

Master of Electronic and Sport Engineering (Domestic students)

Program code

Commencing in

5643

For Continuing Students Only

Available at

Nathan Campus

Duration

1 to 2 years full-time

4 years part-time

Credit points

160

Important Notes

From 2023, commencing students are referred to the Master of Professional Engineering (5728).

About this program

Electronic and sport engineers work in the exciting cutting-edge area of high technology in sport. In this degree, you will gain the advanced core knowledge needed in the electronics area, specialising in sport technology. You will also develop skills in engineering leadership and research.

Most elite sporting bodies and institutes now employ a vast array of high technology training and monitoring techniques. This equipment is designed and maintained by engineers who also develop new methods of applying this technology for training and rehabilitation. This degree also incorporates the opportunity to undertake elective courses in your area of interest and a full trimester research project.

My attendance during the program

Attendance information

The Master of Electronic and Sport Engineering is offered in on-campus mode.

Student Income Support

To be classed as a full-time student, you are required to enrol in a minimum number of credit points each standard study period. The minimum credit points for full-time enrolment in this program is 30 credit points.

Trimester 1 and Trimester 2 are deemed standard study periods. As Trimester 3 is a non-standard study period, continuing students moving from one year to the next will not be required to study during this trimester to be eligible for student income support.

Domestic students who commence in Trimester 3 may be eligible for student income support from the onset of study provided they are enrolled full-time in this study period.

Please refer to the Australian Government website for more details.

My career opportunities

My career opportunities

You will be prepared for senior roles in electronic engineering and have the skills needed to specialise in sport engineering. You could find career opportunities developing new technologies with manufacturers, applying technologies within sporting organisations, developing new training technology-based regimes with elite sport groups or in research bodies.

Pathways to further study

Pathways to further study

Students who graduate from the program and pass the Dissertation component will have a pathway to higher degree by

research study.

What are the fees?

Fee-paying postgraduate (domestic) students

Indicative annual tuition fee

The indicative annual tuition fee is calculated based on a standard full-time study load which is usually 80 credit points.

The indicative annual tuition fee is based on current conditions and available data and should only be used as a guide. These fees are reviewed annually and are subject to change.

Tuition fees

- A fee-paying postgraduate student pays tuition fees.
- Students are liable for tuition fees for the courses they are enrolled in as at the census date.
- The tuition fee for students who commence their program prior to 2014 is charged according to the approved program fee for the trimester in which the student commenced the program.
- The tuition fee for students who commence their program from 2014 onwards is charged according to the approved program fee for the trimester in which the student is enrolled.

Program fees for the Master of Electronic and Sport Engineering (5643)

Fees for this program can be found on the Programs and Courses website in the "Overview and fees" section. Select your commencing year to view your fees.

Tuition fees for your degree program

• Calculating tuition fees

Changing programs

If a postgraduate student changes to a different program they will be subject to the approved program fee for the trimester in which they are enrolled.

Further information

- Calculating your EFTSL
- Fees and Charges Procedure
 - Fees and Charges Schedules
- Higher Education Loan Program (HELP)
- Financial help and support