



College of Engineering
GE106: Introduction to Engineering Design

An Overview of Engineering Design

By

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Outline



- **What is Engineering Design?**
- **Importance of Engineering Design**
- **ABET Engineering Design Requirements**
- **The Steps Used in the Design Process**
 - **Problem Statement**
 - **Brainstorming**
 - **Search and Research**
 - **List and Evaluate Alternative Solutions**
 - **Choose the Best Solution**
 - **Construction-Create a Prototype or Model**
 - **Analysis & Testing**
 - **Final Testing**
 - **Communication**
- **Summary**

What is Engineering Design?

- Engineering design is the **process** of devising a system, component or process to meet desired needs.
- It is a decision making process in which the , basic sciences, mathematics and engineering are applied to optimally convert resources to meet a stated objective.



- Among the fundamental blocks of this process are: objectives, criteria, synthesis, analysis, construction, testing, and evaluation.
- In addition to these blocks, it is essential to consider realistic constraints such as economic factors, safety, reliability, aesthetics, ethics and social factors.

Importance of Engineering Design

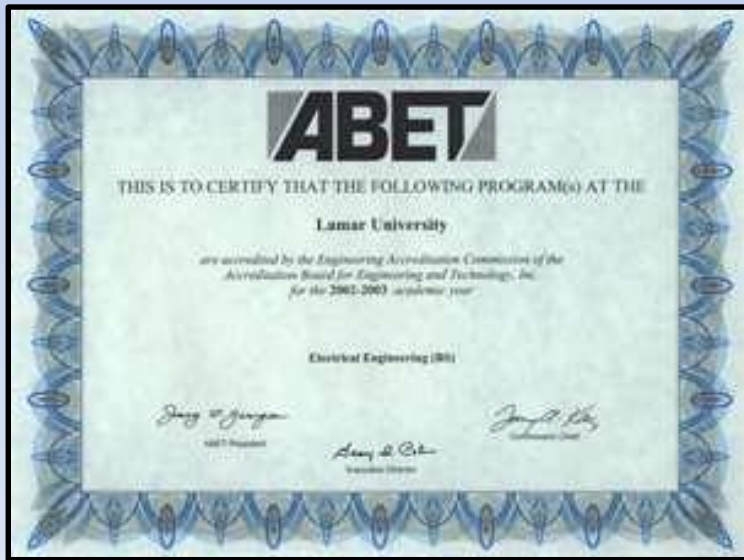
- **70%** of a product's total cost (design, manufacturing and installation) is determined by its design
- Studies have shown that **50 to 80%** of the life cycle costs* of products (maintenance, energy, etc.) are influenced by engineering design
- **Costs Include:**
 - **Material costs**
 - **Facilities**
 - **Tooling**
 - **Labor**
 - **Other support costs**



An ABET Requirement

(Accreditation Board for Engineering and Technology)

- Every Engineering Department must include a major engineering design experience that builds upon the fundamental concepts of: **mathematics, basic sciences, humanities, social sciences, engineering topics, and communication skills.**



- The scope of the design experience within a program should match the requirements of practice within that discipline.
- All design work should **not** be done in isolation by individual students; team efforts are encouraged where appropriate.
- Many projects at the Junior/Senior level are team oriented.

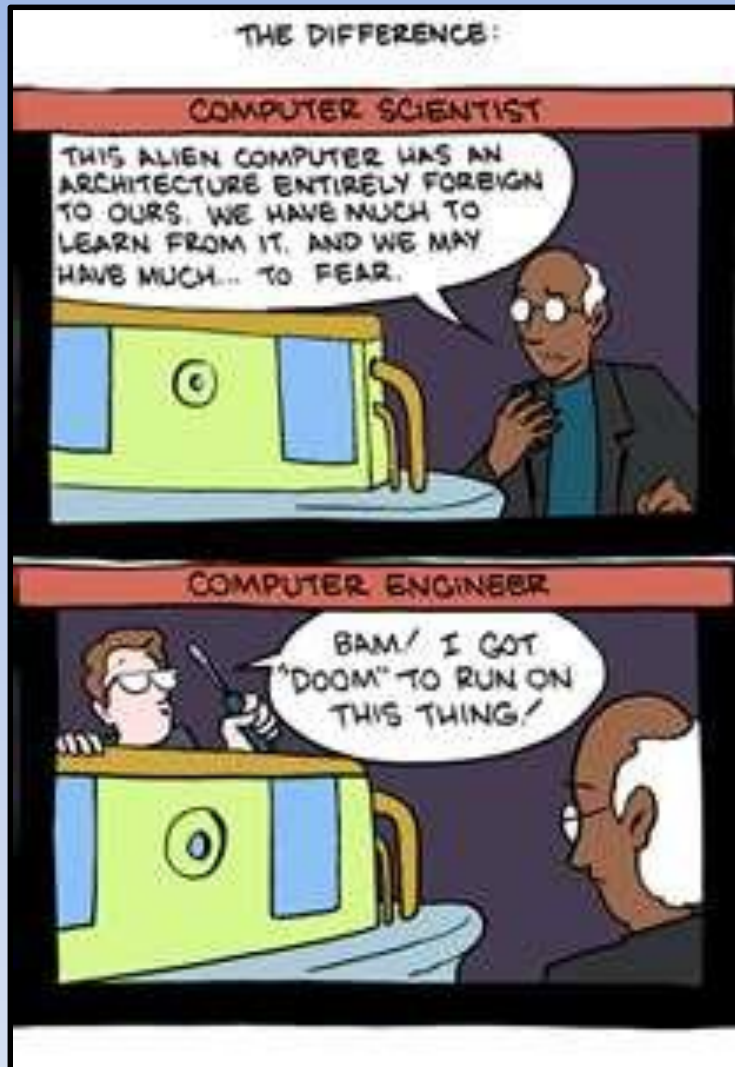
Engineering

- What is engineering?
- What is your experience with engineering?
- What does it mean to learn to be an engineer in school?
- Can you name one thing in this room that was not developed, produced, or installed by an engineer?
- Can you think of a profession that is affecting your life more pervasively than engineering?
- ***Engineering is the Art of Design***
- ***Starts with a need and end with a product***



Even in the smallest and most remote places on earth, engineering is there shaping life and the environment.

Science versus Engineering



- **Science** : The study of nature and natural processes
- **Engineering**: The use of knowledge of nature and natural processes to solve problems

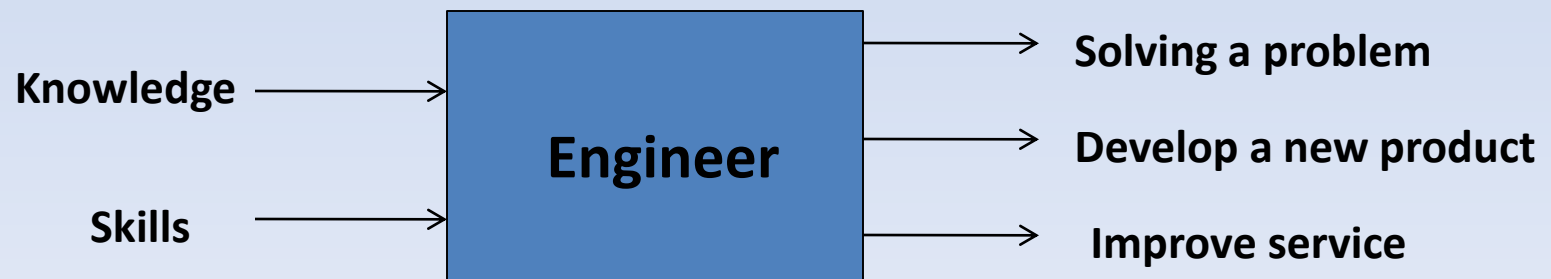
"Scientists discover the world that exists; engineers create the world that never was."

- Theodore Von Karman

Who is the Best Engineer?

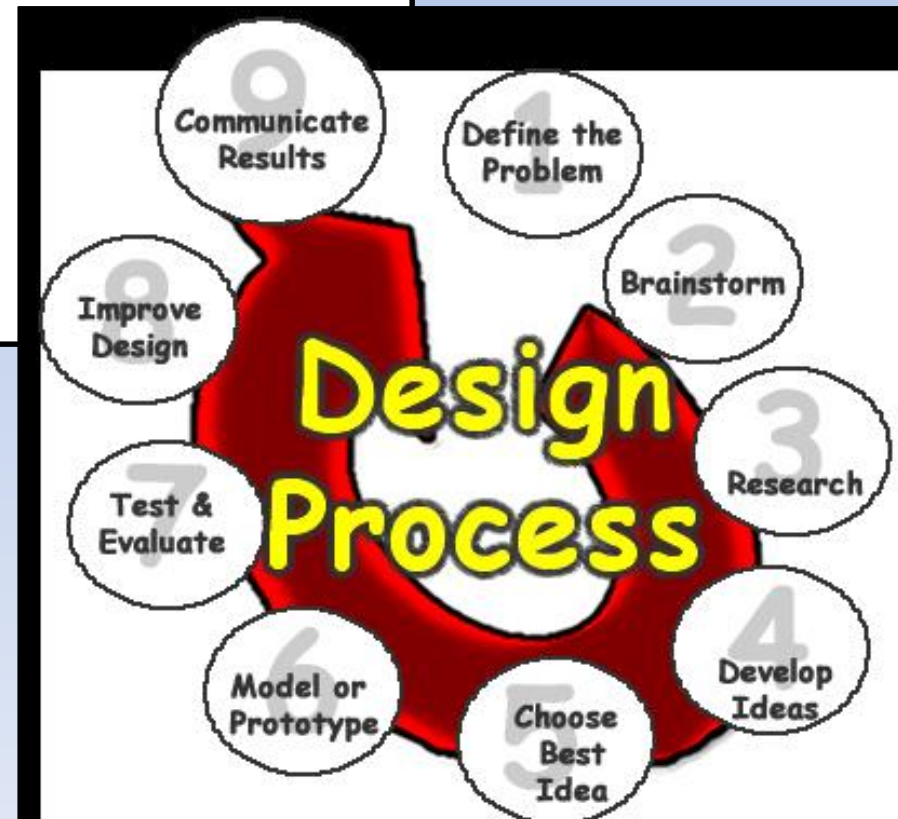
- “The best engineer is the person who can provide the simplest and more effective solution to solve a problem”

K. Åström



The Steps Used in the Design Process

1. Define the Problem (Problem Statement)
2. Brainstorm for creative ideas
3. Search and *research*
4. Develop Ideas
5. Analyze alternative solutions and choose the best one
6. Model or prototype
7. Test and Evaluate
8. Improve if needed
9. Communicate results



Step 1: Problem Statement

Problem Statement:

“The current box is easily damaged during transportation”

Objective:

“Design a stronger box for our new product”

Better Objective (a broader objective):

“Design an improved box*”

Importance of Accurate Objective and Statement **



**Problem
Definition**



Design



Installation



**Customer
Need**

Problem Statement

- This is the single most important step in the design process.
- Only when you can specify the problem can you hope to achieve your goal.
- Loss of efforts and efficiency occurs when trying to solve unclear problems.
- If this step is done incorrectly or incompletely it results in a failure of the design.
- It is important to define the true problem one is solving, not just the symptoms of the problem or the perceived problem.

Objectives

- Objectives are a function of needs.
- Objectives should be **SMART** i.e.,
 - Specific** – Exact, precise, detailed, definite, unambiguous.
 - Measurable** – Quantifiable, computable, calculable, determinate.
 - Achievable** – feasible, possible, doable, attainable.
 - Realistic** – sensible, practical, pragmatic reasonable, rational.
 - Time-bounded** – time-constrained, of a specified duration.



Step 2: Brainstorming

- Think “outside the box”.
- Generate creative ideas.
- Explore other members’ ideas.
- Avoid criticism/judgment.

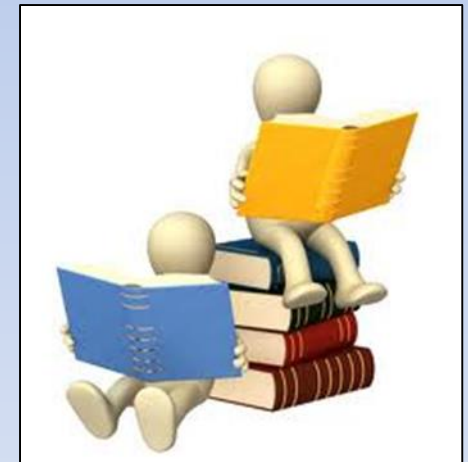
***Do not criticize during brainstorming!**

***Criticism will be applied at a later stage**



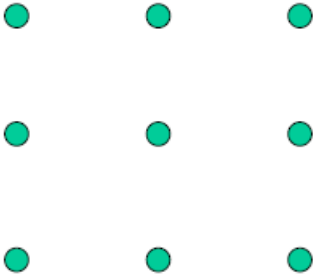
Step 3: Search and Research

- **Search** for: finding a product or checking the price of an item.
- **Research***: finding the answers to more complicated questions or looking at multiple aspects of an issue.
- **Possible resources**: Publications, Internet, Market, Patent listings, Sales catalogs, Experts



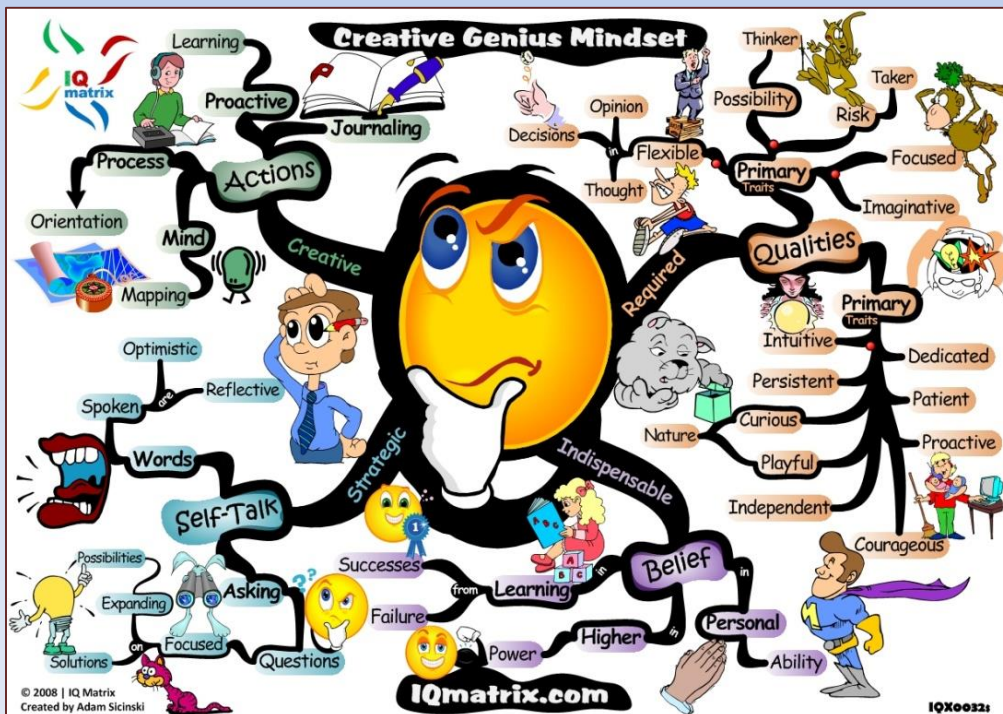
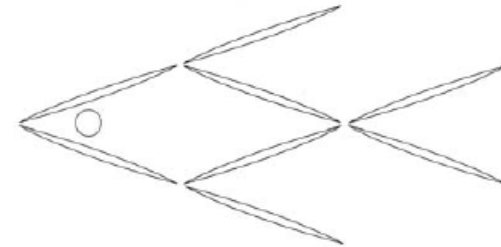
Creativity - Lateral Thinking

Connect all 9 points with only 4 straight lines



Creativity - Lateral Thinking

Move three toothpicks and only one coin so that the fish swims in the opposite direction



Creativity can lead to all kind-of ideas

Creative people usually have busy thoughts...

Step 4: List and Evaluate Alternative Solutions



One possible solution!!

- **Be critical**
- **Edison: "It is easy to obtain 100 patents if you also have 5000 unsuccessful inventions*"**

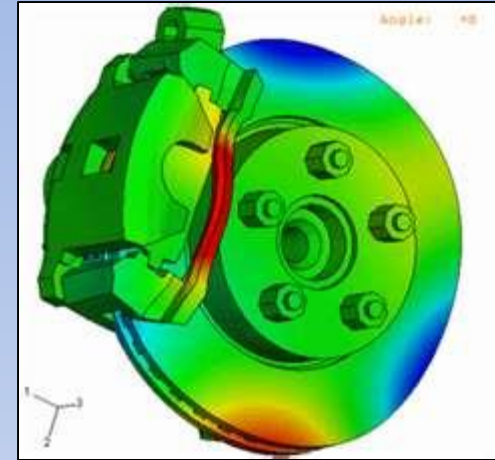
Step 5: Choose the Best Solution

	Weight	Rate for Design 1	Rate for Design 2	Rate for Design 3
1. Cost				
2. Production difficulty				
3. Size, weight, strength				
4. Appearance				
5. Convenience				
6. Safety				
7. Legal issues				
8. Reliability/durability				
9. Customer appeal				
TOTAL points	100	points=rate*weight		

Step 6 – Construction, Analysis and Testing



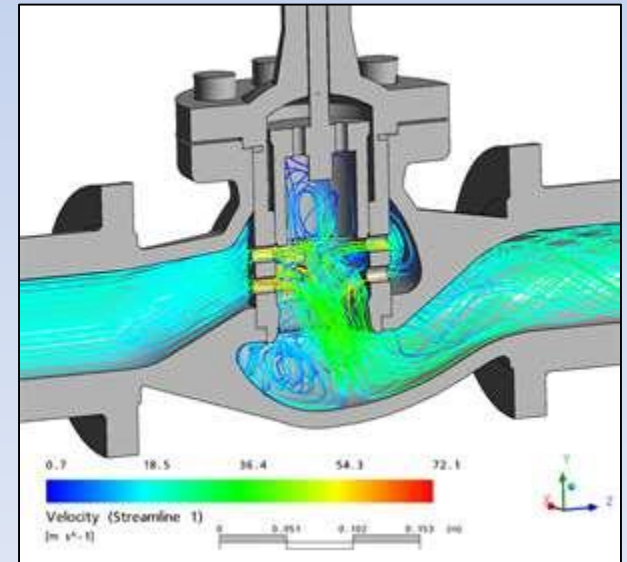
Motor Prototype Testing



Break Squeal FEA Analyses

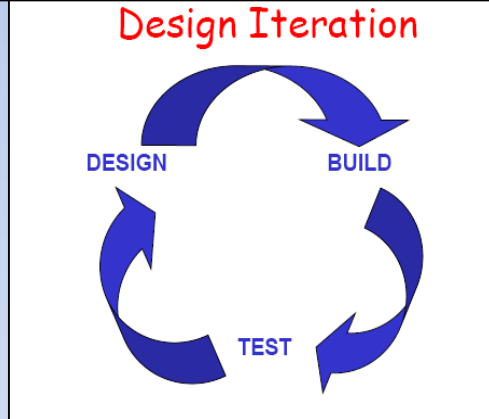
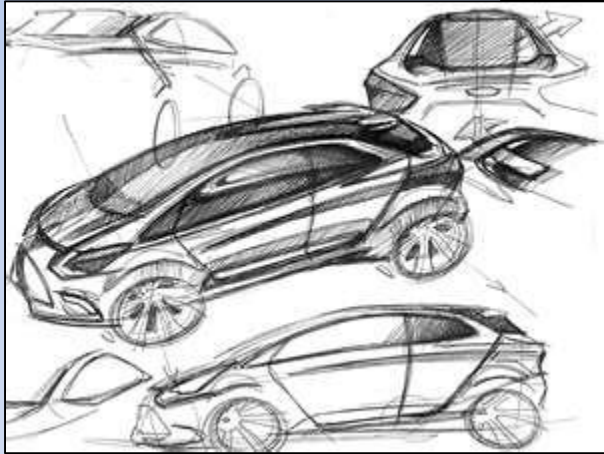
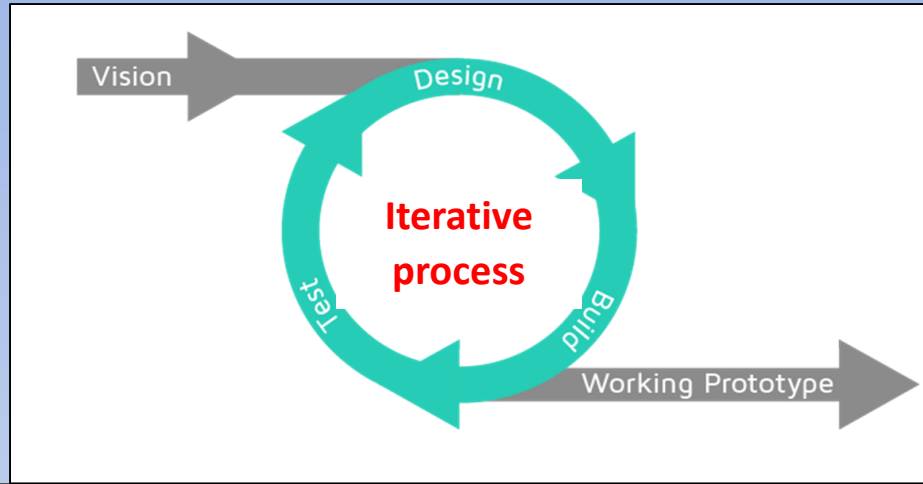


Toyota RAV4 Prototype Testing



Valve Flow CFD Analyses

Construction, Analysis and Testing (Contd.)



Step 8: Final Evaluation & Improvements



Develop the best design

Step 8: Communicate The Results

Communicate and report on all the final details of the design through:

- Engineering Notebook (logbook)
- Written reports
- Technical presentation
- Training material, catalogue, manuals*





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