

MUTAH UNIVERSITY Faculty of Engineering Department of Electrical Engineering



Course Syllabus

Course Code	Course Name	Credits	Contact Hours
0401550	Electrical Wiring & Illumination	3	3 T

INSTRUCTOR/COORDINATOR			
Name	Dr. Ziyad Almajali		
Email	ziyad@mutah.edu.jo		

TEXTBOOK					
Title		Handbook of Advanced Lighting Technology			
Author/Year		Obert Karlicek, Ching-Cherng Sun, Georges Zissis, Ruiqing Ma, 2017			
Other Supplemental Materials					
Title		Illumination fundamentals			
Author/Ye	ar	Alma E. F. Taylor, 2010			
Electronic Mat	terials				

SPECIFIC COURSE INFORMATION

A. Brief Description of the Content of the Course (Catalog Description)

Basic concepts, definitions, units and light sources; calculation of illumination; interior lighting; exterior lighting; sweets and roads; basic electrical installation; calculations of electrical loads and installations; electric installations for space heating and air conditioning.

B. Pre-requisites (P) or Co-requisites (C)

Electrical circuits (2) (0401212) (**P**)

C. Course Type (Required or Elective)

Elective

SPECIFIC GOALS

A. Course Learning Objectives (CLOs)

By the end of this course, the student should be able to:

CLO1: Understand the concept of illumination and luminance. [1]

<u>CLO2</u>: Be able to calculate the number of light sources required for a certain space [1].
<u>CLO3</u>: Be able to calculate electrical loads and installations [1].
<u>CLO4</u>: Be able to understand the wiring diagrams [1].

B. Student Learning Outcomes (SOs) Addressed by the Course

1	2	3	4	5	6	7		
✓								

BRIEF LIST OF TOPICS TO BE COVERED		
List of Topics	No. of Weeks	Contact Hours
Basic concepts of illumination, Light and Color, The Eye and Vision, definitions and units	1	3
Lighting Terminologies Introduction, Lighting Concepts, Basic laws, cosine law and square inverse law	2	6
Light sources: types and characteristics, applications Fluorescent Lamp, High Intensity Discharge (HID) Lamps, Light-Emitting Diodes, Energy-Efficient Fluorescent Ballast	2	6
Luminaires Definition, Function and Classification, Types of Luminaire Design and Characteristics	1	3
Interior lighting: standards, calculations of interior lighting, Calculations of illumination from different shapes of light sources	2	6
Exterior lighting, Point-by-Point Method Design Factors, Average Illuminance Equation	2	6
Streets and roads lighting	2	6
Calculations of electrical loads and installations, Electric wiring basics, diagrams and symbols	2	6
Total	14	42

EVALUATION					
Assessment Tool	Due Date	Weight (%)			
Mid Exam	According to the university calendar	30			
Course Work (Homeworks, Quizzes, Projects,etc.)	One week after being assigned	20			

Final Exam	According to the university calendar	50
------------	--------------------------------------	----

ABET's Students Learning Outcomes (Criterion # 3)							
	Relationship to program outcomes						
ABET 1-7		Engineering Student Outcomes					
1	1	an ability to identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics					
2		an ability to apply engineering design to produce solutions that meet specified needs with consideration of public health, safety, and welfare, as well as global, cultural, social, environmental, and economic factors.					
3		an ability to communicate effectively with a range of audiences.					
4		an ability to recognize ethical and professional responsibilities in engineering situations and make informed judgments, which must consider the impact of engineering solutions in global, economic, environmental, and societal contexts.					
5		an ability to function effectively on a team whose members together provide leadership, create a collaborative and inclusive environment, establish goals, plan tasks, and meet objectives.					
6		an ability to develop and conduct appropriate experimentation, analyze and interpret data, and use engineering judgment to draw conclusions.					
7		an ability to acquire and apply new knowledge as needed, using appropriate learning strategies.					