

EE 296 : Sophomore Project

Credits: 1

Class Hours: 1 lecture

Prerequisites: Approval of instructor.

Comments: May be repeated for a maximum of 4 credits.

Description: Sophomore level individual or team project under EE faculty direction and guidance. The project provides design experience and develops practical skills.

Semester Offered: Fall, Spring

Course Student Learning Outcomes (CSLOs):

1. Prepare clear written reports.
2. Orally communicate design and engineering concepts effectively.
3. Accomplish beginning-level design with respect to engineering standards and practical constraints.
4. Learn new design methodologies; tools; techniques for data collection and analysis; and/or instruments with minimal instruction from the faculty advisor.