## ECE 4512 EE DESIGN I

#### CATALOG DATA:

ECE 4512. EE Senior Design I. Credit: 2. Lecture: 1. Laboratory: 1. Lectures on the process of engineering design; a seminar series devoted to selected topics including entrpreneurship, project management, professional development and ethics. Students must propose a project, complete the simulation and prototyping aspects of the design, and present their findings to a committee of experts at a design review. Prerequisite: Credit or registration in an ECE technical elective; approval of a project proposal by your advisor.

## PREREQUISITES BY TOPIC:

- 1. Linear circuit analysis.
- 2. Digital devices and logic circuit analysis.
- 3. Basic electronic circuit design.
- 3. Signals and system theory.
- 4. Familiarity with computer simulation tools such as PSPICE and MATLAB.
- 5. Familiarity with office automation tools such as Microsoft Office and Powerpoint.
- 6. Credit or registration in an EE technical elective course.
- 7. Approval of a project proposal and team by your faculty project advisor and the course instructor.

## TEXTBOOK(S) AND OTHER REQUIRED MATERIAL:

G. Voland, Engineering By Design, Addison-Wesley, 1999, ISBN 0-20-14985-10.

## GENERAL COURSE OBJECTIVES AND RELATIONSHIP TO PROGRAM OBJECTIVES:

- 1. Initiate a project definition, design specifications, and milestone schedule as a team project. [2,3,4]
- 2. Design a system that meets the project's design constraints and incorporates real world constraints such as cost, size, weight, and power [3,8].
- 3. Simulate the design using contemporary software tools such as PSPICE and Matlab, and demonstrate conformance to the design constraints [1,2].
- 4. Construct a prototype of the system and demonstrate conformance to the design constraints [4,5].
- 5. Present project to a panel of peers and experts in a concise, informative series of reviews. [3.7.8].
- 6. Attend a series of lectures on contemporary global issues in engineering [8].

### TOPICS COVERED: PI

# PRINCIPLES OF DESIGN (5 Lectures):

- A. Philosophy of Design What Constitutes Design? [3]
- B. The Engineering Design Process [3]
- C. Design Validation Through Simulation and Experimentation [2,4]
- D. Hardware and Software Co-Design [1,2,3]
- E. Economic, Social and Political Implications In Design [5,8]

## PROFESSIONAL DEVELOPMENT (9 Lectures):

- A. Entrpreneurship [7]
- B. Principles of Project Management and Teaming [6]
- C. Career Management, Professional Licensing, and the Importance of Life-Learning [8,9]
- D. Intellectual Property Issues [8]

#### **DESIGN REVIEWS (5 Lectures):**

- A. Evaluate Other ECE 4512 and 4522 Presentations [3, 7]
- B. Preliminary Design Review [7]

- C. Final Design Review (Emphasis on Prototyping) [4]
- D. Practice Presentations [7]
- E. Project Web Site [7]

## CONTRIBUTIONS TO PROFESSIONAL COMPONENT:

Engineering Science 0 hours Engineering Design 2 hours Basic Math and Science 0 hours

ASSESSMENT: 1. Design document.

- 2. Design reviews (peer review and faculty committees)
- 3. Web site.
- 4. Peer review, project advisor and course instructor team reviews.

#### SPECIFIC COURSE OBJECTIVES AND RELATIONSHIP TO MEASURABLE OUTCOMES:

- Objective 1: 1.1 Conceive and plan a large-scale engineering project to construct an interesting and non-trivial electrical system. (3,5,7,8)
  - 1.2 Establish measurable design constraints. (4,8)
- Objective 2: 2.1 Simulate the system and demonstrate conformance to the design constraints. (2, 5)
  - 2.2 Construct a fully-functional prototype; demonstrate conformance to the design
    - constraints. (4,5)
- Objective 3: 3.1 Demonstrate the ability to execute a large-scale engineering project involving

detailed documentation, design reviews, and prototype demonstrations (6,7,8).

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April 2, 2002.