

MNG 318 - ENGINEERING SEA PROJECT II

- Develop time management skills as they serve an internship onboard a vessel that is in operation 24/7.

Course Description

This course is a continuation of MNG 317 and is designed to provide the cadet with advanced knowledge and sailing time to meet the licensing requirements of the U.S. Coast Guard, STCW and the criteria established by the Maritime Administration. STCW.

Credit Hours

6

Contact Hours

6

Recitation Hours

6

Required Prerequisites

All prerequisites for all GLMA courses are satisfied by following the approved Course Sequence Guide and any deviation from this guide needs to be approved by the cadet's adviser.

General Education Outcomes supported by this course

Critical Thinking - Direct

Course Learning Outcomes

Knowledge:

- Describe the operation of a Great Lakes steam vessel.
- Develop skills working with: ship's engineering equipment, boiler construction, turbine construction, drive trains, shipboard bilge and ballast systems, combustion and fuel oil systems, shipboard lubrication and cooling water systems, and water chemistry and automation systems, distilling plants and potable water systems, ship unloading systems, steering gear, and deck machinery.

Application:

- Describe the duties/responsibilities of a merchant marine engineering officer based on their internship experience.

Integration:

- Integrate academic concepts to serve as a licensed engineering officer.
- Incorporate feedback from a ship's chief engineer to increase their skills.

Human Dimension:

- See themselves as merchant marine officers.

Caring - Civic Learning:

- Work effectively as a team.
- Acknowledge how the ships complement work together to ensure the safe operation of merchant vessel.
- Acknowledge they are living and working with a diverse workforce.

Learning How to Learn:

- Incorporate feedback from USCG license officers to improve their performance.