

# Foundation Engineering

Programme course

6 credits

Grundläggningsteknik

TNBI94

Valid from: 2017 Spring semester

**Determined by**

Board of Studies for Mechanical  
Engineering and Design

**Date determined**

2017-01-25

**Replaced by**

TNBI89

## Main field of study

Civil Engineering

## Course level

First cycle

## Advancement level

G2X

## Course offered for

- Civil Engineering, B Sc in Engineering

## Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

## Examination

UPG1	Hand-in assignment	3 credits	U, G
TEN1	Written Examination	3 credits	U, 3, 4, 5

## Grades

Four-grade scale, LiU, U, 3, 4, 5

## Department

Institutionen för teknik och naturvetenskap

## Director of Studies or equivalent

Dag Haugum

## Examiner

Anders Jägryd

## Course website and other links

## Education components

Preliminary scheduled hours: 46 h

Recommended self-study hours: 114 h

## Course literature

### **Additional literature**

#### **Books**

Börje Rehnström, (2001) *Geokonstruktioner*

#### **Compendia**

Anders Jägryd, Kurskompendium i Geoteknik med grundläggning

## Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at [http://stydokument.liu.se/Regelsamling/Innehall/Utbildning\\_pa\\_grund-\\_och\\_avancerad\\_niva](http://stydokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva).