



ENGR 1620 Section 001
Introduction to Engineering
Spring 2015

Instructor Information

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Office hours are Tuesdays, 3 - 4:30 pm and Wednesdays noon – 1:30 pm in Thornton B204 and by appointment.

I will read and respond to email, for the most part, between 10 am and 8 pm during the week, and noon – 5 pm on weekends. If you need an immediate answer, please call or text my cell before 8 pm.

TA Information

Tyler Grosnick (twg8he) will be available in class and by appointment. He is another source of answers regarding assignments, projects, and the final exam.

Course Materials

There is **NO TEXTBOOK TO BUY**. Instead, readings from selected texts will be posted to the course Collab site.

Common Course Description (for all sections)

The primary goal of ENGR 1620 is to **introduce students to the fun and challenge of real world engineering practice through multidisciplinary design experiences and realistic, open-ended problem solving**. Further, students will develop the following knowledge, skills, and abilities:

- an appreciation for the importance of the context (including but not limited to social, cultural, economic, environmental, organizational, and regulatory) in which the technical work of engineers is accomplished

- oral and written communication skills
- multidisciplinary teamwork skills
- creative and innovation skills
- an understanding of the role and importance of analytical skills which are the core of the undergraduate engineering student's curriculum
- an appreciation of the balance between technical and non-technical factors in design

Students should expect the following outcomes:

- discipline knowledge - learning some foundations of engineering discipline-specific knowledge
- design process - understanding of the design process
- lifelong learning - identifying and acquiring new knowledge as part of the problem-solving and design processes
- customer awareness - understanding the needs of the community partner / client
- teamwork - functioning on a multi-disciplinary team, play specific roles on that team, and respecting the team's objective of designing engineering solutions to real problems
- communication - communicating effectively with widely-varying constituents
- ethics - understanding professional ethics and responsibility
- social context - appreciating the social context of engineering work and the positive impact engineers can have on the community

Common Learning Objectives (for all sections)

ENGR 1620 has the following learning objectives and outcomes:

- Objective #1: Introduce students to the real world of engineering and design**
- Outcome #1: Understand and apply the structured approach used by engineers to solve open-ended design problems
- Outcome #2: Develop a better appreciation for the contexts, such as cultural, organizational and technical, in which engineering practice occurs
- Outcome #3: Achieve greater in-depth understanding of the role of engineers in society
- Outcome #4: Become familiar with some of the differences among engineering disciplines
- Objective #2: Provide an integrated hands-on design and modeling experience**
- Outcome #1: Gain experience with the fun and challenge of engineering
- Outcome #2: Develop a greater appreciation of the necessary balance between analytical and non-analytical skills such as effective teaming, communication, and creative thinking in the engineering design process
- Outcome #3: Gain an appreciation for the role of analysis in engineering practice, using models and tools from mathematics, physics, science, and engineering analysis

ENGR 1620 will help you understand design as the principal activity of the engineer. We will define the concept of “design” and learn various design methods and strategies. The use of exercises focused on open-ended problems is intended to develop appreciation for the role of

creativity and guided intuition in the engineering process, and to develop the proper mentality and habits needed for effective engineering problem solving and design. You can also expect to develop and sharpen problem solving skills by learning how to define a design space, including problem(s) and constraints properly; identify performance and other design objectives; subdivide the problem and distribute component responsibilities – that is, use organized teamwork to complete the project, understand the role and methods of reporting and documentation; and the role of failure in engineering. Finally, you will also learn to apply computer skills such as Excel, statistical analysis, and mathematical programming to the formulation, planning and solution of engineering design problems.

Catalog Description of ENGR 1620

Provides an overview of the engineering profession and the disciplines and functions within engineering. Introduces students to engineering design, and the role of creativity in the solution of open-ended (design) problems. The conceptual understanding and skills needed to apply the engineering method are integrated into a significant, hands-on, case study project. This project, which is intended to be both fun and challenging, focuses on a realistic problem, requiring a balance of engineering analysis and the economic, cultural, political and other considerations needed to achieve a successful solution. In addition to the fundamental role of engineering analysis and optimization, students also develop computer skills using spreadsheet and math solver applications and apply these to engineering problem solving. Co-requisite: ENGR 1621 (Lab; 1 credit).

Additional Course Objectives

By the end of the course, students will

- Develop or enhance an appreciation for the engineering design process, demonstrated through performance on course deliverables
- Develop appropriate language to describe and critique designs
- Develop or enhance technological literacy in design domains
- Develop or enhance knowledge of the importance of human factors in the engineering design process
- Have fun!

Course Schedule and Assignments

The Course Schedule is maintained in a separate document. The schedule lists dates, class topics, and assignments. Additional details on the assignments will be provided in the class notes. The schedule does **not** include participation exercises.

The section's main design project is designing and developing an object or a process inspired by nature (biomimicry). Think airfoils based on manta ray wings, propulsion systems based on squid, camouflage based on octopi, and sensors based on cat whiskers. The project will stress also "design for X," where X refers to characteristics such as commercialization (entrepreneurship), maintainability, quality, reliability, and usability.

Course Policies

Attendance

Attendance is **required**, since attending class gives you the opportunities to develop the skills needed to complete course deliverables as well as earn participation points. Please email or call me if you know about an absence in advance, or if you anticipate an absence of two or more consecutive class periods. Please factor this information into your break, holiday, and end-of-semester plans. Due date extensions will **not** be given if the absence is due to non-essential travel plans.

Please be prompt to class. Late entrances disrupt class activities.

Communication Device Use

Please have your cell on vibrate during class and conferences with the instructor and teaching assistant. Please let the instructor if you have an emergency situation for which you need to be reached during the class. iPods or other music delivery devices may be used when you are working on your own; please turn off your device during lectures, discussions, and group work. Similarly, please use your laptop / tablet / phone during lectures and discussions for non-trivial uses (e.g., taking notes or pictures of the blackboard) ONLY. Such use should be brief and unobtrusive.

Please don't text, Internet surf, work on assignments for other classes, or IM/Google chat during class. If you do, you will be asked to leave and you will receive a zero (0) for the day's activities.

Cooperative Learning

We will be doing a good deal of work in teams. Cooperative learning gives you an opportunity to pool knowledge and talents, and learn from your peers. A team will turn in one product and share the grade. The expectation, therefore, is that team members will contribute equally to the final product. Team members will manage, with assistance from me as requested, situations when contributions are not equal. There will be individual work products due during the semester as well. The expectation in this case is that you will complete that product on your own. And you know what? The best resource/help may often come from your fellow student(s).

Lecture Notes

My goal is to have student lecture notes available by 10 pm the night before scheduled delivery. Please note that, at times, these notes will be an abbreviated version of the notes from which I'll work. There is pedagogic value in both providing a framework within which students take notes and the activity of note taking. Full notes will be posted after class.

Miscellaneous

You will adhere to all UVa guidelines and policies with respect to cheating, plagiarism, and other forms of academic dishonesty. **Any assignment whose integrity is compromised will receive a 0. You will pledge all work.** We are proud of our honor system; it is integral to the intellectual and social development of our educational community. Please let me know immediately if you have any question that honor may have been compromised, or if you're unsure as to whether a certain action is a violation of the honor code.

You will conduct yourself in a professional, respectful manner in all interactions with the instructor, teaching assistant, fellow students, and other faculty and staff. We pledge to do the same.

Please don't wait to address any performance issues.

Emails to me **must** have ENGR 1620 in the subject line. I will follow this rule for all class emails.

I will post all Office files in their 2003 versions (that is, with extensions of .doc, .xls, and .ppt) to ensure that everyone can read and use them easily. Please let me know if you have access only to iWork.

DO NOT email me your assignments.

“Outside” work will be required to complete readings and assignments, and to conduct research. The time commitment will vary, but do plan on at least five hours per week.

Use the American Psychological Association (APA) style in citing references in your assignments. Good references are <http://www.apastyle.org/learn/tutorials/basics-tutorial.aspx> and <http://owl.english.purdue.edu/owl/resource/560/01/>.

Please notify me as soon as possible if any accommodations need to be made to meet differing abilities.

Please note: the class schedule is subject to change.

Late Assignment/Quiz Policy

Assignments are due by 11:55 pm on the date specified in the schedule unless you have negotiated otherwise with the instructor in **advance**. Assignments turned in late **without prior permission** will be penalized 10% of the assigned points each day past the due date, and will be given a grade of 0 if still outstanding a week after the due date.

You may take quizzes after the stated deadline under the same penalty structure as assignments: will be penalized 10% of the assigned points each day past the due date/time, and will be given a grade of 0 if still outstanding a week after the due date/time.

Each student will get one mulligan per semester with respect to a late assignment or quiz.

Course Assessment (Grading)

ENGR 1620 is a project-based course. The contribution weights for exams, products, participation, and activities are:

10%	Participation/Attendance/In-Class Assignments
15%	Online Quizzes
10%	Final Exam
20%	Product Development Documentation and Reports
5%	Engineering Notebook
40%	Projects (Product Prototypes and Presentations)

Uploadable assignments are due by 11:55 pm (except for team presentations) on the date specified in the schedule unless you have negotiated otherwise with the instructor in **advance**. Physical deliverables are due at the end of class on the day they're due. Assignments turned in late **without prior permission** will be penalized 10% of the assigned points each day past the due date, and will be given a grade of 0 if still outstanding a week after the due date.

The following grading scale will be used to assign letter grades:

A	95 – 100
A-	90 – 94
B+	87 – 89
B	83 – 86
B-	80 - 82
C+	77 – 79
C	73 – 76
C-	70 – 72
D+	67 – 69
D	63 – 66
D-	60 – 62
F	0 – 59