

05 Objectives & Learning Outcomes for Electronic Information Engineering

Brief Introduction: This program is the training plan for the Electronic Information Engineering of Changchun Institute of Technology. Based on the engineering application backgrounds of communication, automotive, medical, Internet of Things and other industries, it aims to cultivate high-quality application-oriented talents with all-round development of moral, intellectual, physical, aesthetic and labor education. Through systematic study of mathematics, natural science, engineering fundamentals and professional courses, students will master the core knowledge and skills in the field of electronic information engineering, and possess strong practical ability, innovative awareness, critical thinking and international vision.

1. Training Objectives

Based on the engineering application backgrounds of communication, automotive, medical, Internet of Things and other industries, this major aims to cultivate high-level application-oriented professionals with all-round development of moral, intellectual, physical, aesthetic and labor education, professional literacy, innovative awareness, international vision and social responsibility, who can engage in development, design, testing, production operation, project management and other work in electronic information-related fields such as intelligent hardware, signal and image processing. After about 5 years of study and engineering practice, students will become technical and management key personnel in the electronic information field. The specific professional competencies are as follows:

Training Objective 1: Possess good humanistic accomplishment, professional ethics and social responsibility, physical and mental health, and consciously abide by laws and regulations and practice core socialist values.

Training Objective 2: Have the spirit of innovation and the ability to develop,

design, test, operate and manage systems or products in electronic information fields such as intelligent hardware, signal and image processing, and can design and effectively implement solutions to complex electronic information engineering problems.

Training Objective 3: Have good team awareness and collaboration ability, be able to work independently or in cooperation, and manage interdisciplinary projects under the constraints of society, health, safety, law, culture and environment.

Training Objective 4: Possess the international vision of an engineer and clear oral and written expression skills, and be able to conduct cross-disciplinary and cross-cultural communication and exchange.

Training Objective 5: Have the ability of independent learning and lifelong learning, and be able to actively adapt to the development of the electronic information industry and industrial upgrading, and continuously track new technologies, new forms and new models of the major.

2. Discipline-Specific Standards

The discipline-specific standards for Electronic Information Engineering fully reflect the requirements for competencies in knowledge and understanding, cross-disciplinary ability, engineering methodology, engineering development, engineering practice and product development.

1.Engineering Knowledge: Master solid fundamentals of mathematics, natural science and engineering, be able to apply mathematics, natural science, engineering fundamentals and professional knowledge of electronic information engineering to solve complex electronic information engineering problems, and understand the broader ethical and interdisciplinary backgrounds in the engineering field.

2.Problem Analysis: Be able to apply the basic principles of mathematics, natural science and engineering science to identify, express and analyze complex electronic information engineering problems through literature research to obtain effective conclusions.

3.Design/Development of Solutions: Design electronic information systems, electronic products or technological processes that meet specific needs for solutions to complex electronic information engineering problems, be able to reflect innovative awareness in the design process, and take into account social, health, safety, legal, cultural and environmental factors.

4.Research: Be able to conduct research on complex electronic information engineering problems based on scientific principles and using scientific methods such as testing, experimentation, data analysis and interpretation, and draw reasonable and effective conclusions through information synthesis.

5.Use of Modern Tools: Develop, select and use appropriate technologies, resources, modern engineering tools and information technology tools for complex electronic information engineering problems to realize the testing, analysis, prediction, simulation and development of such problems, and understand their limitations.

6.Engineering and Society: Be able to analyze and evaluate the impact of professional engineering practices and solutions to complex engineering problems in the electronic information field on society, health, safety, law and culture based on relevant background knowledge of electronic information engineering, and understand the corresponding responsibilities.

7.Environment and Sustainable Development: Understand and evaluate the impact of professional engineering practices for complex electronic information engineering problems on the environment and social sustainable development.

8.Professional Norms: Possess the accomplishment of humanities and social sciences, social responsibility and professional ethical ability, and be able to shape social progress with critical thinking, a sense of responsibility and the professionalism in electronic information engineering practice.

9.Individual and Team: Have the spirit of team cooperation and be able to take on the roles of individual, team member and leader in interdisciplinary teams.

10.Communication: Possess foreign language knowledge related to

professional practice, be able to communicate and exchange effectively with industry peers and the public on complex electronic information engineering problems, including writing technical reports and design documents, making presentations, expressing or responding to instructions clearly, etc., and have a certain international vision to communicate and cooperate in cross-cultural contexts.

11. Project Management: Understand and master the principles of engineering management and economic decision-making methods in the electronic information field, and be able to apply them in an interdisciplinary environment.

12. Lifelong Learning: Have the awareness of independent learning and lifelong learning, and the ability to learn and adapt to career development continuously.

3. Class Hours and Credits

Minimum credits required for graduation: 179 credits (230 ECTS Credits)

Minimum class hours required for graduation: 2138 class hours

The minimum credits required for the graduation of four-year undergraduate students is 179 credits (230 ECTS credits), including 161 credits for compulsory courses and at least 18 credits for elective courses (9 credits for general elective courses of the university). In the curriculum system, there are 39 credits for humanities and social science courses, 27 credits for mathematics and natural science courses, 59 credits for engineering and professional-related courses, 46 credits for engineering practice and graduation project, and 8 credits for quality development in the second classroom.

4. Academic System and Degree

Standard academic system: Full-time undergraduate, with a standard study period of four years and an allowed study period of 3 to 6 years.

Degree: Bachelor of Engineering

5. Core Disciplines and Curriculum System

5.1 Core Disciplines

Information and Communication Engineering, Electronic Science and Technology

5.2 Main Courses

Fundamentals of Computer Programming (C Language), Circuit Theory, Analog Electronic Technology, Digital Electronic Technology, Signals and Systems, Principles of Automatic Control, Electromagnetic Fields and Electromagnetic Waves, Data Structures and Algorithms, Information Theory and Coding, Digital Signal Processing, High-Frequency Electronic Circuits, Principles and Applications of Single-Chip Microcomputers, Communication Principles, EDA Technology and Applications, Digital Image Processing, Cortex-M3 Development Technology and Practice, RFID Development Technology and Practice.

5.3 Main Practical Links

Engineering Training, Professional Cognitive Practice, Electronic Technology Practice, Matlab Fundamentals and Application Training, Electronic Circuit PCB Design Training, Curriculum Design of Single-Chip Microcomputer System Application, Curriculum Design of EDA Technology and Application, Curriculum Design of Embedded System Application, Professional Foreign Language Training for Electronic Information, Comprehensive Practice of Intelligent Hardware, Comprehensive Training of Signal and Image Processing, Enterprise Production Practice, Graduation Project (Thesis).

6.The Relationship Matrix of Training Objectives,Subject Specific Standards and Curriculum System

6.1 Discipline-specific Standards Supporting the Training Objectives Matrix

Graduation Training Objectives	Training Objective 1	Training Objective 2	Training Objective 3	Training Objective 4	Training Objective 5
Discipline-Specific Standard 1		H			

Discipline-Specific Standard 2		H			
Discipline-Specific Standard 3		H			H
Discipline-Specific Standard 4		H			H
Discipline-Specific Standard 5		H			H
Discipline-Specific Standard 6	H				
Discipline-Specific Standard 7	H				
Discipline-Specific Standard 8	H				
Discipline-Specific Standard 9	M		H	H	
Discipline-Specific Standard 10			H	H	
Discipline-Specific Standard 11			H		
Discipline-Specific Standard 12				M	H

6.2 The Curriculum System Supports the Subject Specific Standard Matrix

Indicator Points Teaching Activities	Standard 1				Standard 2			Standard 3				Standard 4				Standard 5			Standard 6		Standard 7		Standard 8			Standard 9			Standard 10			Standard 11		Standard 12	
	Engineering Knowledge				Problem Analysis			Problem Analysis				Research				Use of Modern Tools			Engineering and Society		Environment and Sustainable Development		Professional Norms			Individual and Team			Communication			Project Management		Lifelong Learning	
	1.1	1.2	1.3	1.4	2.1	2.2	2.3	3.1	3.2	3.3	3.4	4.1	4.2	4.3	4.4	5.1	5.2	5.3	6.1	6.2	7.1	7.2	8.1	8.2	8.3	9.1	9.2	10.1	10.2	10.3	11.1	11.2	12.1	12.2	
																							H												
Ideology, Morality and the Rule of Law																							H												
Outline of Modern and Contemporary Chinese History																							H												
Basic Principles of Marxism																							H												
Introduction to Mao Zedong Thought and the Theoretical System of Socialism with Chinese Characteristics																							H												

Indicator Points Teaching Activities	Standard 1				Standard 2				Standard 3				Standard 4				Standard 5			Standard 6		Standard 7		Standard 8			Standard 9		Standard 10			Standard 11		Standard 12	
	Engineering Knowledge				Problem Analysis				Problem Analysis				Research				Use of Modern Tools			Engineering and Society		Environment and Sustainable Development		Professional Norms			Individual and Team		Communication			Project Management		Lifelong Learning	
	1.1	1.2	1.3	1.4	2.1	2.2	2.3	3.1	3.2	3.3	3.4	4.1	4.2	4.3	4.4	5.1	5.2	5.3	6.1	6.2	7.1	7.2	8.1	8.2	8.3	9.1	9.2	10.1	10.2	10.3	11.1	11.2	12.1	12.2	
(C Language)																																			
Circuit Theory		H		M										H	H	H																			
Analog Electronic Technology		H		M										H	H	H																			
Digital Electronic Technology	H		H																																
Electromagnetic Fields and Electromagnetic Waves	H			H																															
Principles of Automatic Control		H	H												H	H																			
Signals and Systems	H		H			H																													
Information Theory and Coding																	H																		
Data Structures and			H			H											H																		

Indicator Points Teaching Activities	Standard 1				Standard 2			Standard 3				Standard 4				Standard 5			Standard 6		Standard 7		Standard 8			Standard 9		Standard 10			Standard 11		Standard 12	
	Engineering Knowledge				Problem Analysis			Problem Analysis				Research				Use of Modern Tools			Engineering and Society		Environment and Sustainable Development		Professional Norms			Individual and Team		Communication			Project Management		Lifelong Learning	
	1.1	1.2	1.3	1.4	2.1	2.2	2.3	3.1	3.2	3.3	3.4	4.1	4.2	4.3	4.4	5.1	5.2	5.3	6.1	6.2	7.1	7.2	8.1	8.2	8.3	9.1	9.2	10.1	10.2	10.3	11.1	11.2	12.1	12.2
Algorithms																																		
Digital Signal Processing					H	H							H	H	H																			
High-Frequency Electronic Circuits					H			H	H								H																	
Principles and Applications of Single-Chip Microcomputers		H	H					H																										
Communication Principles				H					H								H																	
EDA Technology and Applications						H	H										H																	
Digital Image Processing							H	H									H																	
Cortex-M3 Development Technology and Practice				H					H								H																	

Indicator Points Teaching Activities	Standard 1				Standard 2				Standard 3				Standard 4				Standard 5			Standard 6		Standard 7		Standard 8			Standard 9		Standard 10			Standard 11		Standard 12	
	Engineering Knowledge				Problem Analysis				Problem Analysis				Research				Use of Modern Tools			Engineering and Society		Environment and Sustainable Development		Professional Norms			Individual and Team		Communication			Project Management		Lifelong Learning	
	1.1	1.2	1.3	1.4	2.1	2.2	2.3	3.1	3.2	3.3	3.4	4.1	4.2	4.3	4.4	5.1	5.2	5.3	6.1	6.2	7.1	7.2	8.1	8.2	8.3	9.1	9.2	10.1	10.2	10.3	11.1	11.2	12.1	12.2	
RFID Development Technology and Practice																M																			
Java Programming/C++ Programming (Elective)				H		H										M																			
Python Machine Learning Practice (Elective)																M	M																		
Virtual Instrument Technology and Applications (Elective)			M				M																												
Sensor Detection Technology (Elective)					H			H									M																		
DSP Principles and Applications (Elective)				M			M	H									M																		
Zigbee Development Technology and Practice																H	M																		

Indicator Points Teaching Activities	Standard 1				Standard 2				Standard 3				Standard 4				Standard 5			Standard 6		Standard 7		Standard 8			Standard 9		Standard 10			Standard 11		Standard 12	
	Engineering Knowledge				Problem Analysis				Problem Analysis				Research				Use of Modern Tools			Engineering and Society		Environment and Sustainable Development		Professional Norms			Individual and Team		Communication			Project Management		Lifelong Learning	
	1.1	1.2	1.3	1.4	2.1	2.2	2.3	3.1	3.2	3.3	3.4	4.1	4.2	4.3	4.4	5.1	5.2	5.3	6.1	6.2	7.1	7.2	8.1	8.2	8.3	9.1	9.2	10.1	10.2	10.3	11.1	11.2	12.1	12.2	
Professional Foreign Language Training for Electronic Information											H	H						H									H					H			
Comprehensive Practice of Intelligent Hardware												H					H										H								
Comprehensive Training of Signal and Image Processing												H						H	H		M		H			H	H								
Enterprise Production Practice											H	H	H					H									H	H	H			H			
Graduation Project																											H	L							
Writing and Communication											H											H													
College Aesthetics Education																							M												

Theoretical Teaching	Mathematics and Natural Science	432	20.2%	432	0	27.0	15.1%	27.0	0.0
	Engineering and Professional Related	944	44.2%	800	144	59.0	33.0%	50.0	9.0
	Humanities and Social Science	762	35.6%	628	134	39.0	21.8%	30.0	9.0
	Subtotal	2138	100%	1860	278	125.0	69.8%	107.0	18.0
Practical Teaching	Engineering Practice and Graduation Project (Weeks/Credits)	48	—	48	0	46.0	25.7%	46.0	0.0
Key Parameters	Total Teaching Weeks	151	Total Teaching Class Hours	2138	Second Classroom Quality Development	8.0	Total Graduation Credits	179.0	
	Proportion of Practical Teaching Weeks in Total Teaching Weeks	31.8%	Proportion of Elective Class Hours in Total Teaching Class Hours	13.0%	Proportion of Elective Credits in Total Credits	10.1%			

8. Teaching Arrangement

Course Category	Nature of the course	Course Code	Course Name	class hour			Credits	Offered Semester	Remarks	Offering Department	
				Total Class Hours	Theoretical Class Hours	Practical Class Hours					
General Education Courses in Humanities and Social Sciences (762 class hour, 39 credit)	Public Compulsory Course (628 class hour, 30 credit)	obligatory	my01031010	Ideology, Morality and the Rule of Law	48	40	8	3.0	1		School of Marxism
			my02051010	Outline of Modern and Contemporary Chinese History	48	40	8	3.0	1		School of Marxism
			my03041010	Basic Principles of Marxism	48	40	8	3.0	3		School of Marxism
			my04212010	Introduction to Mao Zedong Thought and the Theoretical System of Socialism with Chinese Characteristics	48	40	8	3.0	4		School of Marxism
			my04011010	Introduction to Xi Jinping Thought on	48	32	16	3.0	5		School of Marxism

				Socialism with Chinese Characteristics for a New Era							
			my05011011-8	Situation and Policies	64	56	8	2.0	1-8		School of Marxism
			wy01011011-2	College English 1-2	128	128	0	8.0	1-2		School of Foreign Languages
			ty01011011-4	College Physical Education and Health 1-4	128	128	0	2.0	1-4		Department of Physical Education
			ty04011010	Military Theory	36	36	0	1.0	1		Department of Physical Education
			xl01011010	College Students' Mental Health Education	32	24	8	2.0	1		College Students' Mental Health Education and Counseling Center
			total		628	564	64	30.0			
	School-wi	take as an	my04031020	Learning and Building a Dream	16	16	0	1.0	1	Compulsory	School of Marxism

de gener al educ ation electi ve cours es (13 4clas s hour, 9.0cr edit)	elective course	yg05201 020	Big Data and Artificial Intelligence	16	10	6	1.0	2	Compuls ory	School of Computer Technology and Engineering
		my0203 1020	History of the CPC	16	16	0	1.0	2	Choose one from four	School of Marxism
		my0204 1020	History of New China	16	16	0	1.0	2		School of Marxism
	my0405 1020	History of Reform and Opening Up	16	16	0	1.0	2	School of Marxism		
	my0303 1020	History of Socialist Development	16	16	0	1.0	2	School of Marxism		
	dq04281 021	College Students' Career Guidance and Career Planning I	18	18	0	0.5	2	Choose one from four	School of Electrical and Information Engineering	
	dq04281 022	College Students' Career Guidance and Career	20	20	0	0.5	6	Choose one from four	School of Electrical and Information Engineering	

				Planning II							
			sc01011020	Foundation of Entrepreneurship	24	24	0	1.5	4	Choose one from four	School of Innovation and Entrepreneurship Education
			sc01021020	Innovation Methods and Practice	24	24	0	1.5	3	Compulsory	School of Innovation and Entrepreneurship Education
				Quality General Elective Courses				2.0	1-8		Academic Affairs Office
			total		134	128	6	9.0			
Mathematics and Natural Sciences Course (432 class hour,	Mathematics, Physics, Chemistry, Environment and Sustainable Development	obligatory	lx01011011-2	Advanced Mathematics I	160	160	0	10.0	1-2		School of Science
			lx02022010	Linear Algebra II	40	40	0	2.5	2		School of Science
			lx02032010	Probability Theory and Mathematical Statistics I	48	48	0	3.0	3		School of Science
			lx03022010	College Physics Experiment II	32	0	32	2.0	2		School of Science
			lx03011	College Physics I	96	96	0	6.0	2-3		School of Science

27 credit)			011-2								
			lx02042 010	Complex Functions	40	40	0	2.5	3		School of Science
			sh06321 010	Introduction to Environmental Science	16	16	0	1.0	1		School of Water Conservancy and Environmental Engineering
			total		432	400	32	27.0			
Engine ering Founda tion Course s (400 class hour, 25.0 credit	Core Professional Courses (Add notes★)	oblig atory	lg04022 010	Fundamentals of University Computer	32	16	16	2.0	1		School of Computer Technology and Engineering
			lg05021 010	Fundamentals of Computer Programming (C Language)	48	24	24	3.0	2		School of Computer Technology and Engineering
			jd01202 010	Engineering Drawing	40	40	0	2.5	2		School of Mechanical and Electrical Engineering
			dq01024	Circuit Theory	64	54	10	4.0	3		School of Electrical

)			010							and Information Engineering	
			dq01031 010	Analog Electronic Technology	56	46	10	3.5	4	★	School of Electrical and Information Engineering
			dq01041 010	Digital Electronic Technology	48	40	8	3.0	5	★	School of Electrical and Information Engineering
			dq04011 010	Signals and Systems	48	42	6	3.0	4	★	School of Electrical and Information Engineering
			dq03012 010	Principles of Automatic Control	32	32	0	2.0	4		School of Electrical and Information Engineering
			lx03031 010	Electromagnetic Fields and Electromagnetic Waves	32	32	0	2.0	4		School of Science
			total		400	326	74	25.0			
			Basic Professional	obligatory	jg05111 010	Data Structures and Algorithms	32	20	12	2.0	3

Course s (248 class hour , 15.5 credit)			dq04021 010	Information Theory and Coding	32	32	0	2.0	4		School of Electrical and Information Engineering
			dq04031 010	Digital Signal Processing	40	34	6	2.5	5	★	School of Electrical and Information Engineering
			dq04041 010	High-Frequency Electronic Circuits	48	38	10	3.0	5	★	School of Electrical and Information Engineering
			dq04051 010	Principles and Applications of Single-Chip Microcomputers	48	36	12	3.0	5		School of Electrical and Information Engineering
			dq04061 010	Communication Principles	48	36	12	3.0	6	★	School of Electrical and Information Engineering
			total		248	196	52	15.5			
Special ized course s (152 class hour, 9.5		oblig atory	dq04071 010	EDA Technology and Applications	48	32	16	3.0	6		School of Electrical and Information Engineering
			dq04091 010	Digital Image Processing	32	20	12	2.0	6		School of Electrical and Information Engineering

credit)			dq04231010	Cortex-M3 Development Technology and Practice	40	28	12	2.5	6		School of Electrical and Information Engineering
			dq04251010	RFID Development Technology and Practice	32	20	12	2.0	6		School of Electrical and Information Engineering
			total		152	100	52	9.5			
Program Features (take as an elective course 144 class hour, 9.0 credit)	Professional Development Course (take as an elective course 120 class hour , 7.5credit)	take as an elective course	jg05071020	Java Programming	32	16	16	2.0	4		School of Computer Technology and Engineering
			jg05081020	C++ Programming	32	16	16	2.0	4		School of Computer Technology and Engineering
			dq04101020	Python Machine Learning Practice	32	18	14	2.0	5		School of Electrical and Information Engineering
			dq04132020	Virtual Instrument Technology and	24	6	18	1.5	5		School of Electrical and Information

				Applications						Engineering
			dq04142 020	Sensor Detection Technology	32	26	6	2.0	5	School of Electrical and Information Engineering
			dq04082 020	DSP Principles and Applications	32	20	12	2.0	6	School of Electrical and Information Engineering
			dq04221 020	Zigbee Development Technology and Practice	24	16	8	1.5	6	School of Electrical and Information Engineering
			dq04241 020	Android Programming	32	20	12	2.0	6	School of Electrical and Information Engineering
			cg05331 020	Computer Communication Network	32	16	16	2.0	6	School of Computer Technology and Engineering
			total		120	68	52	7.5		
	Cross-disciplinary courses (Elective, 24 credit hours, 1.5	Select one	gl02113 020	Technical Economics	24	24	0	1.5	6	School of Management
			gl04062 020	Engineering Economics	24	24	0	1.5	6	School of Management

	credits)		gl06232 020	Engineering Project Management	24	24	0	1.5	6		School of Management
			total		24	24	0	1.5			
Engineering Practice and Graduation Project (Thesis) (48week, 46 credit)	Main Practical Teaching Components	obligatory	Course ID	Project Name	number of weeks	credit	Semester of the course	remarks	accountability unit		
			ty046 01010	Military Skills	3	1.0	1		Student Affairs Office		
			gx006 11010	Engineering Training	1	1.0	2		Engineering Training Center		
			dq046 01010	Professional Cognitive Practice	1	1.0	3		School of Electrical and Information Engineering		
			dq047 01010	Matlab Fundamentals and Application Training	1	1.0	3		School of Electrical and Information Engineering		
			dq016 11010	Electronic	2	2.0	4		School of Electrical and Information		

			Technol ogy Practice					Engineering
		dq046 11010	Electroni c Circuit PCB Design Training	2	2.0	5		School of Electrical and Information Engineering
		dq046 32010	Curriculu m Design of Single-C hip Microco mputer System Applicati on	2	2.0	6		School of Electrical and Information Engineering
		dq047 61010	Curriculu m Design of EDA	2	2.0	6		School of Electrical and Information Engineering

			Technology and Application					
		dq047 71010	Curriculum Design of Embedded System Application	2	2.0	7		School of Electrical and Information Engineering
		dq047 11010	Professional Foreign Language Training for Electronic Informati	1	1.0	7		School of Electrical and Information Engineering

			on				
		dq047 81010	Compre hensive Practice of Intelligen t Hardwar e	6	6.0	7	School of Electrical and Information Engineering
		dq047 91010	Compre hensive Training of Signal and Image Processi ng	4	4.0	7	School of Electrical and Information Engineering
		dq047 52010	Enterpris e Producti on Practice	6	6.0	7	School of Electrical and Information Engineering
		dq046	Graduati	15	15.0	8	School of Electrical

			91010	on Project					and Information Engineering
			total		48	46.0			
Second Classroom Quality Development (8 credits)	obligatory		Course ID	Project Name	Class hours or weeks	credit	Semester of the course	remarks	Offering Department
			gj01021010	Writing and Communication	16	1.0	2		School of International Education
			ml01011010	College Aesthetics Education	32	2.0	3		Center for Aesthetic and Labor Education
			xy01631010	Labor Education and Practice	32	1.0	5		Center for Aesthetic and Labor Education
			sc01601010	Innovation and Entrepreneurship Practice	32	2.0	1-8		School of Innovation and Entrepreneurship Education
			tw01601010	Social Practice	16	1.0	1-8		Communist Youth League Committee

		tw016 11010	Commu nity Activities	16	1.0	1-8		Communist Youth League Committee
		total			8.0			
total		2138 class hour /48 number of weeks						

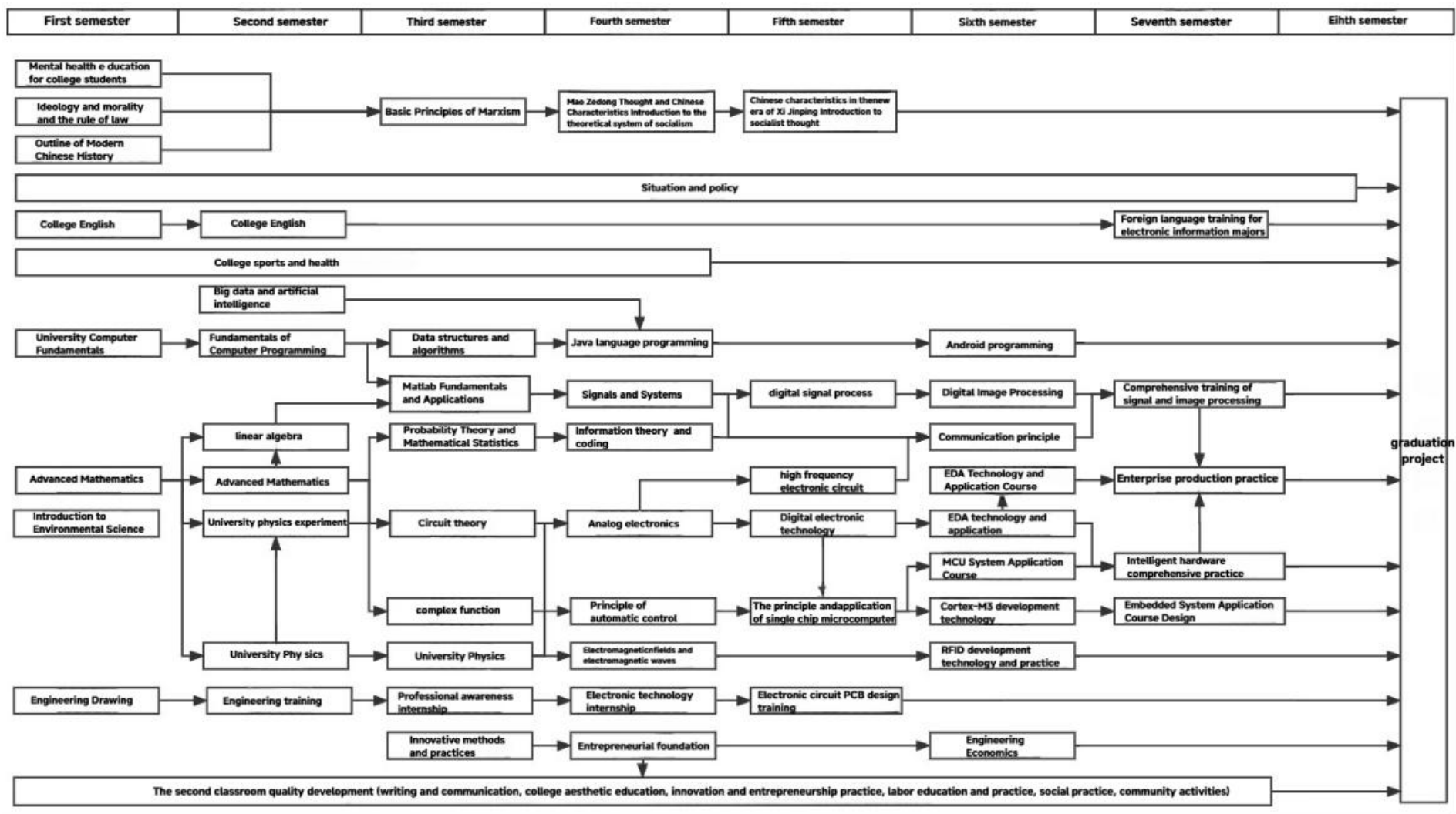


Figure 1 Logical Flowchart of Course Teaching Process