Engineering

See additional information on the P.C. Rossin College of Engineering and Applied Science (http://catalog.lehigh.edu/coursesprogramsandcurricula/engineeringandappliedscience).

ENGINEERING MINOR
See additional information on the Engineering Minor under the heading of the P.C. Rossin College of Engineering and Applied Science (http://catalog.lehigh.edu/coursesprogramsandcurricula/engineeringandappliedscience).

Core Prerequisites to begin the program
MATH 051 Survey of Calculus I (or equivalent) 1
PHY 005 Concepts In Physics (or equivalent) 1

Required Courses
EMC 001 Macro and Micro View of Engineering 3
EMC 002 Engineering Practicum 3

Electives
Select three of the following: 2

Group A - Engineering Fundamentals
EMC 105 Engineering Structures and Motion
EMC 110 Energy Engineering
EMC 115 Engineering Materials and Electronics
EMC 120 Systems Engineering

Group B - Integrated Engineering
EMC/CSE 042 Game Design
EMC 150 Information and Knowledge Engineering
EMC 155 Enterprise Engineering
EMC 156 Embedded Systems
EMC 160 Computer Aided Engineering and Control Systems
EMC/ISe 168 Production Analysis
EMC 170 Software Engineering and Collaborative Environments
EMC/CHE/CEE/ES 171 Fund of Environmental Technology
EMC 174 Process Engineering

Total Credits 15

1 May be taken concurrently with EMC 001 and EMC 002.
2 Three electives are required and must include one from the Engineering Fundamentals course group and one from the Integrated Engineering course group. The student is free to choose the third elective from either group.

Number of credits to fulfill minor is 15 credits

Note: The Minor in Engineering is not open to RCEAS students.

Engineering Minor Course Courses
EMC 001 Macro and Micro View of Engineering 3 Credits
A course designed to be exciting and stimulate a student’s further interest in the engineering minor. Hands-on experience with engineering problem solving, modeling, simulation, and analysis tools. Macro view of what engineering is and what engineers do. Interaction with practicing engineers; visits to local engineering facilities.

EMC 002 Engineering Practicum 3 Credits
Techniques and processes used in the creation of engineered products. Exposure to engineering tasks and processes in a hands-on laboratory; mechanical and electronic manufacturing and fabrication techniques. Disassembly and reassembly of common engineered products to assess how they work and are manufactured.

EMC 042 (CSE 042) Game Design 3 Credits
From the early text-based, one-player computer games to the modern 3D games with thousands of gamers sharing the same virtual gaming world simultaneously, computer games have gone through a remarkable evolution. Despite this evolution, principles of computer game design are not well understood. In this course we will study the broad issue of game design, particularly tailored towards video games. We will present an experimental model for game design and analyze various modern computer games from the perspective of this model.

EMC 105 Engineering Structures and Motion 3 Credits
Practical limits imposed on stationary or moving structures; why exceeding these limits can lead to failure. Basic principles governing both stationary structures; e.g. buildings and bridges, and things that move, e.g. cars and satellites, and how these principles apply in engineering practice. How a stationary structure effectively supports both its own weight and the weight of its users and why a structure will undergo deflections and deformations during use. How forces and energy are associated with a moving structure and how these affect the motion of the structure.

EMC 110 Energy Engineering 3 Credits
The amount of energy used by a modern society is quite staggering, and a clear understanding of energy processes and constraints is essential knowledge for every citizen. The basics of energy, its measurement, principles governing its use and conversion, methods of production, and the associated consequences on the environment. Fossil, nuclear, and renewable, energy sources. Energy utilization developed in a simple form and employed to examine the use of energy in large and small engineering systems and products, from power plants to air conditioners.

EMC 115 Engineering Materials and Electronics 3 Credits
"Materials" are the "stuff" from which we build TV's, cell phones, cars, skyscrapers, etc., and affect design, performance, costs, and environmental impacts. How electronics, communications, and structures depend on advances in materials engineering; materials behavior, modeling and simulation of materials properties and performance; methods and databases for materials selection; and engineering processes to control material composition and structure.

EMC 120 Systems Engineering 3 Credits
Systems approach to problem solving in fields such as environmental planning, large-scale infrastructure systems, manufacturing, telecommunication, and delivery of services. Systems analysis concepts and their relation to the determination of preferred plans and designs of complex, large-scale engineering systems. Performance and cost in project engineering decisions that balance resource investments across the major stages of life of an engineering system. Development of functional requirements and satisfactory designs.

EMC 150 Information and Knowledge Engineering 3 Credits
How computers manage information for making decisions automatically or for advising decision makers. Characterization of database systems, of web technologies, of multimedia, and of the relationships among them. Representations of knowledge and the use of artificial intelligence techniques. Automated help-desk systems and computer generation of project plans.

EMC 155 Enterprise Engineering 3 Credits
The key elements of modeling and engineering the corporation. Enterprise engineering, decision analysis, application of quantitative methods to facilities planning, engineering economy, production planning and control, forecasting, material requirements planning, and agile business practices.

Prerequisites: EMC 001 or EMC 002
Can be taken Concurrently: EMC 001, EMC 002
Engineering Courses

EMC 156 Embedded Systems 3 Credits
Prerequisites: EMC 001 or EMC 002
Can be taken Concurrently: EMC 001, EMC 002

EMC 160 Computer Aided Engineering and Control Systems 3 Credits
Use of computer-based technologies to design and manufacture products. The design cycle to create product concepts. Analysis of product design. Specifications for the control of manufacturing processes. How control systems are used in creating agile manufacturing environments: discrete and analog signals, analog to digital conversion, and application case studies. Hands-on application(s) and sample exercises from real world examples.

EMC 168 (ISE 168) Production Analysis 3 Credits
A course for students not majoring in industrial engineering. Engineering economy; application of quantitative methods to facilities analysis and planning, operations planning and control, work measurement, and scheduling.

EMC 170 Software Engineering and Collaborative Environments 3 Credits
Discover why building large software systems is very different from using large databases, or designing products such as automobiles with CAD, etc. Design and implementation of a large team project involving complex data management in a collaborative environment. Learn why and how collaborative environments are becoming essential to modern engineering projects and require the tools and techniques of software engineering to succeed.
Prerequisites: EMC 001 or EMC 002
Can be taken Concurrently: EMC 001, EMC 002

EMC 171 (CEE 171, CHE 171, ES 171) Fund of Environmental Technology 4 Credits

EMC 174 Process Engineering 3 Credits
Semiconductor process engineering, including technology to process raw silicon wafer to electronics integrated circuits (ICs). Crystal growth, thin film deposition, photolithography, doping technology.
Prerequisites: EMC 001 or EMC 002
Can be taken Concurrently: EMC 001, EMC 002

EMC 252 (STS 252) Computers, the Internet, and Society 3 Credits
An interactive exploration of the current and future role of computers, the Internet, and related technologies in changing the standard of living, work environments, society and its ethical values. Privacy, security, depersonalization, responsibility, and professional ethics; the role of computer and Internet technologies in changing education, business modalities, collaboration mechanisms, and everyday life.
Attribute/Distribution: SS

EMC 300 Apprentice Teaching 1-3 Credits
Repeat Status: Course may be repeated.
ENGR 430 Technical Writing for Engineering and the Sciences 1 Credit
Formal composition and technical writing skills for advanced non-native English writers in Engineering and the Sciences. Instructor and peer review of writing, self-editing strategies, how to incorporate technical vocabulary and formulas, advanced sentence structure, and appropriate citation of research. Field-specific readings, which students must compile, critique, and model in their own writing. Designed for international graduate students who are writing or preparing to write publishable quality articles, theses, or dissertations.

ENGR 452 (CHE 452) Mathematical Methods in Engineering 3 Credits
Analytical techniques are developed for the solution of engineering problems described by algebraic systems, and by ordinary and partial differential equations. Topics covered include: linear vector spaces; eigenvalues, eigen-vectors, and eigenfunctions. First and higher-order linear differential equations with initial and boundary conditions; Sturm-Louiville problems; Green’s functions. Special functions; Bessel, etc. Qualitative and quantitative methods for nonlinear ordinary differential equations; phase plane. Solutions of classical partial differential equations from the physical sciences; transform techniques; method of characteristics.

ENGR 490 Thesis (Moc) 1 Credit
ENGR 499 Dissertation (Moc) 1 Credit