COMPETENCIES ARE THE SKILLS, KNOWLEDGE AND ATTRIBUTES GAINED THROUGH EVERY WORK, EDUCATIONAL, VOLUNTEER AND LIFE EXPERIENCE.

UVic students in the Computer Engineering program develop the following program-specific competencies. We worked with the Department of Electrical and Computer Engineering to develop this document.

**PROFESSIONAL PRACTICE**

Behaves in accordance with the standards and code of ethics of the Association of Professional Engineers and Geoscientists of British Columbia (APEGBC)

- Prioritizes the safety, health and welfare of public and environmental protection
- Promotes health and safety within the workplace
- Undertakes and is responsible for professional assignments only when qualified
- Maintains confidentiality and avoids a conflict of interest
- Keeps informed to maintain competence
- Acts with fairness, courtesy and good faith towards clients, colleagues and others
- Extends public knowledge and appreciation of engineering

**RELIABILITY, SAFETY AND FAILURE ANALYSIS**

Develops systems that are reliable and effective by mitigating risk and reducing failure

- Maintains an awareness of the quality assurance standards and testing procedures
- Ensures that systems or components perform their required function for the required duration under the stated conditions
- Maintains a current knowledge and awareness of requisite safety standards
- Understands the consequences of failure and reduces their impact
- Establishes the mean time between failures when assessing reliability

**DESIGN**

Gathers requirements, develops models and creates prototypes in a timely and effective manner to increase a project’s safety and success

- Gathers full requirements for a project
- Understands the client’s needs
- Models a solution using the appropriate tools
- Relates and justifies the design process to the client
- Implements designs that are safe and effective
- Demonstrates awareness of how the design integrates into its environment
ENGINEERING TOOLS

Uses a broad range of Engineering tools, applications and software.

- Designs equipment and systems using a variety of software packages
- Simulates mechanical and electronic systems using the appropriate tools
- Analyses systems, equipment and data using the correct tools
- Operates mechanical equipment in a lab or workshop safely and effectively
- Uses electronics and electrical equipment in a careful and accurate manner
- Develops software and scripts in a variety of environments and languages
- Uses computer software and systems in an appropriate manner
- Understands database concepts and usage and uses them effectively
- Researches and recommends new tools where existing tools are inadequate
- Chooses tools based on their comparative strengths and weaknesses

ENGINEERING KNOWLEDGE

Understands the broad scope of disciplines that support engineering theory and practice

- Demonstrates knowledge of the mathematical fundamentals of engineering
- Applies the correct statistical methods to analyze and investigate data
- Understands the supporting natural sciences for their discipline of engineering
- Maintains a comprehensive knowledge of the engineering fundamentals
- Demonstrates an understanding of engineering economics
- Comprehends how engineering specifics integrate into a larger project
- Studies companion subjects to aid a projects success

Develops the following competencies specific to the computer engineering program:

CONTROL THEORY AND SYSTEMS

Understands how control systems function and their use

- Applies the fundamentals of control theory in the design of dynamic systems
- Demonstrates an understanding of feedback control systems
- Identifies design specifications
- Evaluates system performance
- Identifies components of a dc servo system and its use in motion control
- Implements a control system using feedback circuits
- Demonstrates an understanding of processors and microcontrollers

CIRCUITS AND ELECTRONICS

Participates in the design and testing of electronic circuits

- Utilizes the fundamental components of electronic circuits
- Assesses the electrical properties of materials
- Creates test benches to verify design
- Explains the property and characteristics of semiconductor structures
- Uses differential equations to analyze and design circuits
- Reads and interprets electrical schematics
- Undertakes research and development of electronic devices
- Uses electronic test equipment in a safe and reliable manner
NETWORKS, HARDWARE AND COMMUNICATIONS

Understands computer networking principles and engineering
+ Understands layered network architecture
+ Uses different digital communication networks to transmit data
+ Works with LANs and WANs
+ Applies different network protocols at different layers
+ Protects networks from unauthorized access using the appropriate policies in conjunction with the underlying computer network infrastructure
+ Identifies mobile wireless communications techniques and issues affecting multimedia quality of service
+ Implements different types of buses, interrupts, families of processors and instruction sets

SOFTWARE DEVELOPMENT, PRACTICE AND THEORY

Employs knowledge of software life cycles and developmental phases
+ Works within the different software development lifecycle stages
+ Takes business, product and process requirements into consideration
+ Applies different software development methodologies
+ Implements process improvement models, such as ISO 9000
+ Solves software development problems using formal methods
+ Considers software evolution issues during development

COMPUTER HARDWARE AND SYSTEMS

Demonstrates knowledge of the architecture of computer systems and the interrelationship between the OS and the architecture
+ Utilizes the necessary tools to improve system performance
+ Understands the transfer of information from one system component to another
+ Compares performance of similar systems using common metrics
+ Identifies the optimal system for given problem
+ Works with different CPU architectures
+ Uses different operating systems
+ Utilizes different memory management methods