COMPUTER ENGINEERING TECHNOLOGY - B.S.

College of Aeronautics and Engineering
www.kent.edu/cae

About This Program
The Computer Engineering Technology B.S. program provides a solid foundation in computer engineering theory and practice as well as hands-on experience with modern diagnostic and development tools and technologies. With experienced faculty, state-of-the-art facilities and opportunities for research and real-world experience, this program prepares you for a fulfilling career in this fast-growing field. Read more...

Contact Information
- cae@kent.edu | 330-672-2892
- Speak with an Advisor
- Chat with an Admissions Counselor

Program Delivery
- Delivery:
  - In person
- Location:
  - Kent Campus

Examples of Possible Careers and Salaries*

Computer network architects
- 5.0% faster than the average
- 160,100 number of jobs
- $116,780 potential earnings

Network and computer systems administrators
- 4.3% about as fast as the average
- 373,900 number of jobs
- $84,810 potential earnings

Computer systems analysts
- 7.4% faster than the average
- 632,400 number of jobs
- $93,730 potential earnings

Electronics engineers, except computer
- 1.4% slower than the average
- 134,900 number of jobs
- $107,540 potential earnings

Admission Requirements
The university affirmatively strives to provide educational opportunities and access to students with varied backgrounds, those with special talents and adult students who graduated from high school three or more years ago.

First-Year Students on the Kent Campus: First-year admission policy on the Kent Campus is selective. Admission decisions are based upon cumulative grade point average, strength of high school college preparatory curriculum and grade trends. Students not admissible to the Kent Campus may be administratively referred to one of the seven regional campuses to begin their college coursework. For more information, visit the admissions website for first-year students.

First-Year Students on the Regional Campuses: First-year admission to Kent State’s campuses at Ashtabula, East Liverpool, Geauga, Salem, Stark, Trumbull and Tuscarawas, as well as the Twinsburg Academic Center, is open to anyone with a high school diploma or its equivalent. For more information on admissions, contact the Regional Campuses admissions offices.

International Students: All international students must provide proof of English language proficiency unless they meet specific exceptions. For more information, visit the admissions website for international students.

Transfer Students: Students who have attended any other educational institution after graduating from high school must apply as undergraduate transfer students. For more information, visit the admissions website for transfer students.

Former Students: Former Kent State students or graduates who have not attended another college or university since Kent State may complete the reenrollment or reinstatement form on the University Registrar’s website.

Admission policies for undergraduate students may be found in the University Catalog. Some programs may require that students meet certain requirements before progressing through the program. For programs with progression requirements, the information is shown on the Coursework tab.

Program Requirements

Major Requirements

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGR 10005</td>
<td>INTRODUCTION TO CYBERSECURITY</td>
<td>3</td>
</tr>
<tr>
<td>ENGR 20000</td>
<td>PROFESSIONAL DEVELOPMENT IN ENGINEERING</td>
<td>1</td>
</tr>
<tr>
<td>ENGR 23010</td>
<td>COMPUTER HARDWARE</td>
<td>3</td>
</tr>
<tr>
<td>ENGR 26305</td>
<td>NETWORKING I</td>
<td>2</td>
</tr>
<tr>
<td>ENGR 26306</td>
<td>NETWORKING I LABORATORY</td>
<td>2</td>
</tr>
<tr>
<td>ENGR 31000</td>
<td>CULTURAL DYNAMICS TECHNOLOGY (DIVD) (WIC)</td>
<td>3</td>
</tr>
<tr>
<td>ENGR 33222</td>
<td>DIGITAL DESIGN FOR COMPUTER ENGINEERING</td>
<td>3</td>
</tr>
</tbody>
</table>

* Source of occupation titles and labor data comes from the U.S. Bureau of Labor Statistics’ Occupational Outlook Handbook. Data comprises projected percent change in employment over the next 10 years; nation-wide employment numbers; and the yearly median wage at which half of the workers in the occupation earned more than that amount and half earned less.

Accreditation
The B.S. degree in Computer Engineering Technology is accredited by the Association of Technology, Management and Applied Engineering (ATMAE).
## Roadmap

This roadmap is a recommended semester-by-semester plan of study for this major. However, courses designated as critical (!) must be completed in the semester listed to ensure a timely graduation.

### Semester One

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Credits</th>
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<tbody>
<tr>
<td>ENGR 10005</td>
<td>INTRODUCTION TO CYBERSECURITY</td>
<td>3</td>
</tr>
<tr>
<td>MATH 11022</td>
<td>TRIGONOMETRY (KMC)</td>
<td>3</td>
</tr>
<tr>
<td>UC 10001</td>
<td>FLASHERS 101</td>
<td>1</td>
</tr>
<tr>
<td>Kent Core Requirement</td>
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<td>Kent Core Requirement</td>
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</table>

### Credit Hours: 16

### Semester Two

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>COMM 15000</td>
<td>INTRODUCTION TO HUMAN COMMUNICATION (KADL)</td>
<td>3</td>
</tr>
<tr>
<td>MATH 11012</td>
<td>INTUITIVE CALCULUS (KMC)</td>
<td>3</td>
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<tr>
<td>PHY 13001 or PHY 13021</td>
<td>GENERAL COLLEGE PHYSICS I (KBS) or II (KBS) (KLAB)</td>
<td>5</td>
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<tr>
<td>PHY 23101</td>
<td>GENERAL UNIVERSITY PHYSICS I (KBS) (KLAB)</td>
<td>3</td>
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<tr>
<td>Kent Core Requirement</td>
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<tr>
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### Credit Hours: 14

### Semester Three

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>ENG 20002</td>
<td>INTRODUCTION TO TECHNICAL WRITING</td>
<td>3</td>
</tr>
<tr>
<td>ENGR 20000</td>
<td>PROFESSIONAL DEVELOPMENT IN ENGINEERING</td>
<td>1</td>
</tr>
<tr>
<td>ENGR 23010</td>
<td>COMPUTER HARDWARE</td>
<td>3</td>
</tr>
<tr>
<td>PHY 13002 or PHY 13022</td>
<td>GENERAL COLLEGE PHYSICS II (KBS) or III (KBS) (KLAB)</td>
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<tr>
<td>PHY 23102</td>
<td>GENERAL UNIVERSITY PHYSICS II (KBS) (KLAB)</td>
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</tr>
<tr>
<td>Programming Elective(s)</td>
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<td>3-4</td>
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</table>

### Credit Hours: 15

### Semester Four

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>ENGR 31000</td>
<td>CULTURAL DYNAMICS TECHNOLOGY (DIVD) (WIC)</td>
<td>3</td>
</tr>
</tbody>
</table>

### General Electives (total credit hours depends on earning 120 credits hour, including 39 upper-division credit hours) 4

### Minimum Total Credit Hours: 120

1. A minimum C grade must be earned to fulfill the writing-intensive requirement.
2. Applicants to this program should understand that this is a math-intensive program. Students admitted to the program are expected to demonstrate prerequisite knowledge on a math placement exam (the ALEKS exam) prior to starting their first semester. Students who fail to obtain the minimum score required to place into required math courses are at risk of delaying graduation.
3. PHY 23101 and PHY 23102 require prerequisites outside of this program.

### Graduation Requirements

<table>
<thead>
<tr>
<th>Minimum Major GPA</th>
<th>Minimum Overall GPA</th>
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<tbody>
<tr>
<td>2.250</td>
<td>2.000</td>
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### Additional Requirements (courses do not count in major GPA)

- **BA 24056** BUSINESS ANALYTICS I 3
- **COMM 15000** INTRODUCTION TO HUMAN COMMUNICATION (KADL) 3
- **ENG 20002** INTRODUCTION TO TECHNICAL WRITING 3
- **MATH 11012** INTUITIVE CALCULUS (KMC) 3
- **MATH 11022** TRIGONOMETRY (KMC) 3
- **MGMT 24163** PRINCIPLES OF MANAGEMENT 3
- **PHY 13001 or PHY 13021** GENERAL COLLEGE PHYSICS I (KBS) or II (KBS) (KLAB) 5
- **PHY 23101** GENERAL UNIVERSITY PHYSICS I (KBS) (KLAB) 3
- **UC 10001** FLASHERS 101 1
- Kent Core Composition 6
- Kent Core Humanities and Fine Arts (minimum one course from each) 9
- Kent Core Social Sciences (must be from two disciplines) 6
MGMT 24163 PRINCIPLES OF MANAGEMENT 3
Electricity and Electronics Electives 4-7
Kent Core Requirement 3
Kent Core Requirement 3

Credit Hours 16

Semester Five
ENGR 26305 NETWORKING I 2
ENGR 26306 NETWORKING I LABORATORY 2
ENGR 33222 DIGITAL DESIGN FOR COMPUTER ENGINEERING 3
ENGR 33223 ELECTRONIC COMMUNICATION 3
ENGR 36337 INFORMATION TECHNOLOGY SECURITY 3
ENGR 47200 SYSTEMS ENGINEERING 3

Credit Hours 16

Semester Six
ENGR 33220 APPLIED EMBEDDED SYSTEMS I 3
ENGR 36305 NETWORKING II 2
ENGR 36306 NETWORKING II LABORATORY 1
ENGR 36620 PROJECT MANAGEMENT IN ENGINEERING 3
ENGR 46300 NETWORK SECURITY 3
Engineering (ENGR) Upper-Division Elective (30000 or 40000 level) 3

Credit Hours 15

Semester Seven
BA 24056 BUSINESS ANALYTICS I 3
ENGR 46316 SERVER ADMINISTRATION AND CONFIGURATION I 3
ENGR 46351 NETWORK MANAGEMENT AND DESIGN 2
ENGR 46352 NETWORK MANAGEMENT AND DESIGN LABORATORY 1
Engineering (ENGR) Upper-Division Elective (30000 or 40000 level) 3
General Elective 3

Credit Hours 15

Semester Eight
ENGR 46099 COMPUTER ENGINEERING TECHNOLOGY CAPSTONE (ELR) 3
ENGR 46312 WIRELESS NETWORK AND TELECOMMUNICATION SYSTEMS 3
ENGR 46317 SERVER ADMINISTRATION AND CONFIGURATION II 2
ENGR 46318 SERVER ADMINISTRATION AND CONFIG II - LABORATORY 1
Kent Core Requirement 3
General Elective 1

Credit Hours 13

Minimum Total Credit Hours: 120

University Requirements
All students in a bachelor’s degree program at Kent State University must complete the following university requirements for graduation.

NOTE: University requirements may be fulfilled in this program by specific course requirements. Please see Program Requirements for details.

Flashes 101 (UC 10001) 1 credit hour
Course is not required for students with 30+ transfer credits (excluding College Credit Plus) or age 21+ at time of admission.

Diversity Domestic/Global (DIV/DIVG) 2 courses

Students must successfully complete one domestic and one global course, of which one must be from the Kent Core.

Experiential Learning Requirement (ELR) varies

Writing-Intensive Course (WIC) 1 course
Students must earn a minimum C grade in the course.

Upper-Division Requirement 39 credit hours
Students must successfully complete 39 upper-division (numbered 30000 to 49999) credit hours to graduate.

Total Credit Hour Requirement 120 credit hours

Kent Core Requirements
Kent Core Composition (KCMP) 6
Kent Core Mathematics and Critical Reasoning (KMCR) 3
Kent Core Humanities and Fine Arts (KHUM/KFA) (min one course each) 9
Kent Core Social Sciences (KSS) (must be from two disciplines) 6
Kent Core Basic Sciences (KBS/KLAB) (must include one laboratory) 6-7
Kent Core Additional (KADL) 6

Total Credit Hours: 36-37

Program Learning Outcomes
Graduates of this program will be able to:

1. Apply knowledge, techniques, skills and modern tools of mathematics, science, engineering and technology to solve broadly defined engineering problems appropriate to the discipline.
2. Design systems, components or processes meeting specified needs for broadly defined engineering problems appropriate to the discipline.
3. Apply written, oral and graphical communication in broadly defined technical and non-technical environments; and an ability to identify and use appropriate technical literature.
4. Conduct standard tests, measurements and experiments and analyze and interpret the results to improve processes.
5. Function effectively as a member as well as a leader on technical teams.

Full Description
The Bachelor of Science degree in Computer Engineering Technology provides students with the opportunity to study computer systems and software-hardware interface so that they are capable of analyzing the problems in the computer and networking industry and producing computer engineering, networking and software solutions. The major's curriculum includes materials necessary for students to be eligible for industry certifications (e.g., Cisco, Microsoft, CompTIA) for career advancement.

Computer engineering technologists focus on hardware or software issues. When companies need custom applications and network systems designed, they call the computer engineering technologist. In this age of heavy computer usage, with companies using computers for a large variety of functions, the computer engineering technologist is
invaluable in keeping equipment running, updating software, maintaining connectivity and interfacing with users.

Computer engineering technologists typically work for large companies, installing, testing, operating and maintaining the computer network ins. They may also find employment with companies that sell computers, at computer repair stores or at independent emergency repair facilities. Other common work locations include computer and peripheral manufacturing facilities, computer distribution facilities, computer research facilities and educational institutions.

Applicants to this program should understand that this is a math-intensive program.

Students may apply early to the Master of Engineering Technology degree (Computer Engineering Technology concentration) and double count 9 credit hours of graduate courses toward both degree programs. See the Combined Bachelor's/Master's Degree Program policy in the University Catalog for more information.