



CRITERIA FOR ACCREDITING ENGINEERING PROGRAMS (ABET, INC.)													
Standard	Event	Standard Letter	A	B	C	D	E	F	G	H	I	J	K
A. An ability to apply knowledge of mathematics, science and engineering	1. Animatronics		X			X	X						X
	2. Architectural Model		X		X	X	X	X	X	X	X	X	X
	3. Biotechnology Design		X	X	X	X	X	X	X	X	X	X	X
B. An ability to design and conduct experiments, as well as to interpret data	4. Career Comparisons		X					X	X	X			
	5. Chapter Team									X	X		
C. An ability to design a system, component, or process to meet desired needs	6. Computer-Aided Design (CAD) 2D, Architecture		X				X		X	X	X	X	X
	7. Computer-Aided Design (CAD) 3D, Engineering		X				X		X	X	X	X	X
D. An ability to function on multi-disciplinary teams	8. Construction Renovation		X			X		X	X				
	9. Debating Technological Issues							X	X	X			
E. An ability to identify, formulate and solve engineering problems	10. Desktop Publishing			X					X				
	11. Digital Video Production							X	X		X		
F. An understanding of professional and ethical responsibility	12. Dragster Design		X	X	X		X	X	X				X
	13. Engineering Design		X	X	X	X	X	X	X	X	X	X	X
G. An ability to communicate effectively	14. Essays on Technology		X	X			X	X				X	
	15. Extemporaneous Speech							X	X	X			
H. The broad education necessary to understand the impact of engineering in global and social contexts	16. Fashion Design					X	X			X			
	17. Flight Endurance		X	X	X		X	X	X		X		X
I. A recognition of the need for and an ability to engage in life-long learning	18. Future Technology Teacher		X		X			X	X			X	
	19. Manufacturing Prototype		X	X	X	X	X	X	X	X			
J. A knowledge of contemporary issues	20. Music Production								X				
	21. On Demand Video					X		X	X				
K. An ability to use the techniques, skills and modern engineering tools necessary for engineering practice.	22. Photographic Technology		X					X	X	X	X	X	X
	23. Prepared Presentation								X	X	X		
A. An ability to apply knowledge of mathematics, science and engineering	24. Promotional Graphics		X					X	X				
	25. SciVis			X									X
B. An ability to design and conduct experiments, as well as to interpret data	26. Structural Engineering		X	X	X	X	X	X	X	X	X	X	X
	27. System Control Technology		X	X	X	X	X	X	X	X	X	X	X
C. An ability to design a system, component, or process to meet desired needs	28. Technical Sketching and Application						X	X	X				
	29. Technology Bowl		X	X	X		X			X		X	X
D. An ability to function on multi-disciplinary teams	30. Technology Problem Solving		X		X								
	31. Transportation Modeling		X	X	X		X	X	X				X
E. An ability to identify, formulate and solve engineering problems	32. Video Game Design				X	X	X	X	X				
	33. Webmaster				X	X		X	X				