10 REMARKABLE EVENTS OF 2017

The transformation of the Center Building basement into the self-study area, cafeteria, high quality library, Compassion Corner, and enterprise cooperation area proved highly effective.





UTE-TV - the first ever university TV channel in Vietnam was born with plenty of successful media products, connecting related parties in the digital age.



International relations affairs achieved radical improvements with various momentous activities: U.S. Secretary of State John Kerry's visit to our university, the USDAID COMET project, international teacher and student exchange, ect.









https://lms.hcmute.edu.vn





Continued to innovate teaching and learning methods with a vengeance: Pioneering in digital teaching, being the first school to implement blended teaching in all subjects through LMS with 53 million views, successfully carrying out the TA (teaching assistant) system in all courses, online assessment, 10 courses fully taught in English.

HCMC UNIVERSITY OF TECHNOLOGY & EDUCATION

AND



REMARKABLE EVENTS OF 2017

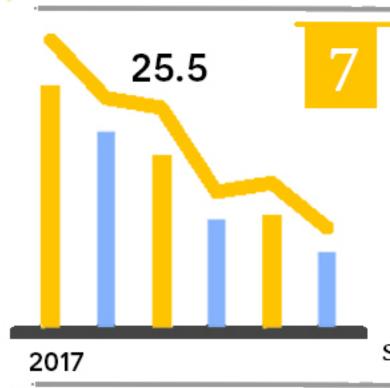


Outstanding achievements in quality assurance: Our university

meeting the quality assessment criteria of the Ministry of Education and Training for educational institutions, 8 course programs satisfying the region's AUN-QA standards.



Facilities for students' physical and extracurricular activities (UTE dome, artificial turf pitch, self-study area on the 5th floor, etc.) were put into use.



Diverse and creative activities for student admission and career orientation helped our university to enroll enough students with the highest acceptance scores in UTE's history.

Officers and civil workers' welfare: average income increased by 17% compared to 2016 (exceeded 20 million dong per capita), the cafeteria – UTE gathering point-- and the parking lot for official staff were created.

Students' scientific research improved with many projects winning international prizes (2 teams from UTE represented

Vietnam to enter the final round of the region's creative challenge) and the first prize

in the national students' research, Eureka prize, various academic and creative activities for students (automatic water puppet, basketball robot, etc.), many research projects of students were applied in real life: Co Ba robot, feedbot, pho vending machine, receptionist robot, etc. .

