

## Contribution of Courses to Programme Outcomes

COURSE CODE AND TITLE	STUDENT LEARNING OUTCOME											
	a	b	c	d	e	f	g	h	i	j	k	l
IM0040 Engineers & Society						●	●	●	◐	◐		◐
IM1001 Data Structures & Algorithms	●	◐	◐	◐	◐							○
IM1002 Analog Electronics	●	◐	◐	◐	◐							○
IM1003 Object-Oriented Programming	●	◐	◐	○	◐							◐
IM1004 Digital Electronics	●	◐	◐	◐	○							○
IM2001 Software Engineering	●	◐	●	◐	○							○
IM2002 Microprocessors	●	◐	●	◐	◐							○
IM2003 Computer Communications	●	◐	●	◐	○							○
IM2004 Signals & Systems	●	◐	●	◐	○							○
IM2006 Engineering Mathematics I	●	◐	◐	○								◐
IM2007 Engineering Mathematics II	●	◐	◐	○								◐
IM2073 Intro. to Design & Project	●	◐	●	◐	◐	○	○	○	◐	◐	○	◐
IM3001 Digital Signal Processing	●	◐	●	◐	○							○
IM3002 Communication Principles	●	◐	●	◐	○							○
IM3003 Information Security	●	◐	●	◐	○							○
IM3080 Design and Innovation Project	●	●	●	●	●	◐	◐	◐	●	●	●	◐
IM3279 Professional Internship	●	●	●	●	●	●	●	●	●	●	●	◐
IM4080 Final Year Project	●	●	●	●	●	◐	◐	◐	●	●	●	◐
IM4105 Cellular Communication System Design	●	●	●	●	●	○	○	○	◐	◐	○	○
IM4152 Digital Communications	●	◐	●	◐	○							○
IM4153 Telecommunication Systems	●	◐	●	◐	○							○
IM4188 Wireless Communications	●	◐	●	◐	○							○
IM4413 DSP System Design	●	●	●	●	●	○	○	○	◐	◐	○	○
IM4455 Embedded Systems	●	◐	●	◐	◐							○
IM4475 Audio Signal Processing	●	◐	●	◐	○							○
IM4476 Image Processing	●	◐	●	◐	○							○
IM4478 Digital Video Processing	●	◐	●	◐	○							○
IM4483 Artificial Intelligence & Data Mining	●	◐	●	◐	◐	○		○		○		○
IM4490 Multimedia Systems	●	◐	●	◐	○							○

IM4717 Web Application Design	●	●	●	●	●	○	○	○	●	●	○	○
IM4718 Enterprise Network Design	●	●	●	●	●	○	○	○	●	●	○	○
IM4756 Computer Architecture	●	●	●	○	○							○
IM4761 Computer Networking	●	●	●	○	○							○
IM4791 Database Systems	●	●	●	○	○							○
GER Prescribed Elective (Business & Management)												●
GER Prescribed Elective (Liberal Arts)												●
GER Prescribed Elective (Science, Technology & Society)	●											●
GER Unrestricted Elective 1												●
GER Unrestricted Elective 2												●
GER Unrestricted Elective 3												●
GER Unrestricted Elective 4												●
GER Unrestricted Elective 5												●
Undergraduate Research Experience on Campus (URECA)	●	●	●	●	●	○	○	○	○	●	○	●
Undergraduate Research Opportunities Programme (UROP)	●	●	●	●	●	○	○	○	○	●	○	●
MH1810 Mathematics I	●	●	○	○								●
MH1811 Mathematics II	●	●	○	○								●
PH1011 Physics	●	●	○	○								●
FE1008 Computing	●	●	○	○								●
MH2810 Mathematics A (for direct-entry students)	●	●	○	○								●
PH1012 Physics A (for direct-entry students)	●	●	○	○								●
DA1000 Thinking & Communicating Visually I (ADM)									○	●	○	●
DA2002 Thinking & Communicating Visually II (ADM)									○	●	○	●
DA3000 Thinking & Communicating Visually III (ADM)	●	●	○	○	○				○	●	○	○
CS0204 Basic Media Writing (SCI)									○	●	○	●
CS2006 Theories of Visual Communication & their Applications (SCI)									○	●	○	●
CE4001 Virtual & Augmented Reality (SCSE)	●	●	●	○	○							○
CE4002 Visual Media Compression & Processing (SCSE)	●	●	●	○	○				○			○
CE4003 Computer Vision (SCSE)	●	●	●	○	○				○			○
CE4004 3D Modelling & Animation (SCSE)	●	●	●	○	○							○
CE4015 Simulation & Modelling (SCSE)	●	●	●	○	○				○			○

CS2024 Web Design & Technology (SCI)	●	◐	●	◐	◐				○	○	○	○
CS2025 Image & Sound Production (SCI)	◐	◐	●	◐	◐				○	○	○	○
CS2030 Audio in Media (SCI)	◐	◐	●	◐	◐				○	○	○	○
DV2008 Interface Design (ADM)	◐	◐	◐	◐	○				◐	○	○	◐
DM2000 Interactive I (ADM)	◐	◐	●	◐	◐				○	○	○	○
DM2007 Interactive II (ADM)	◐	◐	●	◐	◐				○	○	○	○
HW0288 Engineering Communication II						◐		◐	○	●	○	◐
GC0001 Sustainability: Seeing Thru the Haze						◐	●	◐				◐
ET0001 Enterprise & Innovation						◐	◐	◐				◐
HY0001 Ethics & Moral Reasoning						◐		●				◐
ML0001 Absolute Basics for Career								○		○		◐
ML0002 Career Power Up								○		○		◐

Legend

- Fully consistent (contributes to more than 75% of the SLO)
- ◐ Partially consistent (contributes to about 50% of the SLO)
- Weakly consistent (contributes to about 25% of the SLO)
- Blank Not related to the SLO