EET 260 - SYSTEM ENGINEERING IN PRACTICE

Course Description

This class introduces students to the practice of system design and development. Students apply specific methodologies for problem-based learning and project management. Technical content from prior courses is applied to address challenges and create solutions. Student teams create prototypes and communicate results with classroom activities supporting teamwork, project planning, requirements analysis, design, development, testing, demonstration, and reporting. Group 2 course.

Credit Hours

3

Contact Hours

4

Lecture Hours

2

Lab Hours

2

Required Prerequisites

EET 102, EET 103, RAM 155

Recommended Prerequisites or Skills Competencies

AVF 141, RAM 205 or WSI 200

Course Learning Outcomes

Knowledge:
- Identify aspects of highly functional teams.
- Describe project management methodologies.
- Identify system design phases.

Application:
- Apply specific methodologies for problem-based learning and project management.
- Use problem solving to address challenges and create solutions.
- Function effectively as a member of a technical team.
- Solve engineering technology problems.

Integration:
- Use communication skills in both technical and non- technical environments.
- Select appropriate technical literature.

Human Dimension:
- Describe professional and ethical responsibilities.
- Create prototypes in teams.

Caring - Civic Learning:
- Demonstrate a commitment to quality and timeliness.

Learning How to Learn:
- Engage in self-directed learning.
- Experience continuous improvement through iteration.