3. PROGRAMME OUTCOMES

Category A    Professional/academic knowledge and skills

On successful completion of the programme, students will be able to:

1. demonstrate knowledge and understanding of concepts, principles and theories relating to electronic and information engineering;
2. apply analytical skills, simulation techniques, and modern engineering tools necessary for engineering practice;
3. apply knowledge of mathematics and scientific principles to modelling and solving real-life engineering problems;
4. identify, analyze and solve technical problems in electronic and information engineering;
5. assist in the design and development of products relevant to the field of electronic and information engineering;
6. apply computer programming techniques to solving engineering problems in workplace.

Category B    Attributes for all-roundedness

On successful completion of the programme, students will be able to:

7. communicate effectively;
8. demonstrate critical and creative thinking;
9. demonstrate self-learning and life-long learning capability;
10. work in a team and collaborate effectively with others;
11. have an understanding of professional and social responsibilities;
12. exercise leadership when working in a team.