

### Scope of the Project

Each team is expected to carry out the project to the conceptual design stage. Occasionally a team is able to create a prototype and evaluate it, but this is not required. Thus the following steps of the design process need to be executed:

- Design Problem definition
- Gather Information (see Ch. 3 & 5 for kinds of information, including codes and standards, patents, benchmarking, state-of-the-art, etc.)
- Concept generation
- Evaluation and selection of concept

The design process is to be carried out in the broader design context, with consideration of impact on society, impact on the environment, legal and ethical issues, etc.

### Project Timeline and Important Dates

Friday Oct 15	The project is launched
Friday Nov. 5	Progress report + briefing to instructor (a 3-4 page written report on problem definition and information gathered. Each team to give a 5 min update to Kumar)
Tue Nov. 30	Presentations Project # 1: Teams A1, B1, C1, D1
Thurs. Dec. 2	Presentations Project # 2: Teams A2, B2, C2, D2
Tues Dec. 7	Presentations Project # 3: Teams A3, B3, C3, D3
Thurs Dec. 9	Presentations Project # 4: Teams A4, B4, C4, D4
Friday Dec. 10	Final project Report due in class

*Note: guidelines on presentations and the project report will be provided later.*

### Design Axioms

**The axioms are powerful tools to aid the designer. They are simple to use in a qualitative way.**

**I would like to challenge each team to come up with three different solutions to the design problem, that are uncoupled designs. An uncoupled design may not always exist, but often when we look for one, we are able to find it. Then we have a better design than another design that is perhaps a coupled one.**

**I will be available to consult with each team on application of the axioms.**