

1ST SEMESTER ENTRY

MASTERS OF ENGINEERING (Telecom and Network Engineering)

Course Structure 2022

1 st Semester	2 nd Semester	1 st Semester	Final Semester	
Applied Management for Engineers EMS5EMT	Network Engineering Fundamentals CSE5NEF	Intermediate Network Engineering CSE5INE	Advanced Research Based Learning Part A EMS5ARA	Work Integrated Learning Part A EMS5WLA
Advanced Engineering Innovation EMS5AEI	Communication Systems ELE5FCM	Telecommunications Design ELE5001		
Computer Aided Engineering EMS5CAE	Telecommunications Engineering ELE5TEL	Networks, Systems and Web Security CSE5NSW	Advanced Research Based Learning Part B EMS5ARB	Work Integrated Learning Part B EMS5WLB
Risk & Cost Engineering EMS5RCE	Australian Engineering Environment Sustainability & Practice EMS5AEE	Engineering Research Methodology & Application ELE5ERM		

2ND SEMESTER/SUMMER ENTRY

2 nd Semester/Summer	1 st Semester	2 nd Semester	Final Semester	
Applied Management for Engineers EMS5EMT	Network Engineering Fundamentals CSE5NEF	Intermediate Network Engineering CSE5INE	Advanced Research Based Learning Part A EMS5ARA	Work Integrated Learning Part A EMS5WLA
Advanced Engineering Innovation EMS5AEI	Telecommunications Design ELE5001	Communication Systems ELE5FCM		
Computer Aided Engineering ELE5CAE	Networks, Systems and Web Security CSE5NSW	Telecommunications Engineering ELE5TEL	Advanced Research Based Learning Part B EMS5ARB	Work Integrated Learning Part B EMS5WLB
Risk & Cost Engineering EMS5RCE	Australian Engineering Environment Sustainability & Practice EMS5AEE	Engineering Research Methodology & Application ELE5ERM		

^{*} Please note, this course structure is indicative and subject to change depending on your course location, offer year or how you tailor your course with specialisations, majors, minors and electives. Structures for the following year are not normally finalised until October, so the sample provided is based on the most recently approved structure.

For more information, please refer to the La Trobe University Handbook.