



Programme Specification

Electrical and Electronic Engineering {Foundation} [GCET]

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Section 1: Key Programme Details

Part A: Programme Information

Programme title: Electrical and Electronic Engineering {Foundation} [GCET]

Highest award: DipHE Electrical and Electronic Engineering

Default award: CertHE Electrical and Electronic Engineering

Awarding institution: UWE Bristol

Affiliated institutions: Global College of Engineering and Technology (GCET)

Teaching institutions: Global College of Engineering and Technology (GCET)

Study abroad: No

Year abroad: No

Sandwich year: No

Credit recognition: No

School responsible for the programme: CATE School of Engineering, College of Arts, Technology and Environment

Professional, statutory or regulatory bodies: Not applicable

Modes of delivery: Full-time

Entry requirements: For the current entry requirements see the UWE public website.

For implementation from: 01 October 2025

Programme code: H65Q00

Section 2: Programme Overview, Aims and Learning Outcomes

Part A: Programme Overview, Aims and Learning Outcomes

Overview: The curriculum is designed for students seeking an engineering education closely aligned to engineering practice. Technical knowledge, engineering practice, business awareness and sustainability are integrated through projects and revisited to produce confident graduates able to apply their skills to novel situations and create engineering solutions that benefit society.

Professional development is placed at the heart of the curriculum. From day one, students are taken on a journey from student engineer to graduate engineer, preparing them for life as an engineering professional. Students will identify, develop and demonstrate competencies expected of a professional engineer in the workplace. Projects and activities, embedded throughout the curriculum, are designed to develop the engineering habits of mind such as: Problem-finding, Problem-solving, Visualising, Systems Thinking, Improving, and Adapting. Foundation principles of engineering science, skills and practice are integrated throughout all years of study.

The programme is designed to provide the balance of theoretical and practical understanding needed to meet the demands of the electrical and electronic engineering industry for engineering practitioners, and in particular to meet the requirements for professional accreditation in partial fulfilment of CEng. Furthermore, it caters for students with both industrial and/or academic backgrounds, to develop problem solving skills and be able to demonstrate leadership in a number of engineering settings.

The Electrical and Electronic Engineering programme produces graduates with a wide range of expertise relevant to the electrical and electronics industry. Electrical and Electronic engineers are employed throughout the engineering sector in the creation, maintenance and improvement of engineering operations. Consequently, Electrical and Electronic engineering graduates need to be able to integrate engineering knowledge skills from across engineering and be able to be an effective member of a multidisciplinary team. The programme covers a broad range of disciplines such as digital and analogue circuit design, electro-mechanical energy conversion, embedded systems, power electronics, control, signal processing and project management.

The ability to work in multidisciplinary teams on projects that require a broader view of the role of engineering in industry and society is developed through the core programme using project weeks to bring students together in problem finding and solution spaces where students are able to interact with each other, academics and external practitioners in a range of engineering fields.

The integration of knowledge, skills and practice allows the tackling of real engineering challenges and encourage students to engage with the wider role that electronic engineers and specifically engineering habits of mind can play in tackling global challenges. This is a modern engineering curriculum designed to attract students from diverse backgrounds able to see the future role of engineering in industry and society.

Features of the programme: Immersive Project Weeks create student engineer community within curriculum and new building.

Integrated Learning Framework and use of problem-based and project-based learning.

Industry informed curriculum.

Engineering Practice modules to scaffold the journey from student engineer to graduate engineer.

Professional and personal development embedded throughout all levels of the programme.

Interdisciplinary projects.

Real engineering problems in core curriculum where students can explore industrial, environmental and societal impact of discipline.

Educational Aims: To be able to work as a graduate electrical and electronics engineer across the engineering sector as an effective member of a multidisciplinary team.

To have acquired the knowledge and understanding of scientific principles and methods necessary to underpin an education in engineering.

To be able to apply their engineering knowledge to develop and maintain complex engineering products and explore the environmental impact of engineering.

To have demonstrated an ability to integrate knowledge and understanding of core subject material in order to solve a substantial range of engineering problems, including ones of a complex nature.

To understand the competencies and social responsibilities of a professional engineer and be able to critically appraise the value and effectiveness of future engineering innovations in the field.

To have the requisite academic knowledge, skills and preparation to study for higher degrees in appropriate engineering disciplines.

Programme Learning Outcomes:

On successful completion of this programme graduates will achieve the following learning outcomes.

Programme Learning Outcomes

- PO1. Apply scientific and analytical methods to solve engineering problems involving design, evaluation and manufacture across electrical and electronic engineering applications.
- PO2. Use systems that incorporate digital hardware, algorithms, interfacing circuits and communication, sensing and actuating devices.
- PO3. Design, model and build electronic engineering systems and be able to specify and assess technical designs.

- PO4. Use a systems approach to establish rigorous solutions that are fit for purpose and consider all aspects of a problem including production, operation, maintenance and disposal.
- PO5. Demonstrate a critical awareness of manufacturing, financial and marketing implications of design proposals
- PO6. Pursue independent study, undertake enquiry into novel and unfamiliar concepts and implement change in an engineering environment.
- PO7. Communicate and operate effectively, professionally and ethically either as individuals or as members of a team.
- PO8. Make considered judgements and decisions on complex engineering issues in which not all facts and consequences are accurately known.

Assessment strategy: The assessment strategy for the new curriculum is designed to connect topics and levels within the curriculum and to enable students to reflect upon their development. The assessment methods on the programme are aligned to the requirements of the Institution of Engineering and Technology (IET) who place high importance on the demonstration of authentic and verifiable learning outcomes for each individual student. This consideration can lead to a reliance on written examinations and limit the scope for project or group work activities. We have therefore widened the range of activities within our examinations to include more open book examinations, questions based on pre-seen scenarios, questions that build on practical laboratory-based activities and computer-based examinations where students demonstrate the use of software to solve engineering problems.

The above Factors influence and inform the design of this programme's assessment strategy. In year 1 the Engineering Practice 1 module develops professional attributes and engineering habits of mind through activities and assessments that encourage reflections through a structured portfolio and presentations. As part of the portfolio we have the concept of a "passport" where students demonstrate key professional skills such as workshop skills, library skills and health and safety awareness. This "replicates" part of the experience of an engineering apprentice but for one who is working in an academic environment.

The assessment strategies of the other core level 4 modules each designed to make

sure that the content covered is connected. Applied Electronics is a strong example of the design as students are assessed on key technical material during or at the end of the first semester, then moving to multiple exercises where the knowledge and skill is assessed in the context of an engineering design problem and then with a controlled assessment at the end of the module. The written examination references and builds upon design activities undertaken during the module and provides an efficient vehicle for integrating the different module elements and assessing individual knowledge. The assessment strategy is programmatic and connects the two immersive project weeks with the task from the first feeding into the second where a more technical treatment is considered bringing the content from these two modules together.

The level 4 module Applied Electronics feeds into the immersive project week activity. The assessment at level 4 should create the culture required for students to embrace active learning styles.

At level 5 Embedded Systems for EEE provides an example of how content and assessment is developed from level 4 to level 5.

The immersive project weeks are used by the project orientated modules Engineering Practice 2 and Engineering Research.

The module Engineering Practice 2 takes over from the level 4 version and is a module that relies on the importance and creation of the team with key roles allocated and the dynamics of the team monitored through a regular peer assessment process. The problem to be tackled and forms the vehicle for the assessment is designed to be motivational and accessible and is assessed through group presentation.

Engineering Research is designed to have a significant impact on our operation. Students work in groups to scope out research ideas. They then work with technical and academic staff to develop a project proposal that will pitched as an individual presentation that will feed forward to an individual written proposal. Students should be able to start their individual level 6 project from the very start of that academic

year.

In the final years of the programmes students are able to work on individual and group projects to showcase their understanding and skill as engineering practitioners. The design of the Engineering Research module will strengthen performance, management and consistency of the Engineering Project. Optional modules provide the opportunity to pursue specialist areas and a variety of assessment approaches are used for these modules.

The interdisciplinary Group Design and Integration Project is an exciting new development that brings mechanical, automotive, electronic engineers and roboticists together on projects that are electro-mechanical in nature. Typical problem fields could involve projects in bio-mechanics, assistive living, autonomous vehicles, robotics or electric powered vehicles. Projects from these areas would each have the potential to demonstrate modern developments and impact of engineering. The assessment for this module replicates a professional environment with group design review meetings forming part of the assessment.

Student support: GCET Math Support Centre intended to develop Mathematics skills aligned taught in engineering context.

Personality and professional strengths finding activity at start of programme.

EEE Technical Students Support.

Development of group work skills and attributes.

Academic mentors to provide continuity of support to students.

Academic personal tutors.

Video capture of course content delivery.

E-assessments for rapid feedback.

Students can explore industrial, environmental and societal impact of discipline.

Part B: Programme Structure

Year 1

Full time and sandwich students must take 120 credits from the modules in Year 1.

Year 1 Compulsory modules

Module Code	Module Title	Credit
UFMFEG-30-0	Engineering Experimentation 2025-26	30
UFMFHG-15-0	Foundation Group Project 2025-26	15
UFMFBG-30-0	Foundation Mathematics: Algebra and Calculus 2025-26	30
UFMFCG-15-0	Introduction to Mechatronics 2025-26	15
UFCFGK-30-0	Professional and Academic Skills 2025-26	30

Year 2

Full time and sandwich students must take 120 credits from the modules in Year 2.

Year 2 Compulsory Modules (Full Time and Sandwich)

Full time and sandwich students must take 120 credits from Compulsory Modules (Full Time and Sandwich).

Module Code	Module Title	Credit
UFMFHT-30-1	Applied Electronics 2026-27	30
UFMFKS-30-1	Engineering Practice 1 2026-27	30
UFMFFT-15-1	Mathematical Modelling for Electronics and Robotics 2026-27	15

UFMFJT-30-1	Principles of Electrical Engineering 2026-27	30
UFMFGT-15-1	Programming for Engineers 2026-27	15

Year 3

Full time and sandwich students must take 120 credits from the modules in Year 3.

Year 3 Compulsory Modules (Full Time and Sandwich)

Full time and sandwich students must take 120 credits from Compulsory Modules (Full Time and Sandwich).

Module Code	Module Title	Credit
UFMFPT-15-2	Analogue Electronic Systems 2027-28	15
UFMEY1-30-2	Electrical Machines and Power Systems 2027-28	30
UFMF11-15-2	Embedded Systems 2027-28	15
UFMFQS-15-2	Engineering Practice 2 2027-28	15
UFMFRS-15-2	Engineering Research 2027-28	15
UFMFMT-30-2	Signals and Systems 2027-28	30

Part C: Higher Education Achievement Record (HEAR) Synopsis

Designed in conjunction with key national and multi-national employers, the programme provides graduates with the mix of skills and capabilities required, design and delivery of electronic and embedded systems and solutions, including safety critical systems, as required by the aerospace, transport, medical, military and other industries.

Delivered in a way that develops technically competent individuals who think and communicate effectively and who can conduct inquiry, solve problems, undertake critical analysis and deliver effective electronic and embedded software systems solutions in a constantly changing business context. It provides a solid foundation for

lifelong learning, emphasising the development of knowledge, skills and professional values essential to the practice of systems development.

Part D: External Reference Points and Benchmarks

Description of how the following reference points and benchmarks have been used in the design of the programme:

QAA UK Quality Code for HE (October 2019)

Framework for higher education qualifications (FHEQ)

Subject benchmark statement for Higher Education qualifications in engineering (October 2019)

Strategy 2030

University policies

Staff research projects

IET requirements: AHEP4

Industrial Advisory Board

The learning outcomes required by the Engineering Council UK are mandatory for accredited engineering programmes. The specific outcomes are derived from the requirements for electronic engineering described in the IET Learning Outcomes Handbook for BEng programmes. There are constraints from IET that have been taken into account, for example, that a minimum of 40% written examinations across the programme is considered an acceptable form of controlled assessment. Whilst this provides a constraint on the style of assessments, it does not inhibit our integrated learning approach.

The modules have been designed to ensure adequate and appropriate coverage of

these outcomes across the levels of study.

SEEC level descriptors have informed the design of the assessment of the learning outcomes.

University strategies and policies: This programme is a refreshed and updated version of a programme that has run for many years. It has a long tradition of accepting students from diverse backgrounds and a wide range of entry qualifications. Modules within the programme are also delivered within partner institutions regionally and globally. Foundation degrees and higher apprenticeship schemes have been developed in conjunction with academic and industrial partners as feeders into this programme.

The new curriculum has been designed to take the best practice from the previous structure along with the introduction of the integrated learning framework. This, when combined with the new laboratories, will provide enhanced student experience.

Employer interaction and feedback: The Department of Engineering Design & Mathematics works with a number of industrial partners through two consortia and a newly formed industrial liaison panel. Feedback from employers during visits to placement students has also helped inform this revised programme. This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the learning outcomes, content and teaching, learning and assessment methods of individual modules can be found in module specifications, available on the University's website.

Part E: Regulations

Approved to University Regulations and Procedures.