## Department of Electronic Engineering

## About the department

At Royal Holloway, we have a £20m state-of-the-art building to house our growing community and range of degrees in Electronic Engineering, alongside research groups that are addressing exciting future technology. Our staff bring their research expertise to their teaching, and our curriculum is informed by our excellent industrial links, ensuring our degree courses are designed to meet market needs and our graduates are highly employable.

## **Entry requirements**

The modules listed below are open to all Study Abroad, International and Erasmus students, subject to any required previous knowledge or qualifications, as stated in the course outlines below.

Courses in Electronic Engineering are only open to visiting students enrolled on engineering majors at their home institution, or on related disciplines such as mathematics, physics or computer science. Applications will be assessed on a case-by-case basis and must be accompanied by evidence of prior study of mathematics at degree level, e.g. a transcript from the home institution.

Each module is either 15 or 30 UK credits and starts in either the Autumn Term (September) or the Spring Term (January).

The information contained in the module outlines on the following pages is correct at the time of publication but may be subject to change as part of our policy of continuous improvement and development.



royalholloway.ac.uk/Electronic-Engineering



Module number	Module title	Run time	UK Credits	Link to syllabus
EE3010	Digital Signal Processing Design	UG Autumn Term	15.00	<u>EE3010</u>
EE3030	Principles of Engineering Management	UG Spring Term	15.00	<u>EE3030</u>
EE3050	Voice Technologies	UG Autumn Term	15:00	<u>EE3050</u>
EE3060	Fundamentals of Biomedical Engineering	UG Autumn Term	15:00	<u>EE3060</u>
EE3070	Digital Systems Design	UG Spring Term	15:00	<u>EE3070</u>
EE3080	Advanced Communication Systems	UG Autumn Term	15.00	<u>EE3080</u>
EE3100	Power Systems	UG Spring Term	15:00	<u>EE3100</u>

