

Miscellaneous:

- The **textbook** for this course is optional: “*Introductory Engineering Design: A Projects-Based Approach*,” available for \$20, payable by personal check or cashiers check made out to *The University of Colorado at Boulder*. To purchase the book, stop by the ITLL administrative office (ITLL 1B40); it is not available at the bookstores.
- Students are expected to purchase their own **blank lab notebook** to use as a journal to record their class and project activities.
- In addition, each student will be expected to pay up to a total of \$50 towards **supplies and expenses** for the projects.

Course Elements:

The **Design Loop** is a guided introduction to the design process, which includes measurement, data analysis and presentation, and using engineering analysis to drive design decisions.

Team Dynamics Exercises are fun, moderately physical activities and problem-solving games in which we work together to solve a variety of interesting challenges.

The **Design Project** for this section involves designing and building a device to accomplish something fun. We’ll borrow some elements from the TV show “Junkyard Wars”: an emphasis on scavenged and recycled materials, and a ‘ringer’ on each team to help your design. Projects will be different for each team (no direct competition or stealing of parts/designs) and will be chosen by each team. Start thinking!

A **Design Expo** will be held on Saturday, December 8th. Your Design Project will be displayed to the public and judged by a team of outside engineering experts.

Several **workshops** throughout the semester will introduce you to some of the hands-on skills you will need to work on your projects, such as CAD, basic electrical circuits and safety and use of tools.