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The Internet of Things (IoT) is predicted to have 50 billion 'things' connected to the net by 2020. These 'things' include mobile phones, home appliances, healthcare devices, lights, wearable devices, engines, machinery.

Choose IoT software or hardware as a sub-major of this degree and advance the world we live in.

Smartphones, smart watches, smart health monitoring and smart homes are just the beginning, soon everything will be interconnected!

Electronic engineers design, build and test the hardware found inside these smart devices. In fact electronic circuits, microprocessors and microcontrollers enable the core technologies across global industries including; telecommunication, manufacturing, transport, power generation, health and construction.

This electronic engineering major combines scientific and technical advances with advanced engineering techniques and mathematics. Combined with two internships in industry, you will graduate with the knowledge and capabilities to move into a range of global high tech industries.

Future-proof your career

Electronic devices are driving tech advances. The Internet of Things (IoT), driverless cars, robotics, 3D printing, smart health monitors and virtual reality headsets all have electronic circuits, microprocessors or microcontrollers.

Industry experience

Extensive hands-on experience through the Studios approach will set you apart. We also offer two six-month internships (Diploma in Professional Engineering Practice) which give you the real world experience to take the next step in your career.

Do it your way

We get it, you can't hit 'pause' on life when you start university. Find the timetable that suits you with our day/evening classes and part-time study options.

UAC Codes

603045 BE(Hons) Diploma in Professional Engineering Practice

603046 BE(Hons) International Students Only



A NEW COURSE IN 2018

As the #1 Young University in Australia, UTS is adapting its approach to education and learning to support the changing lifestyles of students. The Faculty of Engineering & IT is seeking accreditation of the Electronic Engineering major with Engineers Australia.

FOR MORE INFORMATION:

feit@uts.edu.au electronicengineering.uts.edu.au eng.uts.edu.au

COURSE STRUCTURE*

	Mathematical Modelling 1	Engineering Communication	Fundamentals of C Programming	Introduction to Electrical and Electronic Engineering	
Year 1	Mathematical Modelling 2	Introductory Digital Systems	Electronic Systems	Fundamentals Studio A	
r 2	Physical Modelling	Sensing, Actuation and Control	Electronics and Circuits	Fundamentals Studio B	Engineering Practice Preparation 1
Yea	Engineering Professional Experience 1		Work Integrated Learning 1		
	Design and Innovation Fundamentals	IoT Components and Technologies	Sub-Major foundation	Applications Studio A	Engineering Practice Reflection 1
Year 3	Engineering Economics & Finance	Electronic Engineering Analysis	Sub-Major Extension 1	Applications Studio B	
r 4	Engineering Project Management	Electronic Engineering Design	Sub-Major Extension 2	Professional Studio A	Engineering Practice Preparation 2
Yea	Engineering Professional Experience 2		Work Integrated Learning 2		
	Entrepreneurship and Commercialisation	Research Preparation	Elective	Professional Studio B	Engineering Practice Reflection 2
Year 5	Honours Project	Elective	Elective	Elective	

* Elements of the course structure may change.

Engineering Core	Common to all majors in Engineering			
Electronic Engineering Core	Core to all Electronic Engineering Sub-Majors (Specialisations)			
Engineering Studio	6cp Session-length 'studio' subjects			
Sub-Majors	Sub-Major foundation and Extension subjects Internet of Things (Systems and devices) Internet of Things (Software) Possible: Communications Systems Possible: Machine Vision Others may be added according to demand			
Engineering Practice	The Diploma in Professional Engineering Practice includes two 6-month internships (industry experience) supported by preparation and evaluation subjects.			
Elective	Free electives chosen by the student.			
Honours Project	Research/design based project on a topic related to the student's work or study.			

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