Engin 103	Topics:
February 16, 2010	Differences between Science & Engineering
	A design example
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	Project 1
	Logbook questions

Differences between Science and Engineering:

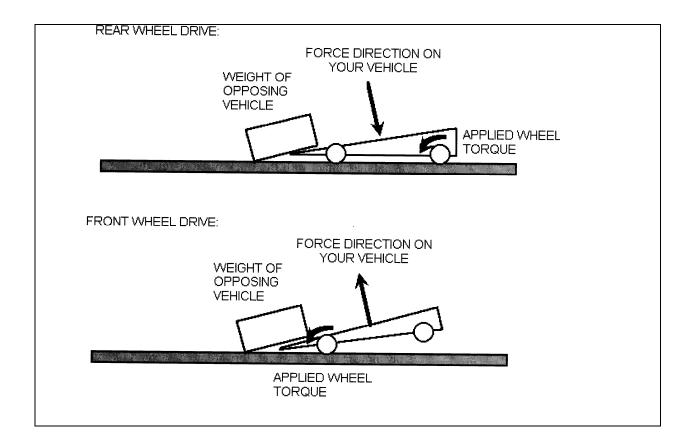
Copy this page and fill in your team response below. Then save as a web page: name "engsci.**html**" and upload to your *files* folder.

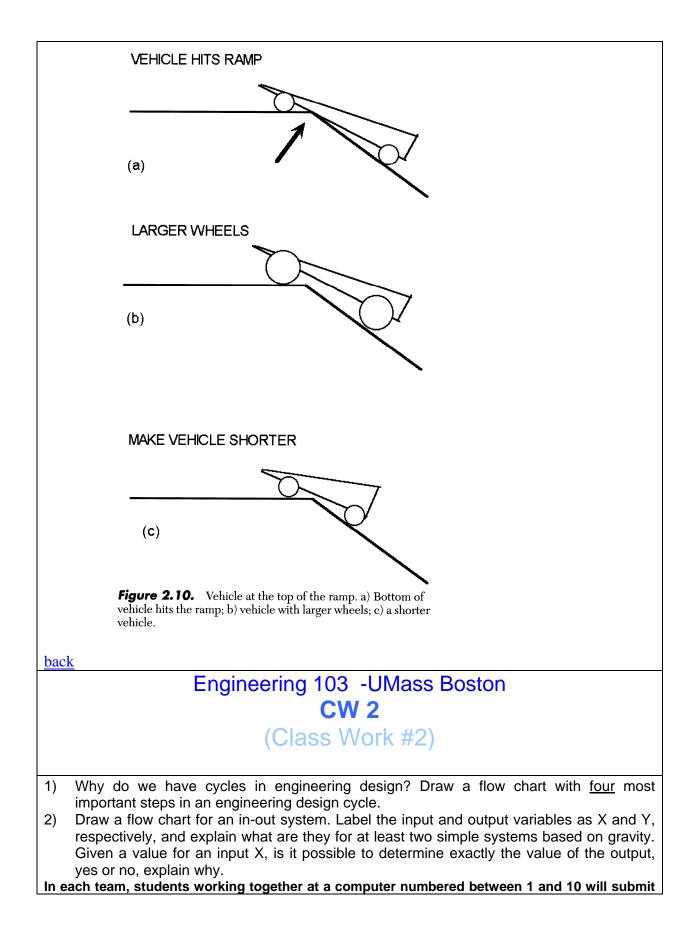
Indicate at least one difference between your engineering field (as assigned in Project 0) and a related science subject such as Physics (including mechanics, thermodynamics, electricity and magnetism, static, fluids), Chemistry, Biology, Computer Science. Please try to be specific. Since they are not the same thing, avoid words like "engineering science", or "engineering is a branch of physics". Since they have different missions, avoid comparisons such as one is generally better than the other, etc.

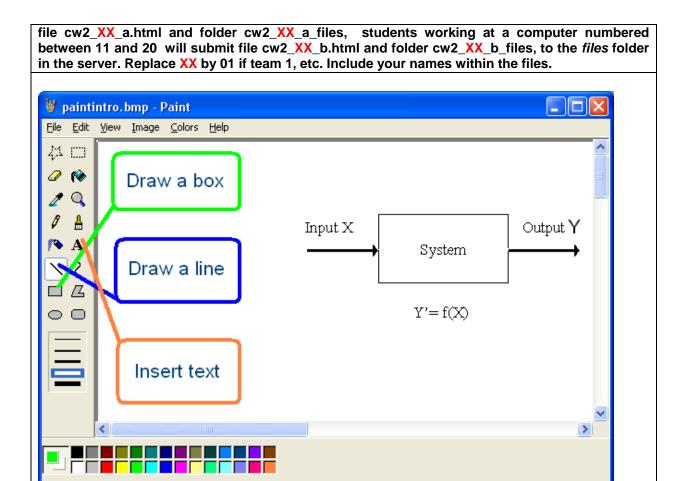
Team #	Difference between Engineering and Science	Rating (1-5)
1		(1-3)
<u>2</u>		
<u>3</u>		
<u>4</u>		
<u>5</u>		
<u>6</u>		
<u>7</u>		
<u>8</u>		
<u>9</u>		
<u>10</u>		

Team #	Explain any connection between what you said above and any	Rating
	difference between the outcomes of a science/math homework	(1-5)
	and an engineering project	
1		
<u>2</u>		
<u>3</u>		
<u>4</u>		
<u>5</u>		
<u>6</u>		
2		
<u>8</u>		
9		
10		

back A Design Example Science Engineering Experimentation, investigation Implementation, building Unique solution Multiple solutions Math/Physics homework Engin 103 projects Unique solution Multiple solutions <-> Design Cycle "Peak Performance Competition" "Top of the Hill" 30 cm -120 cm 120 cm 90 cm 30 cm 30 cm Figure 2.5. Ramp specifications for the Peak Performance Design Competion. Design Strategies: what to keep in mind? -> Competition rules -Active defense -Passive defense -Engine location -Vehicle length The Design Cycle: building, testing, documenting, modifying, testing,...



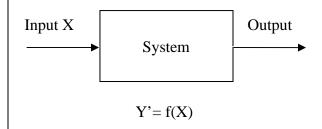




Introduction to Project 1 Systems

For Help, click Help Topics on the Help Menu.

A system is a physical object that produces a measurable output (Y) for every measurable input (X).



Examples of a system could be a catapult (X=initial height of a weight; Y=range for a clay ball), a pendulum (X=period; Y=length needed to produce that period), or a car on an inclined ramp (X=ramp angle; Y=distance traveled in 2s). When random factors affecting the system are controlled (task of the engineering design team), it can be described with an equation or model, that is, using this model it is possible to predict the output given an input.

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LOGBOOK: example of a logbook page

-Use a quadrille notebook; number all pages; date all entries

-Write your notes for all activities, thoughts, problems and solutions, and learning conclusions related to Engin 103. You should write down progress, outcomes, and conclusions on projects and teamwork; conclusions from class work (including LabVIEW) and homework.

-In addition you should answer in the logbook all questions listed in these notes in blue, as shown below:

11) Explain at least one difference between your engineering field (as assigned in Project 0) and a related science subject such as Physics (including mechanics, thermodynamics, electricity and magnetism, static, fluids), Chemistry, Biology, Computer Science. Please try to be as specific as you can. Avoid phrases like "engineering science", or "engineering is a branch of physics". Avoid comparisons such as one is generally better than the other, etc. Is there any instance in which an engineering advancement helps discover new science? Explain.

12) Write your answer to CW2 here.

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