

# **Electronic and Software Engineering**

University of Glasgow

#### Venues

Gilmorehill Campus

#### Content

Year 1: Your first year of study will include courses in electronics and electrical engineering, mathematics and computing science. About a third of your time will be spent on the foundational analogue and digital electronics, with much of this time in the laboratory, where you will design, simulate and test circuits. Another third of the course will cover topics in mathematics. By the end of the year you will be able to apply calculations quickly to a whole range of real engineering problems. The remaining third of the course will develop computer problemsolving skills that are applicable independent of any particular programming language.

Years 2 and 3: You will gain a thorough grounding in hardware and software aspects of computer systems, including expertise in programming and software engineering using Java, detailed knowledge of operating systems and networking, a solid foundation in databases and experience with electronic design software.

This will be combined with a working knowledge of electrical circuit theory, analogue and digital electronic system design and digital communications. This means that at the end of three challenging years, you will possess the basic skills required of any professional electronics engineer or computing scientist, and will be developing your abilities to integrate both hardware and software to design new systems.

Years 4 and 5: The main route to becoming a fully chartered engineer is through the MEng degree, which usually takes five years. The BEng and BSc degrees remain popular and can normally be completed in four years. To become a fully chartered engineer with a BEng degree requires further study after graduation, which can be done part-time from work. Your selection for BEng or MEng depends on your progress record in your first three years.

Whether you are a BSc, BEng or MEng student, you will have a wide choice of technical options in fourth year, choosing half your specialist topics from electronics and electrical engineering (including VLSI design and robotics) and half from computing science (including artificial intelligence, software engineering processes and network communications).

#### **Start Date**

September

# Qualification

Degree

## **Study Method**

Full time





Δι	ผล	rd	Tit	ما
-	wa			

**BSc Hons** 

## **UCAS Code**

**GH66** 

# **Course Length**

4 years

# **Faculty**

College of Science and Engineering

# **Department**

James Watt School of Engineering

# **Entry Requirements**

2026 entry requirements

Standard entry: 6 Highers at AAAAAA (by end S6 with min AABB after S5) including Maths (and Computing Science if Maths not achieved at A in S5). Advanced Higher Maths preferred.

Widening access entry: 4 Highers at BBBB or AABB (by end S6) including Maths (and Computing Science if Maths not achieved at A in S5). Advanced Higher Maths preferred. Completion of pre-entry programme is necessary.

## **SCQF Level**

10

# **Progression Routes**

 ${\it ``ProgressionRoutes"}$ 

#### **Combination Courses**

``htmlCombinationCourse''

 ${\it ``htmlCombinationUCASCode"}$ 

# **Address**

University Avenue Glasgow G12 8QQ

#### Website

www.gla.ac.uk

