

# Senior Design II – Spring 2022

⌘ Continuation of Senior Design I

⌘ Class Days & Hours: T 12:10 (1:10)– 3 PM

⌘ Goals and Objectives

☑ The final phase of design project: **solution** → **reality**

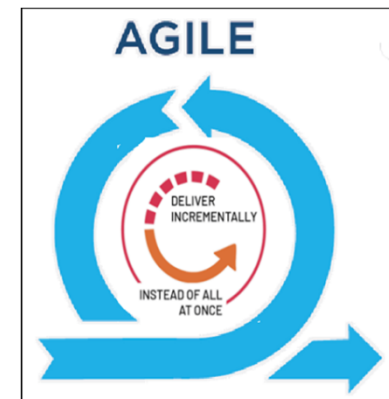
☑ Project management with agile development

☑ Ethical Dilemma Resolution

☑ Technical communication

☑ Team playing

⌘ \* Check Syllabus for more details



# Emphasis of Design II (Spring 2022)

1. Phase 3 of Project: Project implementation  
"Paper Design → Reality"
2. Project Management  
Contingency: Virtual Class  
Virtual Team meeting  
Hardware → Modeling  
Simulation  
Product Manual  
Detailed Diagram
3. Progress Presentation  
Bi-Weekly

# Course Teaching/Learning Mode

- ❑ In-Person Teaching/Learning
  - ❑ Contingency Plan:
    - ❑ Blackboard + Class Webpage (video lecture)
- ❑ Communication: Email + Slack
- ❑ Calculation tool: Smath Studio or Python

# Grading Policy

## ⌘ Individual (30%)

- ⊞ Team participation (10%) – evidence collected and submitted by the team leader
- ⊞ Essay (10%)
- ⊞ Assignments (10%)
- ⊞ Extra (5%) – attendance
  - ⊞ On-time arrival
  - ⊞ Contingency: Weekly roll-call & on-time response (via email or Slack)

## ⌘ Group (70%)

- ⊞ Team Assignments (10%)
- ⊞ Progress Presentations (30%)
- ⊞ Final Report + Presentation + Demonstration (30%)

## ⌘ Final Individual Score

- ⊞ Individual + Group \* Peer\_Evaluation\_Score