

# University of Pretoria Yearbook 2018

## Computer engineering design 320 (ERD 320)

<b>Qualification</b>	Undergraduate
<b>Faculty</b>	<a href="#">Faculty of Engineering, Built Environment and Information Technology</a>
<b>Module credits</b>	16.00
<b>Programmes</b>	<a href="#">BEng Computer Engineering</a> <a href="#">BEng Computer Engineering ENGAGE</a>
<b>Prerequisites</b>	EMK 310 GS
<b>Contact time</b>	1 tutorial per week, 2 lectures per week, 2 practicals per week
<b>Language of tuition</b>	Module is presented in English
<b>Department</b>	Electrical, Electronic and Computer Engineering
<b>Period of presentation</b>	Semester 2

### Module content

In this module, students are required to generate a creative system design through synthesis and integration of components and subsystems. Students have to acquire technical knowledge through independent learning, and demonstrate a competency to work in a technical design team to realise and demonstrate a working product. This practical component is augmented by theoretical instruction in the fundamentals of system engineering, industry standards and practices, PCB layout techniques, and packaging technology.

The information published here is subject to change and may be amended after the publication of this information. The [General Regulations \(G Regulations\)](#) apply to all faculties of the University of Pretoria. It is expected of students to familiarise themselves well with these regulations as well as with the information contained in the [General Rules](#) section. Ignorance concerning these regulations and rules will not be accepted as an excuse for any transgression.