





JOIN OUR

BS BIOMEDICAL SCIENCES

Eligibility Criteria:

Candidates having a minimum 50% marks in any of the following are eligible to apply in Biomedical Engineering

- 1. FSc Pre-medical or Pre-engineering
- 2. ICS (Intermediate in Computer Science)
- 3. DAE in relevant field.
- 4. A Levels
- 5. Any other equivalent Degree.

Talent Scholarship

Eligibility Criteria	BSc BME
% age of Marks Obtained (Annual %age-based System)	Scholarships (%age of tuition Fee)
90% and above	100%
80 - 89.99 %	75%
75 - 79.99 %	30%
70 - 74.99 %	20%

FSc students "Missed the Mark? Make a Difference: Excel in Biomedical Engineering!"

WHY RIPHAH?

- First Biomedical Engineering program accredited by PEC under Washington accord.
- Pioneer biomedical engineering program in north Pakistan.
- National and International Research collaborations.
- Well-equipped laboratories.
- Undergraduate research exposure, with publications in peer reviewed journals.
- Large and growing Alumni network including
- → Full scholarship holders in foreign and Local universities.
 → Large network of Alumni in Local and Internuational industry
- Only university offering mentoring grooming for young minds in light of Islamic Teachings.

ON THE SPOT ADMISSION

Offers students exchange program with top universities in

Turkey,Indonesia,Malaysia and Korea





For admissions contact +923427776537



Riphah believes in the importance of hands-on practice and visual learning, which is made possible because of the state of the art labs with the most up-to-date equipment, to provide sufficient resources to students to make sure their ideas become a reality.







Student doing a treadmill test

Experiment using electrolyte analyser

Identification of anatomical sturctures







Project Exhibition

Project defense

Interactive seminar on Nanotechnology







Sports day celebrations

Student games

Collaborative games between faculty and students

I-14 Campus: Sector I-14, Haji Camp, Islamabad. Ph: +92 51 8446000-7 Ext: 226, 227, Cell: 0342 7776 537, 0321 5549 040





