

**School of Engineering and Materials Science Skills Matrix January 2020**

Areas	revised skill number	By the end of their degree (BEng) our graduates will be able to, or will have:		average priority scored by IAB	By the end of their degree (BEng) our graduates will be able to, or will have:		
Resilience	1	developed a growth mind-set approach, appreciating life-long learning, self-development and self-sustainability for personal and professional reasons	1	1.85	develop a growth mind-set approach through self-reflection, self-management, personal growth and personal effectiveness.		
			4	2.35	an appreciation of the importance of life-long learning, self-development and self-sustainability for personal and professional reasons.		
	2	confidence built through active engagement in activities that take the student out of their comfort zone.	2	2.10	confidence built through active engagement in activities that take the student out of their comfort zone.		
	3	an appreciation of the criticality of their personal wellbeing, work and lifestyle habits	3	2.11	an appreciation of the criticality of their personal wellbeing, work and lifestyle habits.		
Creativity	4	a range of critical thinking and problem solving techniques to develop, assess, and prioritise multiple creative solutions to problems	5	1.67	a range of critical thinking and problem solving techniques to develop, assess, and prioritise multiple creative solutions to problems.		
			7	2.53	been exposed to creative thinking approaches and entrepreneurial cultures.		
			8	2.68	had the opportunity to assess and take creative risks in projects.		
	5	an understanding of the development of product requirements	6	2.15	an understanding of the development of product requirements.		
Working collaboratively	7	worked with different communities in order to develop a global perspective	10	2.17	worked with different communities in order to develop a global perspective.		
			8	worked in a team and developed an appreciation of team roles and characteristics	11	1.44	worked in a team and developed an appreciation of team roles and characteristics.
			12		1.30	demonstrate skills to work collaboratively.	
			13	2.37	taken a leadership role.		
9	provided and received constructive feedback	14	1.85	provided and received constructive feedback.			
Effective communication	10	communicate and disseminate using a variety of digital resources for different audiences	15	2.00	communicate and disseminate using a variety of digital resources to persuade and connect with different audiences.		
			16	2.39	share their ideas and work with confidence using a variety of digital resources.		
	11	convey technical and other information in a written form appropriate for the audience and media use	17	1.45	convey technical and other information in a written form appropriate for the audience and media use.		
	12	undertake critical assessment of information	18	1.85	undertake critical assessment of information		
Project management	13	understand and implement careful communication	19	1.95	understand and implement careful communication, including relevance of IP and security.		
			14	an awareness and use of common project management tools, methodologies and processes used in industry and research	20	1.75	develop process steps for a project, including develop key milestones and deliverables for stages of a project.
			24		2.50	an awareness of common project management tools, methodologies and processes used in industry and research	
			15	evaluate required resource, time, risks and strategy for a project.	21	2.06	evaluate required resource, time, risks and strategy for a project.
Professional practice	17	an awareness of the importance of health and safety, from both a personal and corporate responsibility standpoint.	25	1.80	an awareness of the importance of health and safety, from both a personal and corporate responsibility standpoint.		
			27	3.44	familiarity with research governance, H&S and responsible work practices.		
	18	commercial awareness	26	3.16	commercial awareness and technology foresighting, including company finances.		
			30	3.05	appreciation of IP laws and patents, spin out companies, data protection, confidentiality, attribution and data privacy.		
Technical	19	understanding of code of ethic	28	2.76	understanding of code of ethics.		
			29	2.50	appreciation of Quality Assurance processes, GLP, regulatory frameworks.		
	20	appreciation of Quality Assurance processes, GLP, regulatory frameworks	21	3.00	sketching and drawing - hand and computer generated, Auto CAD		
			22	3.19	practical use of hand tools, soldering, metal work		
	21	sketching and drawing - hand and computer generated	33	3.06	practical use of manufacturing machine tools, CNC etc.		
			35	2.65	ability to rapid prototype designs		
	22	practical awareness of prototyping and manufacture	36	2.17	relevant practical and laboratory skills		
			37	2.22	appreciation of and ability to work with technical uncertainty		
	23	practical and laboratory skills	38	1.82	understand and apply basic statistical concepts		
			39	2.24	apply the techniques associated with the design of experiments		
	24	appreciation of and ability to work with technical uncertainty and apply appropriate statistical methods	42	2.50	critically evaluate inputs and outputs (sense check)		
			44	2.06	perform quantitative, semi-quantitative and qualitative analysis		
	25	perform quantitative, semi-quantitative and qualitative analysis	40	2.75	computational modelling skills, FEA & CFD		
			41	2.65	simulation & numerical modelling skills		
26	numerical and computational modelling skills, FEA & CFD	34	2.74	coding			
		45	2.27	proficiently use commercial software			
27	coding	43	2.21	run appropriate performance tests			
		28	2.27	proficiently use commercial software			
28	proficiently use commercial software	43	2.21	run appropriate performance tests			
		29	2.27	proficiently use commercial software			
29	run appropriate performance tests	43	2.21	run appropriate performance tests			
		29	2.27	proficiently use commercial software			
30	run appropriate performance tests	43	2.21	run appropriate performance tests			
		29	2.27	proficiently use commercial software			