

The formula for your future is simple.

*You* + CDE



College of Design  
and Engineering

# Computing (Design & Engineering)

By: Dr. Rajesh Panicker

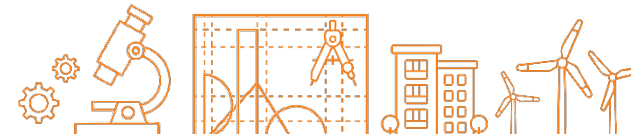
Computing (D&E)



# Why?

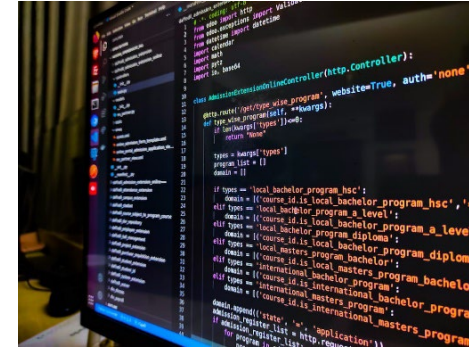


- Breakthroughs happen at the overlaps of disciplines
- Transcend disciplinary boundaries
- Computing technologies are
  - permeating all aspects of our lives
  - revolutionizing engineering and design disciplines
  - streamlining processes
  - optimizing designs - data analysis and simulations
  - accelerating product development



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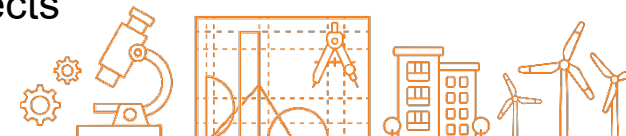
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## Computing (D&E)



- Better clarity - enhancing quality of work
- Improving career prospects

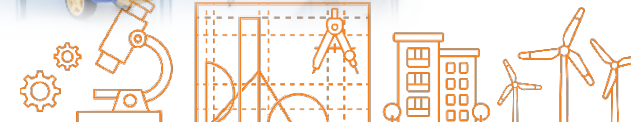


# Highlights



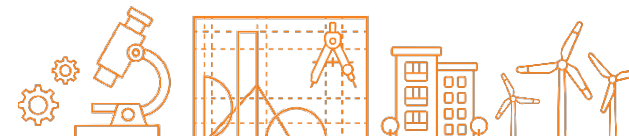
- Focuses on skillsets for solving design and engineering problems, to prepare the next generation of designers and engineers
- A wide range of discipline-relevant electives
- Not a dual degree – reflected in the transcript, but not degree scroll

- Hosted by Dept of Electrical and Computer Engineering (ECE).  
Jointly curated by CDE and the NUS School of Computing (SoC)
- Open to all CDE primary majors except Computer Engineering (CEG)  
Not open to 2<sup>nd</sup> major/minor in CS (SoC)

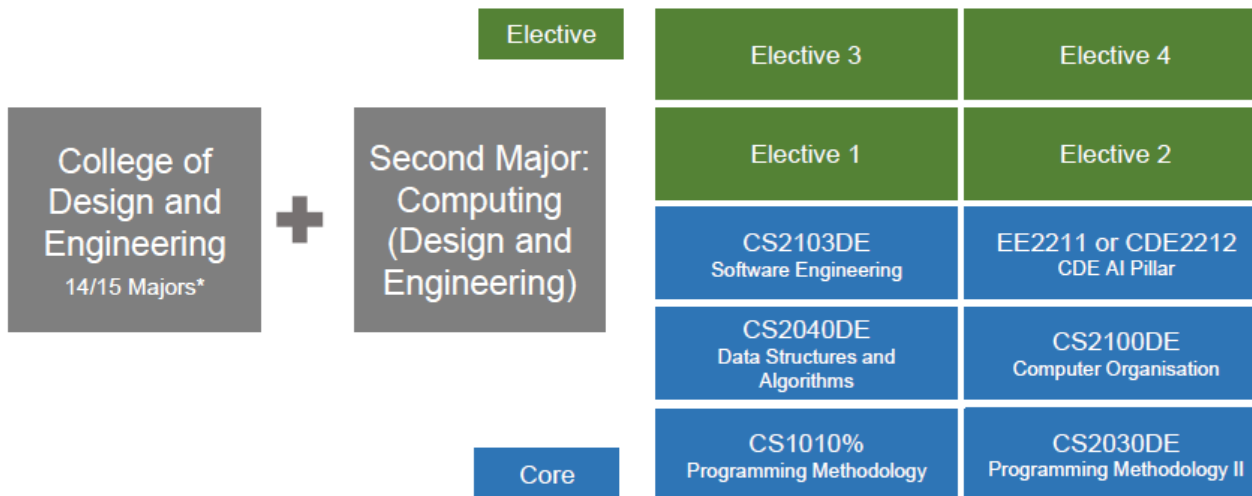


# Getting In

- Students may apply at the point of admission
  - Selection based on university admission score and/or proficiency in mathematics
- In-flight students must apply during the prescribed application window via EduRec
  - Restricted second major / minor - students will NOT be able to declare themselves via Academic Plan Declaration Exercise (APAD)
  - A very good grade in CS1010E and a good GPA are needed to increase the chances of admission to these programs

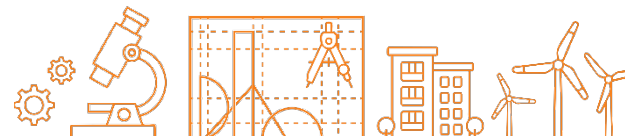


# Second Major in Computing (D&E)

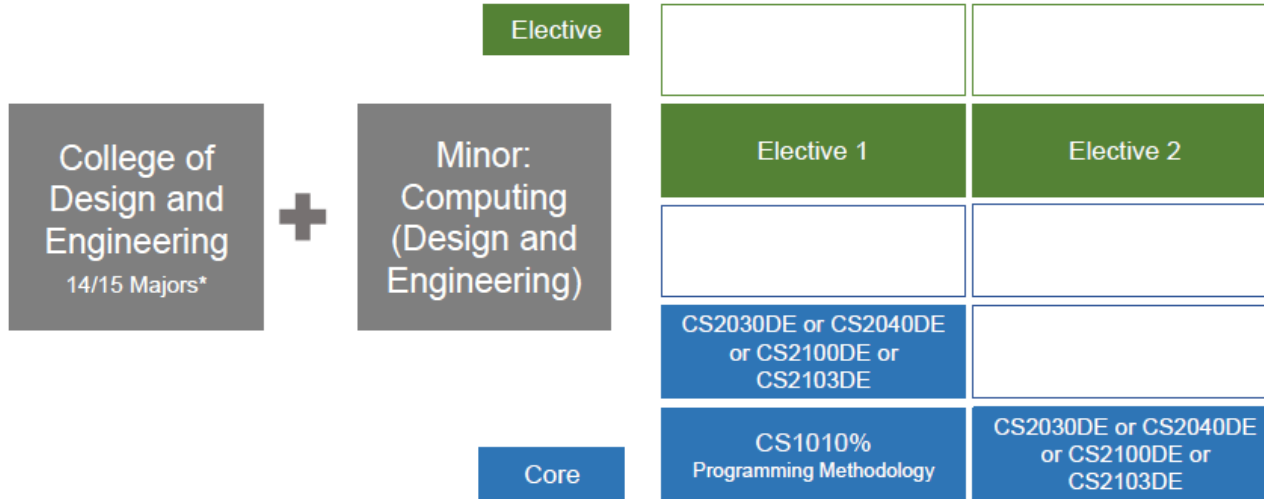


\*Computer Engineering  
major students are precluded

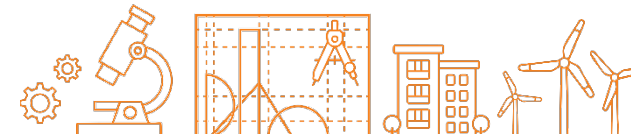
- Up to 16 units (40% of the unit requirements for the Second Major) may be double counted to meet other requirements!



# Minor in Computing (D&E)



- Up to 8 units (40% of the unit requirements for the Minor) may be double counted to meet other requirements!



# Electives

## Biomedical Engineering

- Bioengineering Data Analysis
- Computational Biomechanics
- Serious Games for Health

## Architecture

- Digital Modelling and Simulation
- Building Information Modelling
- Spatial Computational Thinking

## Industrial Design

- Digital Design & Fabrication
- Computing for Design

## Electrical Engineering

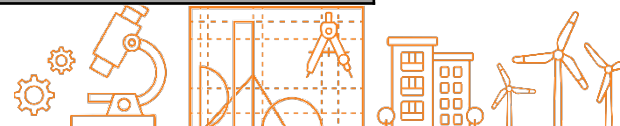
- Robotics & Automation
- Data Science & Engineering
- Computer Networking
- Computer Vision
- Embedded Systems

## Mechanical Engineering

- Microprocessor Applications
- Automation

## Industrial Engineering

- Simulation
- Machine Learning for Industrial Engineering



# Possible Roles and Careers

Design Technologists

Computer Hardware Engineer

Computational Materials Engineer

AI/Data Engineer

Computational Mechanics Engineer

Digital Manufacturing Engineer

Digital Architect

Games Developer

Robotics / Automation Engineer

Process Optimization Engineer

Verification & Validation Engineer

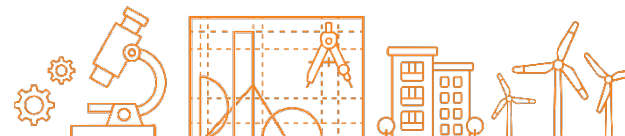
Smart Building Designer

Virtual/Augmented Reality Architect

Biomechanics Engineer

Software Engineer

UI/UX Designer



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# This Could be You!



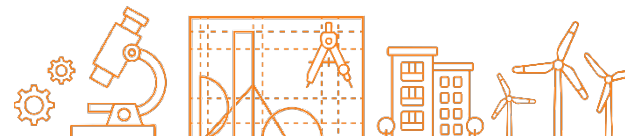
Teoh Xu En  
EE, 2025; Minor in Computing (D&E)  
Product System Engineer, ST Engineering



Joshua Yap Tian Qi  
Architecture, 2028; 2<sup>nd</sup> Major in Computing (D&E)  
1st Place at the BECC 2026 National Built  
Environment Case Competition



Abdulhusein Jabir Poonawala  
ME, 2021; Minor in Computer Science  
Founder, MaaJTek Pte Ltd (Engineering Automation and Robotics)



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To find out more visit:

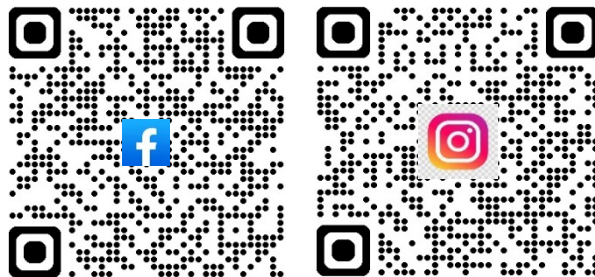
**[cde.nus.edu.sg/ece/second-major-in-computing-design-and-engineering](https://cde.nus.edu.sg/ece/second-major-in-computing-design-and-engineering)**



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[askECE@nus.edu.sg](mailto:askECE@nus.edu.sg)



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