# Texas A&M Computer Engineering Program

## Facts and Figures:

- 382 Students (+ 22 part-time students)
- 36 Faculty + 3 Lecturers

- Program administered jointly by CSE and ECE.
- CSE Track (CECN) *vs.* ECE Track (CEEN)
- Steering by **Computer Engineering Coordination Committee (CECC)**
- **Student Advising**: Rick Furuta (CECN), Jackie Perez and John Tyler (CEEN)

- **Ranking**: **20(?)** among **all** US institutions [2010 USNews]
- **Ranking**: **11** Ranking **all public** US institutions [2010 USNews]

- `http://ce.tamu.edu`

## CURRENT ABET Program Objectives:

- **Objective 1** - Graduates of the Program have the necessary knowledge, both in breadth and depth, to pursue the practice, or advanced study, of computer engineering.
- **Objective 2** - Graduates of the Program understand the importance of life-long learning, and be prepared to learn and understand new technological developments in their field.
- **Objective 3** - Graduates of the Program understand the technical, social, and ethical context of their engineering contributions.
- **Objective 4** - Graduates of the Program have the communication, teamwork, and leadership skills necessary to carry on the legacy of excellence of an Aggie Engineer.

**Program Objectives are being re-formulated!**

## ABET Activities:

ABET Coordinator:
Riccardo Bettati

- Course Evaluations
- Evaluation of Student Work
- Alumni Surveys
- Feedback from Industry
- Exit Interviews of Graduating Students
- Capstone Project Reviews

## ABET Program Outcomes:

1. Knowledge of differential and integral calculus, differential equations, linear algebra, complex variables, discrete mathematics, probability and statistics..
2. An ability to design and conduct experiments, as well as to analyze and interpret data.
3. An ability to design a system, component or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability.
4. An ability to collaborate with a multidisciplinary team.
5. An ability to identify, formulate, and solve computer engineering problems.
6. An understanding of professional and ethical responsibility.
7. An ability to communicate effectively.
8. The broad education necessary to understand the impact of computing solutions in a global, economic, environmental, and societal context.
9. A recognition of the need for, and an ability to engage in, life-long learning
10. Knowledge of contemporary issues.
11. An ability to use the techniques, skills and modern computing tools necessary for computer engineering practice.

**Transition to the new curriculum is working really well!**