas: Engineering, Information Technology or Science, accompanied by A Level Mathematics Grade C; or

Scottish Highers: Grade B in Mathematics and Cs in three other subjects

Irish Leaving Certificate: Grade B in Mathematics and three Bs and a C in four other subjects; or

BTEC: with 6 merits in individual subjects, including a merit in Mathematics.

Two AS grades are accepted in place of one A-Level (except for Mathematics)

Admissions Tutor: Dr S.A. Shirsavar

Support for students and their learning

University support for students and their learning falls into two categories. Learning support includes IT Services, which has several hundred computers and the University Library, which across its three sites holds over a million volumes, subscribes to around 4,000 current periodicals, has a range of electronic sources of information and houses the Student Access to Independent Learning (S@IL) computer-based teaching and learning facilities. There are language laboratory facilities both for those students studying on a language degree and for those taking modules offered by the Institution-wide Language Programme. Student guidance and welfare support is provided by Personal Tutors, the Careers Advisory Service, the University's Special Needs Advisor, Study Advisors, Hall Wardens and the Students' Union.

Within the providing Department additional support is given though practical laboratory classes. The development of problem-solving skills is assisted by appropriate assignment and project work. There is a Course Adviser to offer advice on the choice of modules within the programme. Course handbooks are provided for each Part of the course: these give more details about the modules which make up the degree. In addition, the School of Computer Science, Cybernetics and Electronic Engineering produces a Handbook for Students, which provides general information about the staff and facilities within the school.

Career prospects

This is a new course, suitable for anyone aiming for a job involving electronic or computer systems design. These include manufacturers of mobile phones, computers, computer networking products, and integrated circuits. Others could join research groups in university and industry, the public service, and the teaching professions. Graduates from this programme (at 2:2 Hons or above) are partially exempt from the professional examinations of the Institution of Electrical Engineers. After a further period of higher education (a matching section) and a period of professional experience, a graduate can expect to achieve Chartered Engineer status.

Opportunities for study abroad

N/A

Educational aims of the programme

To develop the students' knowledge of the theory and practice of modern electronic and computer engineering, necessary for them to secure employment as professional electronic or computer engineers in a wide variety of industries; to encourage their critical and analytical skills; and to develop their skills in applying theoretical concepts to the practice of electronic and computer systems design.

Programme Outcomes

The programme provides opportunities for students to develop and demonstrate knowledge and understanding, skills, qualities and other attributes in the following areas:

Knowledge and Understanding

<p>A. Knowledge and understanding of:</p> <ol style="list-style-type: none"> 1. appropriate mathematical techniques. 2. science underlying electronic engineering and computer systems. 3. information technology. 4. design of electronic engineering and computer systems. 5. business context. 6. engineering practice. 	<p>Teaching/learning methods and strategies The knowledge required for the basic topics is obtained via lectures, tutorials, laboratory practicals, assignments and project work. Appropriate IT packages are taught. Demonstrators in laboratory and project supervisors advise students, and feedback is provided on all continually assessed work. As the course progresses, students are expected to show greater initiative and undertake independent research.</p> <p>Assessment Most knowledge is tested through a combination of practicals, assignments and formal examinations: students write reports on most assignments after part 1, and oral presentations also contribute.</p>
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Skills and other attributes

<p>B. Intellectual skills – able to:</p> <ol style="list-style-type: none"> 1. select and apply appropriate scientific principles, mathematical and computer based methods for analysing general electronic engineering and computer systems. 2. analyse and solve electronic engineering and computer science problems. 3. organise tasks into a structured form. 4. understand the evolving state of knowledge in two rapidly developing areas. 5. transfer appropriate knowledge and methods from one topic within the subject to another. 6. plan, conduct and write a report on a project or assignment. 7. prepare an oral presentation. 8. understand commercial risk evaluation. 	<p>Teaching/learning methods and strategies Appropriate mathematical, scientific and IT skills and tools are taught in lectures, and problems to be solved are given as projects or assignments. Project planning is part of the Part 3 project, and written and oral presentations are required for various assignments and projects. 8 is provided by a module provided specifically for engineering students.</p> <p>Assessment 1-5 are assessed partly by examination, though sometimes also by project or assignment work. 6 and 7 are assessed as part of project work. 8 is assessed by an exam.</p>
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C. Practical skills – able to:

1. use appropriate mathematical methods or IT tools.
2. program a computer to solve problems.
3. use relevant laboratory equipment and analyse the results critically.
4. design, build and test a system.
5. research into electronic engineering and computer science problems.
6. utilise project management methods.
7. present work both in written and oral form.

Teaching/learning methods and strategies

Mathematics and IT tools are introduced in lectures and their use is assessed by examinations and assignments.

Programming assignments are set, and students may write programs to solve other projects.

Laboratory practicals and projects are used to teach about 3, and projects are used for 4, 5, 6 and 7.

Assessment

1 and 5 are tested in coursework and in examinations. 2, 5 and 7 are tested by assignments and projects, 3 is assessed in practicals and sometimes in projects, 4, 5 and 6 are assessed through project work.

D. Transferable skills – able to:

1. use IT tools.
2. acquire, manipulate and process data.
3. use creativity and innovation.
4. solve problems.
5. communicate scientific ideas.
6. give oral presentations.
7. work as part of a team.
8. use information resources.
9. manage time.

Teaching/learning methods and strategies

IT tools are taught partly in lectures, mainly through laboratory sessions and assignments.

Data skills are acquired in laboratory and projects. Creativity and innovation and problems solving are experienced through projects, as are team working, time management and presentations. Use of information resources, such as the library and IT methods is experienced through projects and assignments.

Assessment

Some skills, like the use of IT tools and ability to communicate orally and in written form are directly assessed, in assignments or projects, other skills are not directly assessed but their effective use will enhance the students overall performance.

Please note - This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the learning outcomes, content and teaching, learning and assessment methods of each module can be found in the module description and in the programme handbook. The University reserves the right to modify this specification in unforeseen circumstances, or where the process of academic development and feedback from students, quality assurance processes or external sources, such as professional bodies, requires a change to be made. In such circumstances, a revised specification will be issued.