

EEO 440: Engineering Design I

Fall 2016

Catalog Description:

This is a two-semester, year-long capstone design project in which students acquire a culminating design experience by working under the supervision of a faculty member on a design project that involves realistic constraints including economic, environmental, sustainability, manufacturability, ethical, health, and safety, social, and political factors. Implementation and testing are carried out. Projects are solicited from industries and faculty members, and to the extent possible, mentored by professional engineers. Two comprehensive technical reports (one for EEO 440 and one for EEO 441) and an oral presentation are required.

Prerequisites: EEO Major

Instructor: Tatianna Tchoubar

Goals: The goal of the lecture component is to expose students to various design Issues, disciplines, professional and ethics issues of Electrical and Computer engineering. The goal of the project component is to provide students with hands-on design and team work experience that incorporates appropriate engineering standards and multiple realistic constraints.

Student Learning Objectives: Upon completion of the course, students will have

- demonstrated skills in engineering design, implementation and testing
- some knowledge of contemporary issues;
- an awareness of the importance of lifelong learning
- practiced communication skills
- an increased ability or awareness on how to function effectively in multi-disciplinary teams.

Course Schedule Fall 2016*

No	Week of	To do	Lecture title, chapter from Textbook
1	29 Aug	Read the Syllabus and Project Written Report Format in BB Documents	SYLLABUS
2	5 Sept	Participate in the BB	No lecture: asynchronous online discussion in Blackboard

		discussion of Syllabus, Q&A Contact your advisor to discuss your senior project	
3	12 Sept	Read Ch.1 by Ford	ENGINEERING DESIGN PROJECT PROGRESS Ch.1 in <i>Design for Electrical and Computer Engineers</i>
4	19 Sept	Assignment #1 on Lifelong learning, due in BB	No lecture: 1 page Reflection Paper is due in BB Assignments
5	26 Sept	Listen to the Textbook MyWritingLab podcast.	MEETING THE NEEDS OF SPECIFIC AUDIENCES Ch.2 in <i>Communication for Engineers...</i>
6	3 Oct	Participate in the BB discussion of Ch.2	No lecture: asynchronous online discussion in Blackboard
7	10 Oct	Readings in BB Documents	ENGINEERING, ECOLOGY, AND ECONOMICS
8	17 Oct	Write Section 1 in Project Report, Goal and Impact	No lecture: Reflection Paper (Section 1 outline for the Project Report) is due in BB Assignments
9	24 Oct	Listen to the Textbook MyWritingLab podcast.	MULTI-DISCIPLINARY TEAMWORK AND GLOBAL CONSIDERATIONS Ch.5 in <i>Communication for Engineers...</i>
10	31 Oct	Participate in the BB discussion of Ch.5	No lecture: asynchronous online discussion in Blackboard
11	7 Nov	Create your ePortfolio	Online E-Portfolio with your Project Progress
12	14 Nov	Read Ch.2 by Ford	DESIGN OBJECTIVES, CONSTRAINTS, STANDARDS Ch.2 in <i>Design for Electrical and Computer Engineers</i>
13	21 Nov	Write Section 2 in Project Report, Survey & Planning	No lecture: Reflection Paper (Section 2 outline for the Project Report) is due in BB Assignments
14	28 Nov	Read Ch.3, 5 by Ford Write Section 3 of P Report	SYSTEM DESIGN Ch. 3, 5 in <i>Design for Electrical and Computer Engineers</i>
15	5 Dec	Interim Technical Report is due in BB Assignments	STUDENT PRESENTATIONS OF INTERIM TECHNICAL REPORT (no lecture)

Assessed Student Outcomes

- (a) an ability to apply knowledge of mathematics, science and engineering
- (b1) an ability to design and conduct experiments
- (b2) an ability to analyze and interpret data
- (c) an ability to design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability
- (d) an ability to function on multi-disciplinary teams
- (e) an ability to identify, formulate, and solve engineering problems
- (f) an understanding of professional and ethical responsibility
- (g) an ability to communicate effectively
- (h) the broad education necessary to understand the impact of engineering solutions in a global, economic, environmental, and societal context
- (i) a recognition of the need for, and an ability to engage in life-long learning
- (j) a knowledge of contemporary issues
- (k) an ability to use the techniques, skills, and modern engineering tools necessary for engineering practice