
GC 2012-5665: INTRODUCTORY TEACHING PLAN OF ELEMENTARY ENGINEERING DESIGN FOR FRESHMEN MAJORING IN CIVIL AND ENVIRONMENTAL ENGINEERING

Prof. Young Uk Kim, Myongji University

Professor, Head, Department of Civil and Environmental Engineering Myongji University

Education: 2000 Ph.D. Civil and Environmental Engineering, The Pennsylvania State University 1991

M.S. Civil and Environmental Engineering, Korea University 1989 B.S. Civil Engineering, Korea University

Research Interests: Soil Remediation, Waves in Soils, Engineering Education

Introductory Teaching Plan of Elementary Engineering Design for Freshmen Majoring in Civil and Environmental Engineering

Young Uk Kim

Professor, yukim@mju.ac.kr

Department of Civil and Environmental Engineering, Myongji University, Yongin, 449-728, Republic of Korea

This study was undertaken to develop a course of elementary engineering design for Korean university students majoring in civil and environmental engineering. The course plan primarily includes learning programs and activities for the creation and the optimization of ideas. Through two independent design projects, students will become acquainted with and practice the core concepts of the course. The design project was based on a survey of Korean university students majoring in civil and environmental engineering. The overall plan is intended to prepare students for success in upper-level major courses.

Keywords: Cement-boat, Civil and Environmental Engineering, Design project, Elementary Engineering design, Toothpick bridge

1. INTRODUCTION

Engineers function as creative problem solvers who improve standards of living. State of the art engineering advances result from interdisciplinary endeavors and creative thinking. Modern, knowledge based society requires engineer to not only be experts in their areas of specialization, but also competent team workers who communicate well with others for creative problem solving. (Burghardt, 1999) Fundamental abilities underlying creativity include professional knowledge about engineering design, responsibility, good teamwork, high ethical standards, and lifelong study. Many universities have developed generic introductory courses designed to foster creativity. However, courses that are not tailored to the characteristics of different majors may actually have detrimental effects on originality and hinder student curiosity.

This paper suggests a course plan in elementary engineering design for Korean university freshmen majoring in civil and environmental engineering. The course primarily focuses on creative problem solving

and consists of four parts. (Fobes, 1993). First, we present a general introduction to engineering, including qualifications and responsibilities, teamwork, and basic economic design. Problem definition, visualization of ideas, and concept design are emphasized during the second part of the course. The third part emphasizes creativity, idea generation and selection. (Higgins, 1994) Finally, the course discusses engineering ethics, as well as environmentally friendly and sustainable design. Students conduct two projects during the semester that illustrate the basic concepts and materials required of civil and environmental engineering.

2. CONTENTS AND PRACTICAL EXERCISE

Before designing the course, we conducted an extensive survey of over 150 professional engineers. (Wankat, and Oreovicz, 1993) The questionnaires explored important functions of engineers including planning, teamwork, and communication. One notable finding of survey was that professional engineers did not consider knowledge of civil and

environmental engineering to be a top priority.

The course plan described in this paper is intended for use as a core course for Korean university freshmen majoring in civil and environmental engineering. Incorporating the results of survey in the course plan is a good example of customer needs-based course development, and could therefore be helpful for engineering students who would acquire abilities that would make them attractive as potential employees.

The course is one semester long. Table 1 summarizes the main contents of the course and practical activities that help students to understand the course. Course materials were prepared before the beginning of the semester. Table 2 shows the grading policy used in the course.

Table 1 Course content and assignments

| Contents | Activities | Homework |
|--------------------------------|-------------------------------------------------|----------------------|
| Introduction/Team | Team membering/ | Minutes |
| Team work | Meeting | Project #1 |
| Communication | 30 second message | Video Clip analysis |
| Problem definition | Problem definition statement | Manual investigation |
| Idea creation | Brainstorming and other methods (Mchalko, 1991) | Problem resolution |
| Creative problem solving | Ranking methods | Project #2 |
| TRIZ | Inconsistency | |
| Eco-Design, Engineering ethics | | |

Based on data from the National Statistical Office of Korea, the average Korean adult reads one book per month, and over 24 percent of the Korean population does not read books. Most Korean adults spend their weekends watching TV, using the Internet, and using iPhones for about 4 hours. However, they invest only 8 minutes per weekend reading, including newspaper reading. Andre Gide once wrote, "I took out one book from the bookshelf and I read. And I put that book back. Now, I am not whom I was". As an essential source for creative thinking, reading plays the same role as water the plants. It is impossible to over-stress the importance of book reading for creative thinking. Therefore, students are required to read three books during the semester and submit a critique of each. Even if three books reading during a semester does not affect creative thinking greatly, it may broaden student thought and reading practice.

Team size should not exceed four members, and each team must have a unique name representing its

goal or hopes. During the four years that the author has offered the course, there have been approximately 40 teams with unique and different team names. After each team was formed and named, a team member was responsible for presenting the team members during class, and the presentation was recorded on video including PowerPoint materials. After of the lectures concentrating on communication skills, each team was responsible for revising its introduction and presenting its members and materials again. Each team was required to submit a report regarding the video clips (Davis, 2001) before and after. Students were encouraged to establish course websites and to record formal minutes for each team meeting. Examples are shown in Figure 1 and 2.

Table 2 Grading policy

| Item | Weight(%) | Note |
|----------------------------------------------|-----------|------------|
| Attendance | 5 | Individual |
| Activities and Homework(including Portfolio) | 15 | Team |
| Project #1 & 2 | 30 | |
| Exam and Quiz | 30 | Individual |
| Criticism after reading | 10 | |
| Peer evaluation | 10 | |



Figure 1. Example of website

3. TEAM PROJECTS

Two team projects were required during each semester. The project topics were selected through surveys (Friedman, 1991) of over 300 students majoring in civil and environmental engineering that asked, "What is the first thing that comes to mind when you think of civil and environmental engineering?" The most common answers were "cement," "bridge," "soil," "wood," and "river," respectively. These items were then incorporated in two projects, one the construction of a cement-boat, and the other the construction of a toothpick-bridge. The cement boat project allowed students to practice

basic concepts such as buoyancy, cementation of materials, concept design, and visualization of abstract ideas. Students were required to use only intuition to complete projects. Restrictions included the volume of the boat (500 cm³) and the use of only two materials (cement and sand). Figure 3 shows an example of a project in process. Several products and cement-boat racing are shown in Figure 4.

회의록

◎ 조 시 료 : T & C

| | | |
|-----|------------------|-------------------------|
| 일 시 | 2010년 5월 21일 (금) | 15시 ~ 00분까지 |
| 장 소 | 동원관 4층 | 교수님 방(2010년 5월 21일 (금)) |

● 회의 내용

1. 기동승구 설계안과 3D모델링 결과물 검토
2. 설계안(제안)에 대해선 2010년 5월 21일(금)까지 2주 후 제출 예정
3. 기동승구 설계안 제출 시 3D모델링 결과물도 함께 제출

● 기동승구 설계안 제출 시 유의사항

1. 기동승구 설계안 제출 시 3D모델링 결과물도 함께 제출
2. 기동승구 설계안 제출 시 3D모델링 결과물도 함께 제출
3. 기동승구 설계안 제출 시 3D모델링 결과물도 함께 제출
4. 기동승구 설계안 제출 시 3D모델링 결과물도 함께 제출

| 구분 | 구분 | 구분 | 구분 | 구분 | 구분 |
|---------|---------|---------|---------|---------|---------|
| 1. 기동승구 | 2. 기동승구 | 3. 기동승구 | 4. 기동승구 | 5. 기동승구 | 6. 기동승구 |
| 1. 기동승구 | 2. 기동승구 | 3. 기동승구 | 4. 기동승구 | 5. 기동승구 | 6. 기동승구 |

회의록 작성: 김재민, 회의록 검토: 윤희준

Figure 2. Minutes for regular team meetings

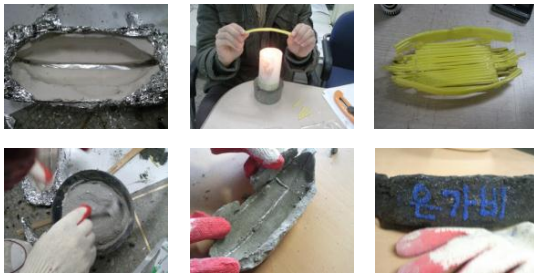


Figure 3. Project #1



Figure 4. Project #1 and boat racing tournament

By the middle of each semester, the students had

learned most of the class content. Students were required to apply methods for engineering design such as idea creation and selection, visualization, and sketching, rather than intuition, to complete Project #2, the construction of a toothpick bridge. Students were asked to design a bridge 30 cm in length using only toothpicks and thread. The bridges were tested for maximum load resistance. Figure 5 shows the bridge design process, and Figure 6 shows some examples of finished projects. Students learned basic mechanical concepts and the behaviors of materials including wood, cement, string, sand, and water, which are essential subjects addressed in upper level courses. The teamwork involved in completing projects helped students to absorb information about conflict resolution, communications skill, processes from concept to product, economic use of material, and load resistance.

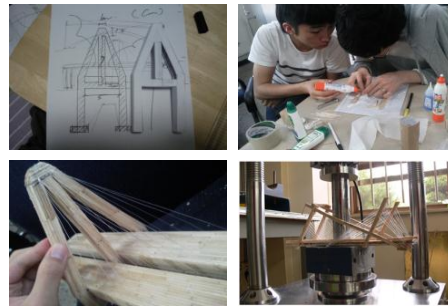


Figure 5. Process for Project #2

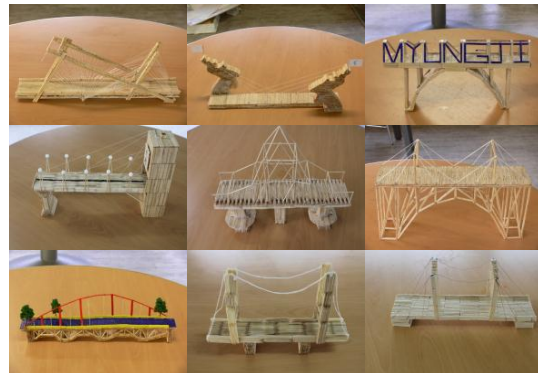


Figure 6. Examples of Project #2

4. CONCLUSION

This paper summarizes the development of a course in introductory engineering design for Korean university freshmen. The class addressed idea generation, decision making, communication, teamwork, eco-design, and engineering ethics, and required the completion of two major projects. The

contents of the course and the projects were selected based on the results of surveys of professional civil and environmental engineers. The projects were designed to provide preliminary experience with core concepts of civil and environmental engineering. The course was intended mainly to help students acquire the fundamental skills necessary to prepare them for upper-level major courses in civil and environmental engineering.

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