

Engineering Graphics Technology

Program Educational Objectives

1. Graduates will perform modern engineering graphics technology functions such as the design, drafting, and specifying of components using computer-aided drafting/design software.
2. Graduates will apply principles of geometric dimensioning and tolerancing (GDT), engineering materials and mechanics, and manufacturing processes.
3. Graduates will utilize various industry codes, specifications, and standards (ASME, ANSI or others) that are applicable to the functions performed.
4. Graduates will be able to work as part of a team and communicate effectively with those involved in the functions performed.

Student Outcomes

- 1) an ability to apply knowledge, techniques, skills and modern tools of mathematics, science, engineering, and technology to solve well-defined engineering problems appropriate to the discipline;
- 2) an ability to design solutions for well-defined technical problems and assist with the engineering design of systems, components, or processes appropriate to the discipline;
- 3) an ability to apply written, oral, and graphical communication in well-defined technical and non-technical environments; and an ability to identify and use appropriate technical literature
- 4) an ability to conduct standard tests, measurements, and experiments and to analyze and interpret the results;
- 5) an ability to function effectively as a member of a technical team.