# FACULTY OF ENGINEERING

# FACULTY PROGRAMME

# **ENGINEERING: DESIGN AND MANUFACTURE**

Bachelor of Engineering with Honours in Engineering: Design and Manufacture Bachelor of Engineering in Engineering: Design and Manufacture Diploma of Higher Education in Engineering: Design and Manufacture Certificate of Higher Education in Engineering: Design and Manufacture

These regulations are to be read in conjunction with <u>General Academic Regulations –</u> <u>Undergraduate</u>, <u>Integrated Master and Professional Graduate Degree Programme Level</u>.</u>

#### Mode of Study

1. The programmes are available flexibly via on campus study (Open Access) or off campus (Distance Learning) on a full time basis.

#### Curriculum

2. First Year - All students shall undertake modules amounting to 120 credits as follows:

Module Code	Module Title	Level	Credits	
EO101	Mathematics and Numerical Tools 1	1	30	
EO102	Design and Production 1	1	30	
EO103	Mechanical Engineering Systems 1	1	30	
EO104	Electronic and Electrical Engineering Systems 1	1	30	

#### Compulsory Modules

3. **Second Year** - All students shall undertake modules amounting to 120 credits as follows:

#### Compulsory Modules

Module Code	Module Title	Level	Credits
EO201	Mathematics and Numerical Tools 2	2	30
EO202	Design and Production 2	2	30
EO203	Mechanical Engineering Systems 2	2	30
EO204	Electronic and Electrical Engineering Systems 2	2	30

4. Third Year - All students shall undertake modules amounting to 120 credits as follows:

#### Compulsory Modules

Module Code	Module Title	Level	Credits
EO300	Engineering Design Project	3	60

## **Optional Modules**

60 credits at Level 3 chosen from the list of optional modules in the Faculty of Engineering, as approved by the Programme Leader.

5. Fourth Year - All students shall undertake modules amounting to 120 credits as follows:

#### Compulsory Modules

Module Code	Module Title	Level	Credits
EO400	Individual Project	4	60

## **Optional Modules**

60 credits at Level 4 chosen from the list of optional modules in the Faculty of Engineering, as approved by the Programme Leader.

## Progress

- 6. In order to progress to the second year of the programme, see <u>General Academic</u> <u>Regulations – Undergraduate</u>, <u>Integrated Master and Professional Graduate Degree</u> <u>Programme Level</u>.
- 7. In order to progress to the third year of the programme, see <u>General Academic</u> <u>Regulations – Undergraduate</u>, <u>Integrated Master and Professional Graduate Degree</u> <u>Programme Level</u>.
- 8. In order to progress to the fourth year of the programme, see <u>General Academic</u> <u>Regulations – Undergraduate, Integrated Master and Professional Graduate Degree</u> <u>Programme Level.</u>

#### **Final Honours Classification**

9. The final Honours classification will normally be based on the first assessed attempt at compulsory and, where appropriate, specified optional modules which are taken in third and fourth year of the programme.

#### Award

- 10. **BEng with Honours:** In order to qualify for the award of the degree of BEng with Honours in Engineering: Design and Manufacture, see <u>General Academic Regulations –</u> <u>Undergraduate, Integrated Master and Professional Graduate Degree Programme</u> <u>Level.</u>
- 11. **BEng:** In order to qualify for the award of the degree of BEng in Engineering: Design and Manufacture, see <u>General Academic Regulations Undergraduate, Integrated</u> <u>Master and Professional Graduate Degree Programme Level.</u>
- 12. **Diploma of Higher Education:** In order to qualify for the award of a Diploma of Higher Education in Engineering: Design and Manufacture, see <u>General Academic Regulations</u>

<u>– Undergraduate, Integrated Master and Professional Graduate Degree Programme Level.</u>

13. **Certificate of Higher Education:** In order to qualify for the award of a Certificate of Higher Education in Engineering: Design and Manufacture, see <u>General Academic</u> <u>Regulations – Undergraduate</u>, <u>Integrated Master and Professional Graduate Degree</u> <u>Programme Level</u>.