Motorsport Technology
BSc (Hons)

BIRMINGHAM CITY University

Faculty of
Technology, Engineering and the Environment

COURSE FACTS

Faculty	Technology, Engineering and the Environment
School	Engineering, Design and Manufacturing Systems
Application	Apply through UCAS. Institution code B25, Course code H334
Location	City Centre Campus, Millennium Point
Duration	Full-time: three years, sandwich: four years

KEY FACTS

- The course is accredited by the Institute of Engineering and Technology (IET); Students graduate with academic accreditation for IEng status and can progress to CEng during their career.
- The only dedicated Motorsports Technology undergraduate course in the Birmingham region with strong links to Arden Motorsport International (GP2 & GP3 race cars).
- Design and build an IMechE Formula Student car and compete against 130 international universities from 34 countries over four days at the world-famous Silverstone Racing circuit.
- Strong links with motorsport industry provides chance to work on the University Drift car and the Walker Adams 4X4 Off Road Kart.
- Outstanding facilities including industry standard CAD, CNC, 3D scanning and rapid prototype equipment, engine test labs and reverse engineering.

WHY CHOOSE US?

- This is a 'hands on' course balanced with theory based learning. As part of the course motorsport students, design, manufacture, build and race a new single seat race car each year in the prestigious Formula Student Event, ran by the IMechE, currently held at Silverstone Racing Circuit.
- We are a member of the Motorsport Industry Association, (the M.I.A.). Guest lecturers bring the insights, contacts and business realities with them.
- Students volunteer to support the Motorsports course on our stand at the annual Autosports International show at the NEC, Birmingham each January.
- Other relationships with local companies allow students extra curricular opportunities to get involved with their companies and allow alternative motorsport projects for the third year elective project.

COURSE OVERVIEW

The aims of the programme is to provide you with a curriculum which offers a broad range of subjects to facilitate the development of abilities, pursuit of interests and promotion of career development.

This course develops you intellectually and creatively by combining knowledge of new technology, modern design practice both digital and physical with practical projects and management skills relevant to the motorsports industry.

www.bcu.ac.uk/tee/edms

IET Collective inspiration

Automotive Digital Design Theme	Practical Motorsport Projects Theme	Engineering Theme	Realisation Theme	Business Theme
YEAR 1				
Engineering Design and Practice	Sustainable Racing Project	Engineering Fundamentals	Materials and Manufacture	Maths in Motorsports
YEAR 2				
Automotive Digital Design	Advanced Motorsport Project	Automotive Engineering	Component Development	Management in Technology Innovation
YEAR 3				
Elective Motorsport Project		Powertrain Development	Advanced Prototype	Entrepreneurship and Innovation

COURSE STRUCTURE

There are five themes developed through the course and you will have the option to choose a particular specialist area for the focus of you final year Elective Motorsport Project which is run on an industrially based timetable, with suitable gateways through the year:

- The Engineering Design and Practice theme utilises industry-standard design and visualisation software and techniques in the design and development of systems and subassemblies and, ultimately, whole race cars.
- The Engineering theme covers the technical and mathematical requirements of engineered systems such as suspension and vehicle chassis and frames.
- The Realisation theme is where the tools and technologies taught in the Design and Engineering. Themes are applied to the production of physical parts for actual vehicles.
- The Management, Business and Innovation theme covers business processes and management techniques which support the processes of design and manufacture within the motorsport industry, including effective teamwork.
- The Practical Racing and Motorsport Projects theme brings together all the other taught elements of the course into a series of practical, hands-on projects where teams produce elements of a whole vehicle for competition.

ASSESSMENT

A range of assessment methods are used throughout the course including continuous assessment, in-class tests, examinations, laboratory exercises and project work, including the Formula Student Car.

ENTRY REQUIREMENTS

- 280 points. min of two 6-unit or one 12-unit A-Level (GCE or VCE)
- Pass National Diploma with Merit Merit Distinction
- Advanced Diplomas are accepted
- AGNVQ overall Merit and GCSE Maths grade C
- Irish: 280 points in ILC
- Scot: 280pts from 4 Highers
- IB: 30pts

FURTHER STUDY

The University has a range of either taught (MSc) or research (MPhil and PhD) postgraduate programmes. Details can be found on the postgraduate section of the website.

EMPLOYABILITY

This course attracts highly committed and competitive students. Typically, our BSc graduates gain successful employment in the automotive, aerospace and motorsports industries.

Graduates from the school have gone on to work for companies including Cosworth Ltd, Mercedes Benz High Performance Engines, Airbus, Arden International, Bentley Motors, BMW, , Daimler, Ford Motor Company, GKN, Honda, Hyundai Hellas, HBOS, Jaguar Land Rover, Land Rover, London Midland, Morgan Motor Company, Marconi, M-Sport WRC Ford, Rolls Royce, TRW Automotive and Volkswagen, Westfield Sportscars.

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