The University of Texas at Austin's Electrical and Computer Engineering Department (Texas ECE), a leading research and technology education hub, welcomes media inquiries and stands ready to connect the media with subject matter experts, student stories and a responsive liaison for media needs and inquiries.

**Media Resources**

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</tbody>
</table>

**Key Information**

- Impact Report [6]
- Research Areas and Faculty Experts [7]
- Undergraduate Students [8]
- Graduate Students [9]
- Alumni [10]
- Industrial Relations [11]
- Cockrell School of Engineering Media Resources [12]

**Outreach Initiatives**

- Industrial Initiatives [11]
- Connect [13]
- Senior Design [14]
- Integrated MSE Program [15]
Common Acronyms and Terms

- **CSE** - Cockrell School of Engineering [19]
- **Texas ECE** - Electrical and Computer Engineering in the CSE [20]
- **Acoustics** - transducers, atmospheric and underwater acoustics, and noise and vibration control
- **Biomedical** - engineering principles applied to biological or medical problems
- **Cloaking** - [http://en.wikipedia.org/wiki/Cloaking_device](http://en.wikipedia.org/wiki/Cloaking_device) (Prof. Andrea Alu [22])
- **Computer Architecture** - interface between the hardware and software in computer systems, ranging from supercomputers, servers, desktop computers, notebooks and handheld computers
- **Computer Engineering** - computer architecture, computer systems and networks, theory and design of digital systems, machine learning, and software engineering
- **DICE** - Decision, Information, and Communications Engineering [23]
- **Electromagnetics** - electrical geophysics, antennas and scattering, radar target identification, wireless communications, microwave and millimeter-wave integrated circuits, and guided wave devices and systems
- **Energy Systems** - production, distribution, and use of electric energy
- **Integrated Circuits & Systems** - digital, analog, mixed-signal, and RF CMOS ICs for a variety of applications
- **Manufacturing Systems Engineering** - application of computers, information sciences, and information systems to the development of equipment and software systems for manufacturing
- **Plasma/Quantum Electronics & Optics** - plasma dynamics, optics, quantum-optic and photonic devices, and plasma processing of semiconductors
- **Software Engineering** - architecting, designing, building, testing, analyzing, evaluating, deploying, maintaining and evolving software systems
- **Solid State Electronics** - electronic, optoelectronic and micro- and nano-electromechanical devices
- **WCNG** - Wireless Communications & Networking Group [24]
- **Connect** - talent acquisition
- **IEEE** - the Institute of Electrical and Electronics Engineers [25]
- **STEM** - science, technology, engineering and mathematics disciplines
- **URP** - under represented populations