



საქართველოს ტექნიკური  
უნივერსიტეტი  
1922 წლიდან

## Bachelor's Educational Program Computer Engineering

### Faculty

Faculty of Informatics and Control Systems

### Program Supervisor/ Supervisors

Professor Levan Imnaishvili/ Professor Ana Kobiashvili/ Professor Aleksandre Benashvili

### Qualification to be Awarded, and the Number of Credits in the Program

#### Bachelor in Computer Engineering

Will be awarded in case of passing main specialty (220 credits) and free components (20 credits) of educational program, no less than 240 credits.

### Program Educational Objectives

The Educational Objectives (PEO's) of the undergraduate Computer Engineering Program are intended to ensure that graduates:

- with broad technical, engineering knowledge and skills will have advanced their careers in the field of computer engineering (PEO 1).
- will effectively use advanced methods and tools from the field of computer engineering in other fields (PEO 2).
- will pursue further education and continuous professional development (PEO 3).

### Student Learning Outcomes

1. an ability to identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics.
2. an ability to apply engineering design to produce solutions that meet specified needs with consideration of public health, safety, and welfare, as well as global, cultural, social, environmental, and economic factors.
3. an ability to communicate effectively with a range of audiences.
4. an ability to recognize ethical and professional responsibilities in engineering situations and make informed judgments, which must consider the impact of engineering solutions in global, economic, environmental, and societal contexts.
5. an ability to function effectively on a team whose members together provide leadership, create a collaborative environment, establish goals, plan tasks, and meet objectives.
6. an ability to develop and conduct appropriate experimentation, analyze and interpret data, and use engineering judgment to draw conclusions.
7. an ability to acquire and apply new knowledge as needed, using appropriate learning strategies.

