

UNLV MEG Program Outcomes	Criterion 3 (a) through (k)										
	a) an ability to apply knowledge of mathematics, science, and engineering	b) an ability to design and conduct experiments, as well as to analyze and interpret data	c) an ability to design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability	d) an ability to function on multidisciplinary teams	e) an ability to identify, formulate, and solve engineering problems	f) an understanding of professional and ethical responsibility	g) an ability to communicate effectively	h) the broad education necessary to understand the impact of engineering solutions in a global, economic, environmental, and societal context	i) a recognition of the need for, and an ability to engage in life-long learning	j) a knowledge of contemporary issues	k) an ability to use the techniques, skills, and modern engineering tools necessary for engineering practice.
1.a. Fundamental knowledge of state-of-the-art and evolving areas associated with the mechanical engineering field.	×										
1.b. Ability to design and conduct experiments, analyze data, and utilize statistical methods.		×									
1.c. Ability to solve open-ended design problems.			×		×						
1.d. Ability to use modern computational techniques to solve engineering problems.											×
1.e. Ability to mathematically model and analyze engineering systems.					×						
2.a. Oral and written presentation of technical information.							×				
2.b. Introductory knowledge of economics.								×			
2.c. Working on a multi-disciplinary team with peers.				×			×				
2.d. Motivation to pursue lifelong learning.									×		
3.a. Commitment to professional and ethical behavior in the workplace.						×					
3.b. Awareness of world affairs and cultures.								×		×	
3.c. Recognition of the impact of engineering on local and global societies.								×		×	
3.d. Seeking professional licensure.						×					

