

Engin 103  
 Fall '06  
 Meeting #3 –Sept 12, 2006

- Reminder: class attendance is absolutely required, if a member is missing a class without justification, that member may loose the spot in a team.
- Reminder: please check class-notes under e-syllabus for suggestions on what to write each day in the Engin 103 (two topics were suggested in the class notes for Meeting #2), and items due next class. Please also check electronic bulletin on the course web site for announcements.
- Reminder: maintenance of an active email account is **required** for the course. Especially all class-related email messages should be checked and replied. A great part of teamwork depends on team members' close communication using emails. Phone communication is also recommended when available.

Brainstorming Exercise

LEADERSHIP SKILLS, as suggested by teams

| Team Number | Round 1                                  | Round 2 (not mentioned in Round 1) |
|-------------|--|------------------------------------|
|             |  |                                    |
| 1           | <b>Team Work</b>                         | Respect                            |
| 2           | Team player                              | Trust                              |
| 3           | <b>Discipline</b>                        | Creativity                         |
| 4           | <b>Open-minded</b>                       | Ingenuity                          |
| 5           | Open-minded                              | Hard Working                       |
| 6           | <b>Communication</b>                     | Connection                         |
| 7           | <b>Ability to unite the team( Unity)</b> | Responsibility                     |
| 8           | Communication                            | Execution                          |
| 9           | <b>Organization</b>                      | Inspiration                        |
| 10          | Correlation information                  | Decisiveness ( decision maker )    |
|             |  |                                    |

**Qualities that would help make a good Decision :**

| Team Number | Quality                    |
|-------------|----------------------------|
|             |                            |
| 1           | Creativity                 |
| 2           | Strategy                   |
| 3           | Self assured (confidence ) |
| 4           | Analytic mind              |
| 5           | Good judgment              |
| 6           | Good listener              |
| 7           | Maturity                   |
| 8           | Decisiveness               |
| 9           | Fairness                   |

|    |                              |
|----|------------------------------|
| 10 | Well research( ~ knowledge ) |
|    | **Experience                 |
|    | **Knowledge                  |
|    | **Fast Reaction              |

-As an example of “multimedia presentation” in which the audio component is the speaker’s voice and visual aids by PowerPoint projection, I made a short presentation on “What Do Engineers Do?”

-We gave a closer look at the ten engineering fields the teams are working on by finding the **older/younger and parents/daughter relationships** between them:

As responded by the class:

-Oldest field: Civil Engineering (CiE), a set of techniques in building and constructions worth to transmit to the next generation, evolves into a discipline.

-Daughter of CiE: Geological/Geophysical Engineering (GGE), as construction projects get sophisticated into skyscrapers, longer bridges, or the need to build on water, geological and geophysical techniques get sufficiently sophisticated they evolve into a separate body of knowledge.

-Next oldest: Mechanical Engineering (ME), after houses and buildings to live and work in, people need machines to help perform their work, gears and levers, etc. Then automobiles, locomotives, ships that contributed to the Industrial Revolution. Knowledge on how to build ships and navigate evolves into Naval and Marine Engineering (NME). As well as knowledge on how to build machines that can fly or travel to the outer space evolves into Aeronautical and Aerospace Engineering (AAE).

-Next oldest: Electrical Engineering (EE), with the discovery of electricity and implementation of electrical networks, Power Engineering evolves as a group of technologies to extract electricity from hydraulic power plants and deliver it to towns and cities. The other branch of EE, signal processing is more recent. Within EE a group of technologies related to computer hardware evolved into the discipline of Computer Engineering (CE).

-Next oldest: Chemical Engineering (ChE), needed for water and sewage treatment as the world population exploded. Daughters are Materials Science and Biomedical Engineering.

### **Most Important Discoveries in the Twentieth Century , as suggested by teams**

| Team Number | Discovery     | Engineering Field related. |
|-------------|---------------|----------------------------|
|             |               |                            |
| 1           | Automobiles   | Mechanical                 |
| 2           | Electricity   | Electrical                 |
| 3           | Nuclear tech. | Nuclear                    |
| 4           | Prosthetics   | Biomedical                 |

|    |                      |                       |
|----|----------------------|-----------------------|
| 5  | Fusion/hydrogen bomb | Nuclear               |
| 6  | Computers            | Mechanical/electrical |
| 7  | Space Shuttle        | Aerospace/mechanical  |
| 8  | Internet             | Computer              |
| 9  | Fiber optics         | Electrical            |
| 10 | Semiconductors       | Electrical/material   |
|    |                      |                       |

-Grading criteria for Project 0 presentations are listed in the Project 0 specifications, linked from the e-syllabus.

**-Suggested conclusions to record in the Engin 103 logbook:**

- 1) Explain in your own words what is a brainstorming process? Write in one paragraph the results of a brainstorming session of your own or with your team on what information to include in the 5 minute presentation on your assigned engineering field that would be of interest to the class.
- 2) Write the results of a brainstorming exercise of your own or with your team on what project as related to your assigned engineering field and what details about that project would be of interest to the class

**Items due next class (Sept 14, 2006)**

**-Presentation on the assigned Engineering field by each team, 5 minute maximum.**

**-In-progress work for Part II of project 0: having identified a project that engineers in your assigned field would perform, and knowing what details to present next Tuesday. Work from team members as coordinated by the group leader is required.**

**- Logbook entries as suggested above**

**-Getting textbooks from on-line providers**

# What do engineers do?

$$E = mc^2$$

$$\oint \vec{E} \cdot d\vec{l} = -\frac{d\Phi_B}{dt}$$

$$\oint \vec{B} \cdot d\vec{l} = \mu_0 \epsilon_0 \frac{d\Phi_E}{dt}$$

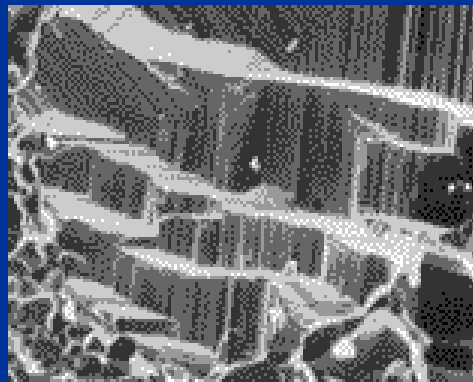




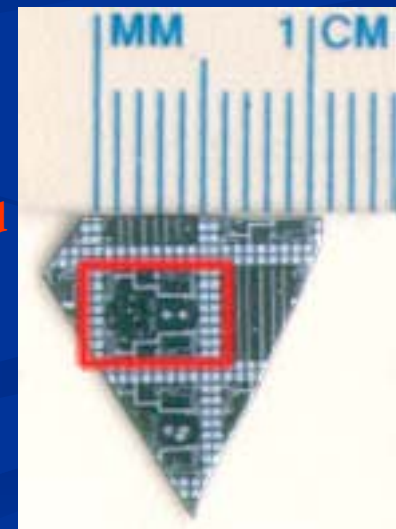
Artificial  
shoulder



Alumina  
ceramic



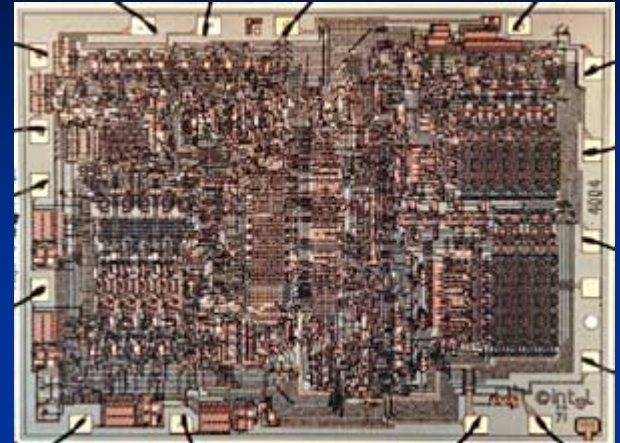
Integrated  
circuit  
etching



ENIAC  
computer



Intel 4004  
with 2300  
transistors



Moore on 1<sup>st</sup> transistor

Moore on  
how many transistors

Spider mite  
on a  
nanostructure



Organic  
LED's





Empire  
State  
building



Euro-  
tunnel



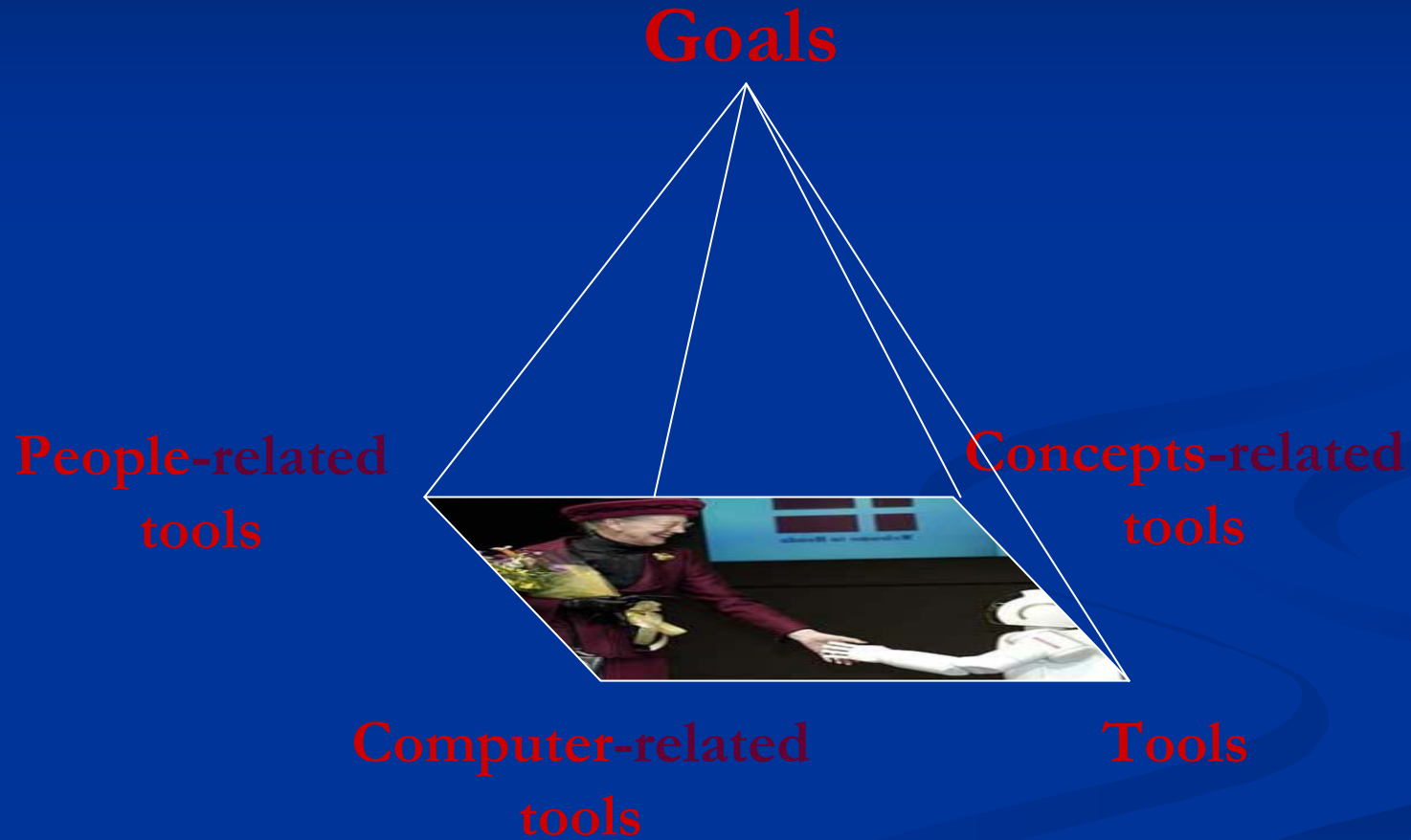
Golden-  
Gate  
bridge



Kansai  
floating  
airport



# How do they do it?





# Right tools

## People-related

Teamwork  
Brainstorming  
Logbook  
Estimation  
Time management

## Concepts-related

Calculus  
Linear algebra  
Differential eqs.  
Statistics  
Physics  
Chemistry  
Strength of Materials  
Circuit Theory  
Quantum Physics  
Existing technologies:  
GPS, GIS, DSP, MEM,  
Molecular Motors, etc

## Computer-related

MatLab  
Mathematica  
MathCad  
LabVIEW  
PSPICE  
SolidWorks  
AutoCad  
Spreadsheets  
Data modeling  
and prediction

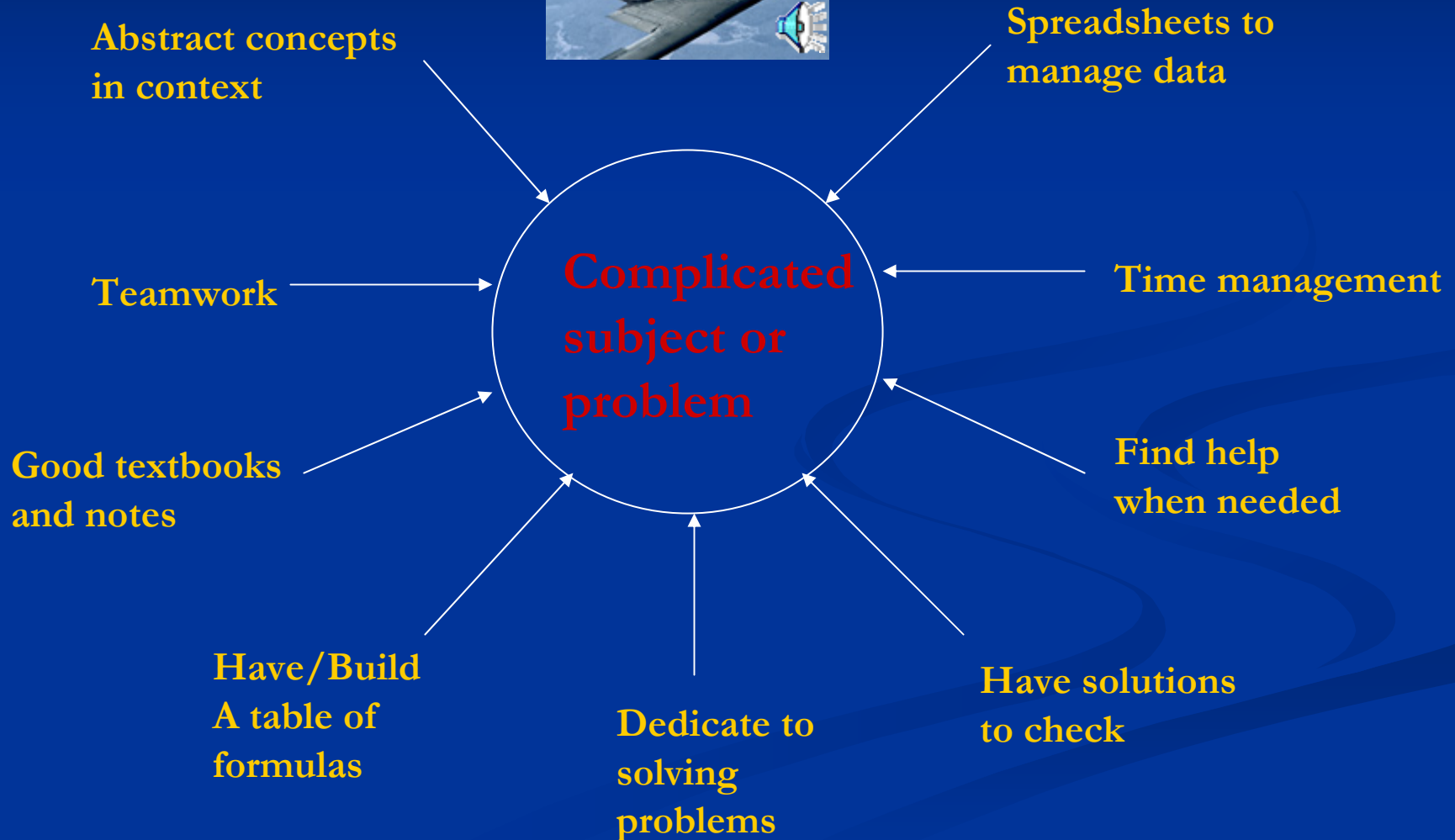
## Physical tools

GPS  
DSP  
MEM  
Molecular motors  
...



# How do I get there?

Use your tools to get more tools



# How do I get there?

Right tools with a right focus

