## AEROSPACE ELECTRONICS COURSE MODULES

Always dreamt of navigating an aircraft from its cockpit one day? Or handling the in-flight entertainment and control systems onboard modern planes? With the Diploma in Aerospace Electronics [AE], the sky's the limit.

The course will provide you with a strong engineering foundation as well as a firm grounding in the design and application of electronics in aviation. You will also get to study the principles of flight and learn to fly an aircraft using a realistic flight simulator. If you are game enough, you can even sign up for national competitions such as the Singapore Amazing Flying Machine Competition and overseas competitions such as the International Unmanned Flying Car Competition in South Korea.

In the first two years, we will strengthen your engineering knowledge with modules such as Engineering Mathematics, Engineering Mechanics and Programming. You will also gain an overview of the avionics systems such as a plane's radar and global positioning system, and learn how to maintain an aircraft's electronics. In your final year, you will learn about the various sophisticated systems on an aircraft, such as navigation and communication systems.

Then, put your knowledge and skills into practice with either an industry project or an internship with industry leaders such as Airbus Helicopters, Hawker Pacific Aerospace, Rockwell Collins, Scoot, SilkAir, ST Aerospace, ST Electronics and Thales Solutions Asia.

**LEVEL 1.1**

### Career & Professional Preparation I

This module helps to give students a foundational introduction to their three-year diploma course curriculum and how it prepares them for industry. It will help them to embark on their three-year course with the end in mind, through guided reflection of their personal characteristics, and producing an overall game plan for their future education and career goals. The module aims to deepen students' commitment to the sector that the course prepares them for.

### Programming

This practice-oriented module equips students with basic knowledge and skills in computer programming using C language. The main topics include basic computer programming concepts, fundamentals of C programming including branching, loops, and functions.

### Electrical Engineering Fundamentals

This module provides a foundation in electricity covering basic concepts of electrical circuits and the methods used to analyse them. The module emphasises the understanding of the basic electrical circuit laws (Ohm's Law, Kirchhoff's Voltage and Current Laws) and network theorems, and their application to electrical network analysis. Topics covered include fundamentals of electricity, network theorems, capacitance, electromagnetic induction and inductance.

### Integrated Real-world Project 1

This module aims to integrate the knowledge learnt in the semester and apply to a real-world project and further enhanced through relevant contextualization. Students will work in teams and undertake the project development underpinned by the design thinking approach. On completion of the module, students will be able to apply the skills and develop confidence in tackling projects. Data analytics will be introduced using case-based approach and applied in the integrated real-world project.

### Engineering Mathematics 1

This module is designed to provide students with the fundamental skills in mathematics required to solve basic engineering problems. Topics are introduced in an order that is intended to keep abreast of the application requirements in engineering modules. The emphasis in each topic is on simple applications and problem solving.

Topics include algebra, trigonometry, logarithms, plane analytic geometry, matrices and complex numbers. Throughout the module, there is appropriate use of a Computer Algebra System.

### Mechanical Engineering Fundamentals

This module introduces students to the study of external forces in two dimensions and their effect on particles and rigid bodies that are at rest. Students learn the skills to analyse the forces acting on the bodies by drawing free-body diagrams and applying the conditions of equilibrium. Topics include forces and resultants, moments and couples, equilibrium and the concepts of plane friction. This module also aims to equip students with the skills to analyse problems of rigid bodies in motion. Only linear motion in two dimensions will be covered. Topics include kinematics and kinetics of linear motion.

### Innovation Made Possible (IS Module)

This module aims to help students discover and hone their innate ability to think creatively and come up with innovations to tackle problems close to their hearts. Underpinned by the Design Thinking framework, students will be sensitized to the process of user-centric problem solving. They will be introduced to concepts such as empathy, problem-definition, ideation, prototyping and testing through a practical approach featuring engaging out-of-classroom activities, just-in-time master-classes and a hands-on, "learning by doing" delivery format. Ultimately, the module will help students recognize that innovation is attainable and fun and develop creative confidence to explore new ideas in their studies and beyond.

## LEVEL 1.2

### Analogue Electronics

The aim of this module is to lay the foundations in analogue electronics. At the end of this module, students will acquire content knowledge and understanding on the basic concepts of analogue electronics and some applications. Key topics covered in this module include operating characteristics, working principles and applications of discrete electronic devices such as various types of diodes, MOSFETs and BJTs. Practical circuits will be used to enhance and strengthen the learners' knowledge so that they will acquire the relevant competencies to move on to more specialized modules.

### Digital Fundamentals

This module introduces the basic principles of digital systems. It covers combinational and sequential logics circuits, multiplexers/demultiplexers and decoders. Flip-flops and their application in counters and registers will also be discussed. This basic knowledge is essential for students to be able to analyse, troubleshoot and design basic digital circuit system.

### AC Circuits

The aim of the module is to provide first year students with a basic knowledge of the fundamental principles in electric circuit analysis. The module first explores DC network theorems such as Kirchhoff's Laws, Thevenin's Theorem and Principle of Superposition. Application of the theorems are then extended to AC circuits which involve impedances such as capacitance and inductance. The module also includes analysis of simple AC series, parallel and series-parallel combination circuits, concept of AC power and understanding of power factor and its effect on electrical energy usage.

### Integrated Real-world Project 2

This module aims to integrate the knowledge learnt in the semester and apply to a real-world project and understand the relevance and application of the modules learnt. Students will work in teams and undertake the project development underpinned by the design thinking approach. On completion of the module, students will be able to apply the skills and develop confidence in tackling projects at the higher levels.

### Engineering Mathematics 2

This module is designed to provide students with the fundamental skills in mathematics required to solve basic engineering problems. Topics are introduced in an order that is intended to keep abreast of the application requirements in engineering modules. The emphasis in each topic is on simple applications and problem solving. Throughout the module, there is appropriate use of a Computer Algebra System. Topics include trigonometry, differentiation and simple integration with applications.

### Engineering & Society

The module aims to imbue students with a sense of purpose as they pursue an engineering education and providing students with a moral compass in their journey as engineering professionals. The sense of purpose is encapsulated by the development and application of professional skills, within the engineering context, that would allow students to make a contribution to society. The module will develop students' cultural quotient (CQ) capabilities and mould their mental disposition to understand and collaborate across diverse cultures. CQ is crucial in the engineering profession due to the proliferation of global connectivity and collaboration, which requires an engineer to empathise, relate, adapt and work effectively with people from diverse backgrounds and cultures. The module will also feature our signature pedagogies, namely, design thinking and service-learning, so that students will be sensitised to the challenges of working as engineers in new and unfamiliar settings.

### Sports and Wellness (IS Module)

This module helps you to learn a sport as a recreational activity to keep you fit and healthy. Team-building and collaboration skills are developed as you network with other students. There is a total of 19 sports electives to choose from: Aerobics, Badminton, Basketball, Cheerleading, Dance Movement, Dancesport, Flag Football, Hip Hop, Life Saving / Swimming, Netball, Orienteering, Street Soccer, Soccer, Softball, Tennis, Touch Rugby, Volleyball, Wellness Programme and Yoga. Outstanding students are awarded a Pass with Merit.

### Communication Essentials (IS Module)

This module aims to develop written and spoken communicative competence in students by exposing them to a range of contemporary issues. Through researching on and discussing different topics from different disciplinary perspectives, students acquire lexis and syntax through critical reading and writing while developing awareness of self in society. The integration of critical thinking and analysis will enable students to articulate their thoughts and perspectives through oral presentations and written texts. The module will also develop an awareness of cultural intelligence with global viewpoints.

## COURSE CURRICULUM

| Module Name | Credit Units |
|---|---|
| **YEAR 1** | |
| **Level 1.1 (23 hours per week)** | |
| Engineering Mathematics 1 | 4 |
| Mechanical Engineering Fundamentals | 3 |
| Electrical Engineering Fundamentals | 3 |
| Programming | 4 |
| Integrated Real-world Project 1 | 4 |
| Career & Professional Preparation I | 2 |
| Innovation Made Possible ^ | 3 |
| **Level 1.2 (27 hours per week)** | |

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|---|---|
| Engineering Mathematics 2 | 4 |
| AC Circuits | 4 |
| Analogue Electronics | 4 |
| Digital Fundamentals | 4 |
| Integrated Real-world Project 2 | 4 |
| Engineering & Society | 2 |
| Sports & Wellness ^ | 2 |
| Communication Essentials ^ | 3 |

**Notes:**
^ For more details on Interdisciplinary Studies (IS) electives, please log on to www.np.edu.sg/is/

**IS Modules**
The School of Interdisciplinary Studies (IS) delivers a broad-based curriculum, which nurtures a new generation of professionals with multidisciplinary skills and an innovative and entrepreneurial spirit to meet the challenges of a knowledge economy. IS offers both prescribed modules and electives to challenge boundaries. Prescribed modules develop students' competencies in core areas such as Communication, Innovation and Enterprise, Culture and Communication, and Personal Mastery and Development, while elective modules provide insights into Arts and Humanities, Business, Design, and Science and Technology.