2. AIMS AND OBJECTIVES OF THE PROGRAMME

2.1. Programme Aims and Objectives

The followings are the aims and objectives of the Programme:

(i) This programme aims at producing graduates with the professional knowledge and skills that are relevant for a professional engineer to contribute to the electronic and information engineering profession.

(ii) The curriculum enables the students to develop a deep understanding of sound scientific principles, and to gather experience in practical applications.

(iii) The learning and teaching environment is flexible and relevant to support both professional and all-rounded developments of the students.

(iv) The graduates will be able to develop abilities in effective communication, problem-solving, inquisitiveness, critical and creative thinking, and life-long learning.

(v) The graduates are expected to be equipped with professional competence, all-rounded attributes and transferable skills, and be able to meet challenges from the rapidly changing engineering profession.

2.2. Outcome Statements

On successful completion of the BEng(Hons) in Electronic and Information Engineering Programme, students will be able to:

Category A Professional/academic knowledge and skills

1. Apply knowledge of mathematics, science, and engineering appropriate to electronic and information engineering.

2. Design and conduct experiments, as well as to analyse and interpret data.

3. Design a system, component or process to meet desired needs within realistic constraints, such as economic, environmental, social, political, ethical, health and safety, manufacturability and sustainability.

4. Function on multi-disciplinary teams.

5. Identify, formulate and solve engineering problems.

6. Understand professional and ethical responsibility.

7. Communicate effectively.

8. Understand the impact of engineering solutions in a global and societal context, especially the importance of health, safety and environmental considerations to both workers and the general public.


10. Recognize the need for, and to engage in life-long learning.
11. Use the techniques, skills, and modern engineering tools necessary for engineering practice appropriate to electronic and information engineering.

12. Use the computer/IT tools relevant to electronic and information engineering along with an understanding of their processes and limitations.

Category B Attributes for all-roundedness

13. Understand the creative process.

14. Have a sense of entrepreneurship, and be able to recognize market needs and product development requirements in the electronic and information engineering profession.

15. Exercise leadership when working in a team.