

ENGR 101 Course Outline as of Fall 2021**CATALOG INFORMATION**

Dept and Nbr: ENGR 101 Title: ENGR DESIGN PROJECT

Full Title: Engineering Design Project

Last Reviewed: 4/13/2020

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.00	Lecture Scheduled	0.75	17.5	Lecture Scheduled	13.13
Minimum	1.00	Lab Scheduled	0.75	2	Lab Scheduled	13.13
		Contact DHR	0		Contact DHR	0
		Contact Total	1.50		Contact Total	26.25
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 26.25

Total Student Learning Hours: 52.50

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

Catalog Description:

Students will work in small groups to investigate, choose, refine and construct engineering design projects. This hands-on class allows participants to develop their engineering skills in a team-oriented environment.

Prerequisites/Corequisites:**Recommended Preparation:****Limits on Enrollment:****Schedule of Classes Information:**

Description: Students will work in small groups to investigate, choose, refine and construct engineering design projects. This hands-on class allows participants to develop their engineering skills in a team-oriented environment. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended:

Limits on Enrollment:

Transfer Credit:

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:

IGETC:	Transfer Area	Effective:	Inactive:
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CSU Transfer:	Effective:	Inactive:
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UC Transfer:	Effective:	Inactive:
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CID:

Certificate/Major Applicable:

Major Applicable Course

COURSE CONTENT

Student Learning Outcomes:

Upon completion of the course, students will be able to:

1. Apply the individual and team skills appropriate for functioning as an engineering professional.
2. Complete small scale projects related to an engineering discipline of their choice.

Objectives:

Students will be able to:

1. Define, describe, and employ standard team member roles and behaviors in an engineering design environment.
2. Define, describe, and employ team management and project planning skills in an engineering design environment.
3. Organize presentation and associated materials to present project information in a clear and concise manner.
4. Apply simple construction, manufacturing, or assembly processes related to at least one engineering discipline.

Topics and Scope:

Topics will include, but not be limited to:

- I. Team Roles and Individual's Behaviors
 - A. Team interaction goals
 - B. Facilitator, Timekeeper, Recorder, and other roles
 - C. Appropriate and inappropriate behaviors
 - D. Participation levels: Hibernator vs. Dominator
- II. Team Time Management
 - A. Setting realistic team goals
 - B. Appropriate allocation and scheduling of hours
 - C. Follow-up and accountability mechanisms
 - D. Overview of engineering design algorithms

III. Oral Presentation Basics

- A. Determining target audience and the corresponding requirements
- B. Selecting and preparing presentation materials
- C. Paring material and topics to time constraints.
- D. Pace, volume, posture, and related presentation mechanics

IV. Project Identification

- A. The internet as a design reference
- B. Technical journals as design references
- C. Limiting project scope
- D. Planning documents

V. Refinement Processes

- A. Materials selection
- B. Choosing connections
- C. Construction options
- D. Surface finishing
- E. Aesthetic concerns
- F. Cost/benefit analysis

VI. Technology Training (as needed)

- A. Hand tool basics
- B. Machine shop material processing
- C. Welding and joining processes
- D. Electronics assembly
- E. Software programming
- F. 3D printing

Lab Related Activities

I. SRJC Facility Training Visits

- A. Industrial Trade Tech (ITT) machine shop
- B. ITT welding shop
- C. ITT casting room
- D. Engineering and Applied Technology (E&AT) electronics labs
- E. E&AT maker space
- F. E&AT computer aided design labs
- G. E&AT virtual reality labs
- H. E&AT materials lab

II. Possible Field Trips

- A. Local engineering company facilities
- B. Local maker spaces
- C. Maker Faire

Assignment:

Integrated Lab/Lecture Assignments:

1. Planning document(s) including project goals, specifications, and timelines (1 to 5)
2. Meeting minutes and/or logs (3 to 6)
3. Progress report(s) detailing project status (1 to 3)
4. Oral presentation(s) on project status (1 or 2)
5. Self and team assessment report
6. Training-related assignments (as needed)
7. Final project construction and demonstration

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.

Writing
0 - 0%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Planning document(s), meeting minutes and/or logs, progress and assessment reports

Problem solving
20 - 40%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Oral presentation(s), training assignments (as needed), final project and demonstration

Skill Demonstrations
30 - 50%

Exams: All forms of formal testing, other than skill performance exams.

None

Exams
0 - 0%

Other: Includes any assessment tools that do not logically fit into the above categories.

Attendance and participation

Other Category
10 - 30%

Representative Textbooks and Materials:

Engineering Design: An Introduction. 2nd ed. Karsnitz, John and O'Brien, Stephen and Hutchinson, John. Cengage. 2013 (classic)

Instructor prepared materials