

GE-105

CRN: 36106/7/8

First Semester 1439-40 H (Fall-2018) – 2(1,1,2)

“Introduction to Engineering Design”

Wednesday, November 14, 2018 (06/03/1440H)


Homework 3

#	Names:	Student Numbers:
1.		43
2.		43
3.		43
4.		43
5.		43

Solve the problems described below

1. Human Factors.

- Compare **three** industrial products to their ergonomic versions.
- You are also requested to highlight the **main feature(s)** that distinguish the ergonomic product. An example is shown below [2 points each].

 <p>Traditional vinyl eraser (not the best choice for precision erasing and grip)</p>	 <p>Ergonomic eraser:</p> <ul style="list-style-type: none"> • easier grip (ergonomics); • aesthetically pleasing (psychology)
---	---

- Note, you can earn **extra credit** by suggesting (using sketches) additional ergonomic design features to each example.

2. Creativity in Design.

- Demonstrate **two products** that demonstrate creativity in design.
- You should describe **what makes the design creative**, i.e. the engineering creative method (e.g. synthesis) and/or the creativity stimulation technique (e.g. analogy) that makes this design creative [2 points each].

Rules:

- You should work with your **project group** for this assignment.
- Place each answer on a **separate sheet**.
- Your work must be **typed** and written in **proper English**.
- Make sure to use properly **captioned figures/tables** (where applicable) and to properly cite all utilized **references**.
- Due date: **Wednesday, November 28th, 2018** (20/03/1440)