

Hardware-design Project (E033702)

Due to Covid 19, the education and evaluation methods may vary from the information displayed in the schedules and course details. Any changes will be communicated on Ufora.

Course size (nominal values; actual values may depend on programme)
 Credits 6.0 Study time 180 h Contact hrs 22.5 h

Course offerings and teaching methods in academic year 2020-2021

Offering	Language	Location	Teaching Method	Hours
A (semester 2)	English	Gent	project	30.0 h
B (semester 2)	Dutch		project	30.0 h

Lecturers in academic year 2020-2021

Vanfleteren, Jan TW06 lecturer-in-charge

Offered in the following programmes in 2020-2021

Programme	crdts	offering
Bridging Programme Master of Science in Electrical Engineering (main subject Communication and Information Technology)	6	A
Bridging Programme Master of Science in Electrical Engineering (main subject Electronic Circuits and Systems)	6	A
Master of Science in Electrical Engineering (main subject Communication and Information Technology)	6	A
Master of Science in Electrical Engineering (main subject Electronic Circuits and Systems)	6	A
Master of Science in Computer Science Engineering	6	B
Master of Science in Computer Science Engineering	6	A
Master of Science in Electrical Engineering	6	B

Teaching languages

Dutch, English

Keywords

hardware design of an electronic system, the components, or the communication between them, realisation, evaluation, debugging

Position of the course

This course is aimed at the effective application, in a team context, of the design principles taught in the compulsory courses, and of the detailed knowledge acquired in the elective courses. It should enable the student to make a design in accordance with the main subject that the student has chosen and his or her choices in the core curriculum. Realisation of the design means actual hardware design, fabrication, evaluation and debugging. As the course is followed by students from the programmes Electrical Engineering (options ECS and CIT) as well as Computer Science Engineering (Embedded Systems), projects are offered out of which the respective students can make an appropriate choice. 1 project for each group of 3 to 4 students is foreseen.

Contents

Electronic Design Project

Initial competences

Knowledge from the core curriculum of the programme (or equivalent knowledge):

For the programme Electrical Engineering:

- Antennas and propagation
- Electromagnetically-aware high frequency design
- Design methodology for FPGAs
- VLSI technology and design (only for students ECS)
- Robotics (only for students CIT)

For the programme Computer Science Engineering:

- Electrical Circuits and Networks
- Digital Electronics
- Design methodology for FPGAs

Final competences

To transform theoretical knowledge from other courses into practical applications.

Conditions for credit contract

Access to this course unit via a credit contract is determined after successful competences assessment

Conditions for exam contract

This course unit cannot be taken via an exam contract

Teaching methods

Project

Learning materials and price

Consumables must be foreseen for the realisation and testing of the hardware: PCB software design licences, PCB manufacturing cost, components, clean room materials, probe needles, Cost is strongly project dependent and is estimated to amount between 100 and 200 euro per project on average. This will be paid by the research groups.

References

Course content-related study coaching

Evaluation methods

continuous assessment

Examination methods in case of periodic evaluation during the first examination period

Examination methods in case of periodic evaluation during the second examination period

Examination methods in case of permanent evaluation

Report

Possibilities of retake in case of permanent evaluation

examination during the second examination period is possible in modified form

Extra information on the examination methods

During semester: graded project reports; graded oral presentation. Frequency: every week.

Calculation of the examination mark