ENG ME 360 A2 - Product Design
Spring 2021

Instructor

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Office hours by appointment

Teaching Assistant(s)

Section A2 : TBD

Class Meeting Places and Times

Section A2	TR	9:00 am – 10:45 am	Room ME 302

Catalog Course Description:

The course focuses on the use of engineering principles, simulation and physical models in product design. Hands-on exercises allow students to propose solutions to practical problems and to develop their ideas through the construction and testing of physical prototypes. Topics include Arduino sensing and control, principles of efficient mechanical design, manufacturing techniques, CAE tutorials for product simulation and prototype testing. (4 cr., 1st sem.)

Prerequisites

Students enrolled in ME 360 must have completed ME 357, Computer Aided Design and Machine Components.

Extended Course Description

ME360 Product Design is a project-based course, in which the instructional objectives are achieved through hands-on assignments that emphasize the application of theoretical knowledge to the solution of practical problems.

The course is aimed at developing practical skills and judgement that will enable students to predict the behavior of systems with varying degrees of complexity, to modify such behavior through design decisions and to explain and eliminate deviations from the intended behavior through analysis and design.

The first sessions of the course are dedicated to problem definition and basic communication using sketches.

The design of components and systems with varying degree of complexity is taught using a combination of demonstrations, tutorials and design exercises. Systems include structures, mechanisms, machines and electromechanical systems, in which concepts of different types of design tools and concepts are applied: static, kinematic, dynamic and electrical simulation, construction and troubleshooting.

The Arduino UNO platform is used to provide basic skills for the use of sensors and actuators and to allow the students to implement control functions in electromechanical systems. Basic electronics and programming workshops allow students to achieve the practical goals of the projects, and to prepare them for subsequent design courses in which a deeper knowledge of electromechanical systems is developed.

The use of CAE tools for the design of mechanical components and systems supplements the knowledge acquired in basic engineering courses, and it facilitates the study and design of complex geometries and architectures that are difficult to analyze using analytical methods. Students are trained in the use of software for the thermal and elastic analyses of mechanical components, the design and analysis of multi-body systems and the evaluation of hydrodynamic drag forces on complex geometries. They apply the acquired skills in the design and construction of physical systems.

This course constitutes a link between the fundamental, analysis-based, engineering courses and the higher-level, synthesis-based, design courses in the Mechanical Engineering curriculum.

Course Outcomes:

Students successfully completing ME 360 will:

1 Communicate with peers, instructors and technicians using sketches, drawings, presentations, text and multimedia tools, to facilitate the accurate interpretation of ideas and the manufacture of physical components and devices.

2 Be able to design mechanical components given geometrical and motion constraints, such as dimensions, tolerances and degrees of freedom.

3 Apply knowledge of manufacturing processes to the design of mechanical components and joints.

4 Make use of CAE tools to support design decisions.

5 Design systems that require the integration of mechanical, electrical and control components.

Course topics:

1. DESIGN PROCESS
   Communication
   Conceptual design
   Creative thinking

2. STRUCTURAL COMPONENT DESIGN
   Function and shape
   Stress and strain analysis
   Materials selection
   Prototyping

3. MECHANISM DESIGN
   Degrees of freedom, joints
   Analysis of mechanisms
   Synthesis of mechanisms
   Multi-body simulation

4. MACHINE DESIGN
   Motion conversion
   Machine components
   Motor sizing

5. ELECTROMECHANICAL SYSTEMS DESIGN
   Microprocessor basics and programming
   Sensing
   Control and power
   Open- and closed-loop control

6. DESIGN PROJECT

Courseware

Course reading material and assignments will be distributed online through Blackboard Learn.

Assignments and Grading

Assignment/project	**Grade %**
Conceptual design	10
Structural design	10
Mechanism design	10
Electromechanical design	15
Design project	40
Design portfolio	15

Course grades will be computed by multiplying the total Grade % for all assignments by a factor from 0-1 that will be determined based on each student's attendance and participation in class exercises.

Resources

Teaching assistants will be available to support teams in prototyping, Arduino programming and use of CAD tools.

Each team will be assigned a container to store components and equipment used in the course projects. The teams are responsible for the containers and their contents. The containers shall not be damaged or modified in any way and shall be returned to the classroom at the end of the course.

Academic Behavior Standards

Your behavior in this course is bound by the Boston University Academic Conduct Code found at the website http://www.bu.edu/academics/academic-conduct-code. You are responsible for understanding the requirements of this code. If you are in doubt about whether any contemplated action in the course would violate the code, ask your instructor before doing it. Since this course has few objective exams, opportunities for cheating are reduced, but any work presented as your own must in fact be your own, and any work quoted or otherwise reused from others must be explicitly acknowledged. The source of images included in reports or presentations must be referenced.

Attendance and Team Contribution:

Students will receive no credit for in-class exercises in which they do not participate. There will be no opportunity to make-up for missed class exercises.
Team projects will receive a project grade. Each team member will be awarded a percentage of that grade based on her/his participation in the project. The percentage will be determined based on peer and instructor assessments.

Members are expected to inform their peers in a timely manner if unavoidable circumstances prevent their participation in scheduled team meetings. Team assignments will require all students to identify their unique contribution. Non-contribution to the team's progress will result in a failing grade for a given assignment, and sustained non-contribution, after warning, will result in a failing grade in the course.

Course Calendar

Session No.	Date	Module	Topics
1	1/26	DESIGN PROCESS	Sketching/Problem definition/Conceptual design 1
2	1/28		Design portfolio/conceptual design 2: TRIZ, BMAT
3	2/2		Creative thinking strategies, user/technology centered
4	2/4	STRUCTURES	Function, rational shaping, FEA 1
5	2/9		Review of concepts, FEA 2
6	2/11		Materials selection
7	2/18		Prototyping
8	2/23	MECHANISMS	DOFs, joints, basic mechanism simulation
9	2/25		Multi-body simulation
10	3/2		Synthesis of mechanisms, basic types
11	3/4		Synthesis of mechanisms, intermediate
12	3/9	MACHINES	Machine components
13	3/11		Motion conversion
14	3/16		Motor sizing
15	3/23	ELECTROMECH. SYSTS.	Arduino basics
16	3/25		Sensing
17	3/30		Control and power
18	4/1		Open- and closed-loop control
19	4/6	DESIGN PROJECT	Kickoff
20	4/8		Team meetings
21	4/13		Team meetings
22	4/15		Team meetings
23	4/20		Team meetings
24	4/22		Team meetings
25	4/27		Presentations begin
26	4/29		Presentations end
	4/30	Design portfolios due	