GEORGIA INSTITUTE OF TECHNOLOGY
George W. Woodruff School of Mechanical Engineering
ME 2110 - Creative Decisions and Design
Spring 2015

Lecture: M & W, 4:05 – 4:55 PM, Clough Undergraduate Commons 144
Studio: Various times, MRDC 2212
Lecturers: Dr. William Singhose, MARC 432, Singhose@gatech.edu
Dr. Jeffrey Donnell, MRDC 3104, Jeffrey.Donnell@me.gatech.edu

Studio Instructors:
Dr. Rodney Averett, RdAverett@gatech.edu
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Dr. Cassandra Telenko, Cassandra.Telenko@me.gatech.edu
Dr. Charles Ume, Charles.Ume@gatech.edu

All course material will be posted on the web site:
http://singhose.marc.gatech.edu/courses/me2110/index.html

Course Objectives:
To learn the fundamental procedures for solving engineering design problems; the essential details
of analyzing, synthesizing, and implementing design solutions with flexibility, adaptability, and
creativity; the techniques which allow an engineer to tackle new, unsolved, open-ended problems. To
learn by doing through team and individual projects and assignments.

Course Requirements (100%):
1) In-Lecture Quizzes 10%
2) Homework 15%
3) Class Participation 5%
4) Introductory Project 15%
5) Major project 55%
   Planning Report and Presentation (5%)
   Evaluation Report and Presentation (5%)
   Machine Performance (15%)
   Presentation to Judges (5%)
   Final Oral Presentation (10%)
   Final Report (15%)
6) Give at least one oral presentation P/F
7) Electronics, machining, and pneumatics training P/F
All assignments must be labeled with your name, section instructor, section TA, and section time. When doing group work, all names must be on the assignment and each group member will receive the same grade. All assignments are due at the beginning of class. Late work is NOT accepted. Your class participation grade will be determined by the instructor’s view of your participation in group activities and by peer reviews.

**Text:** W. Singhose, J. Donnell, *Introductory Mechanical Design Tools*, www.lulu.com/content/3365814

**Attendance Policy**

You will be working on teams to complete the projects for this course. Therefore, you are required to attend **all studio sessions**.

Information required to complete your projects will be disseminated during lecture. It is impossible for the professors to repeat this information on a case-by-case basis to students who miss lecture. Furthermore, it is not the responsibility of your teammates to teach you the course material. Therefore, if you miss lectures, you are a **loser**, and your teammates will surely give you poor reviews that will adversely affect your grade. Furthermore, 10% of your grade comes from in-lecture quizzes that cannot be made up if you miss a lecture. The final quiz will be a comprehensive test that will determine 5% of your grade. As a result, missing lectures will have a significant negative impact on your grade.

**NOTE:** This class **CANNOT** be dropped.