



PROJECT COMPONENTS:

Completion of a student project is a requirement for this course. The components of the project are...

Part I: Documentation (25 % of final project mark)

- Submit an engineering proposal that outlines your project ideas [**START TODAY WITH TASK #1**]
- Maintain a journal that documents the design of your project with any notes.
- Each student will have access to a blog where project is discussed with classmates, teachers and mentor.

Part II: Presentation (25 % of final project mark)

- Develop an engaging presentation for the class that summarizes your project.
- Visuals should be included (graphs, pictures, videos, etc.).
- Duration will be 10 minutes.

Part III: Creation (50 % of final project mark)

- Demonstration of the project
- Video that summarizes your project.

To date in the course we have be introduced to a number of technologies...OpenROV, Makey Makey, GoPros, SparkFun, MAKE, Drones, Google Glasses and Oculus Rifts. We also have more technology coming to the class...Raspberry PI, Arduino Uno, MATE ROV, iPad Videography Kit and 3D Printing. By having access to all these technologies, begin to give some thought into a possible build for your Final Project. You may also have an idea that we may be able support by finding the need technologies.

TASK #1 - In your journal, identify **3 possible builds** for your final project. Give each a title and write a paragraph to describe the build (materials needed, technologies involved, design, objectives). Feel free to add sketches too! If you are in need of some ideas you may want to check out the following websites...

<http://www.instructables.com>

<http://makezine.com>

<http://makerfaire.com>

<https://www.pinterest.com/utahcoe/engineering-diy-design-tips-etc/>

DUE: TASK #1 must be completed by Tuesday, April 7th at the beginning of class. Be descriptive as this journal entry will be used to help plan for the final projects...ensuring technology is available, possible pairings for projects and opportunities to have access to a mentor to assist with the development of your project.