Minor

Computer Engineering Minor

Lee Belfore, Minor Coordinator

An undergraduate minor in computer engineering may be obtained by successful completion of 13 or more semester credit hours of approved electrical or computer engineering or computer science course work at the 200, 300 or 400 level. In addition, a student seeking a minor in computer engineering must satisfy all pre- or corequisite requirements for the courses selected. CS 150 (or CS 151 or CS 153) or ENGN 122, CS 250 (or CS 251 or CS 253 or (ECE 250 and CS 261)), and CS 252 are prerequisites for the minor and are not included in the calculation of the GPA for the minor. The chief departmental advisor must approve the precise course of study.

Requirements

The basic course requirements are as follows:

ECE 241	Fundamentals of Computer Engineering	4
CS 361	Data Structures and Algorithms	3
Select two of the following: *		6
ECE 341	Digital System Design	
ECE 346	Microcontrollers	
ECE 355	Introduction to Networks and Data Communications	
ECE 381	Introduction to Discrete-time Signal Processing **	
ECE 406	Computer Graphics and Visualization	
ECE 407	Introduction to Game Development	
ECE 441	Advanced Digital Design and Field Programmable Gate Arrays	
ECE 455	Network Engineering and Design	
ECE 483	Embedded Systems	
Total Credit Hours		**13**

* Course substitutions may be approved by the chief departmental advisor.

** Class not permitted for Electrical Engineering majors due to being a requirement in the major.

For completion of a minor, a student must have a minimum overall cumulative grade point average of 2.00 in all courses specified as a requirement for the minor exclusive of lower-level courses (except for ECE 241), prerequisites and corequisites and complete a minimum of six hours of upper-division courses in the minor through courses offered by Old Dominion University. Completion of a minor in computer engineering with a GPA of 3.00 or greater partially satisfies the leveling requirements for graduate degrees in computer engineering.