

Principles of Engineering

Overview Principles Of Engineering (POE) is a sophomore-level survey of engineering course meant to be taken after Introduction to Engineering. The course continues to expose students to some of the major concepts that they will encounter in a postsecondary engineering course of study or in a technical career field. POE gives students the opportunity to develop skills and understanding of course concepts through activity-, project-, and problem-based (APPB) learning. Students will spend approximately 3 weeks exploring each discipline through concept lectures and hands-on projects. Through these lectures and projects students will learn concepts such as, but not limited to, electrical circuitry, Arduino-based computer programming, Rube Goldberg machines, biomechanics, and pneumatics/hydraulic systems. Students will work in teams to develop problem-solving skills and apply their knowledge of research and design to create solutions to various challenges. Students will also hone their 21st century skills by documenting their work and communicating their solutions to their peers and members of the professional community.

- Objectives**
- Understanding and applying the engineering design process to solve problems
 - Applying computational thinking skills to build and program an Arduino to successfully complete various projects
 - Collaborating with team members to successfully solve problems and make design improvements
 - Using effective oral, written, and technological communication to document the engineering design process.
 - Understanding the various career paths available in each of the engineering disciplines and the various career paths available

Assessment Students will be assessed using projects, quizzes, and exams as well as a final project.

Equipment	Cost/Unit
General Supplies for projects	\$2500

First Semester

Unit 1 – Engineering Design Process and Reverse Engineering	Take an object apart to understand how it works
Unit 2 – Civil Engineering	Hydraulic and Pneumatic Systems Project: Hydraulic Drawbridge Design Challenge
Unit 3 – Mechanical Engineering	Simple and Complex Machines, Mechanical Advantage Project: Design a Rube Goldberg
Unit 4 – Industrial Engineering	Workflow and Facility Planning, Efficiency, Quality Control, Project: Design an Assembly Line
Unit 5 – Electrical Engineering	Ohm's Law, Parallel and Series Circuits, Circuit Building on Arduino Project: Infinity Gauntlet Challenge

Second Semester

Unit 6 – Computer Science	Functions, If Statements, Variables, Energy Savings Project: Design a Programmable Thermostat Using Arduino
Unit 7 – Chemical/Petroleum Engineering	Unit Operations, Process Flow Diagrams, Heat Transfer Project: Create a Cajun Air Conditioner
Unit 8 – Environmental Engineering	Sustainable Alternative Fuels, Environmental Trade Offs, Energy Calculations Project: Wind/Solar/Hydro powered cell phone chargers
Unit 9 – Biomedical Engineering	Functions of the nervous system, electrical impulse of muscles Project: Myoware controlled robotic claw
Unit 10 – Final project	Students choose an engineering “major” and find a project to work on