

**INTRODUCTION TO ENGINEERING EDUCATION** (course title)

**COMPUTER GRAPHICS**

1-37 01 02 "Automotive industry (by direction)"

(speciality code and name)

1-37 01 02 "Automotive (mechanics)"

(specialisation code and name)

	STUDY MODE
	full-time
Year	<b>1</b>
Semester	2
Lectures, hours	16
In-class test (semester, hours)	2/16
Pass/fail, semester	2
Contact hours	16
Independent study, hours	74
Total course duration in hours / credit units	90

1. Course outline

The purpose of teaching the discipline "Introduction to Engineering Education" is to form students' knowledge about the system of higher education, as well as about cars and the global automotive industry, including automobile enterprises of the Republic of Belarus.

2. Course learning outcomes

Upon completion of the course, students will be expected to know:

- rules of higher education;
- main types of cars;
- basic information about the global automotive industry;

be able to:

- work independently;
- work in a team;
- analyze and evaluate the collected data;

possess:

- computer skills;
- skills of acquiring and using new knowledge and skills in practice, including in new areas

of knowledge that are not directly related to the field of activity;

3. Competencies

BPK – 8 To analyze the theoretical and methodological foundations of the problem of professional formation of a person in the process of work

4. Evaluate the main events and stages in history to form a holistic view of the development of science and technology

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