

Bachelor of Engineering in Mechanical Engineering / Bachelor of Laws

Year 1 24 Units

Semester 1	Intro to Mech Eng. (3)	Maths IMA or IA* (3)	Foundations of Law (3)	Law of Torts 1 (3)
Semester 2	Design Graphics and Communication (3)	Maths IA or IB* (3)	Principles of Public Law (3)	Law of Torts 2 (3)

* Students who have undertaken SACE Stage 2 Specialist Maths will be required to enrol in Maths IA followed by Maths IB. Students who have not taken SACE Stage 2 Specialist Maths will be required to enrol in Maths IMA followed by Maths IA & Maths IB in summer semester to complete the requirements at Level I. Alternatively, Maths B may be taken in place of a Level II Course in the following year, as indicated.

Year 2 24 Units

Semester 1	Elec & Enic Eng IA (3)	Eng. Mechanics – Statics (3)	Contracts (6)	
Semester 2	Engineering Mechanics-Dynamics (3)	Materials I (3)	Property Law (6)	

Year 3 24 Units

Semester 1	Engineering Maths I (3)	Design Practice (3)	Equity (3)	Aust Constitutional Law (3)
Semester 2	Mechatronics IM (3)	Stress Analysis and Design (3)	Engineering Maths II (3)	Administrative Law (3)

Year 4 24 Units

Semester 1	Materials & Manufacturing (3)	Thermo-Fluids I (3)	Structural Design & Solid Mechanics (3)	Manufacturing Engineering (3)
Semester 2	Dynamics and Control I (3)	Eng Systems Design & Communications (3)	Corporate Law (6)	

Year 5 24 Units

Semester 1	Sustainability and the Environment (3)	Heat Transfer and Thermodynamics (3)	Criminal Law and Procedure (6)	
Semester 2	Engineering Aerodynamics (3)	Dynamics and Control II (3)	Engineering Man and Quality Systems (3)	Numerical Methods (3)

Year 6 24 Units

Semester 1	Mechanical Honours Project or Mechanical Design Project Pt I (3)	Law Elective (3)	Dispute Resolution and Ethics (6)	
Semester 2	Mechanical Honours Project or Mechanical Design Project Pt 2 (3)	Mech Eng. Elective (3)	Evidence and Proof in Theory and Practice (6)	

Year 7 24 Units

Semester 1	Law Electives (this can include the 6 units Law Rsch Diss.elective) (12)			
-------------------	--	--	--	--

Note: Number in brackets denotes unit value.