

# ECE Senior Design Program

Agenda for August 26, 2020

## Senior design requirements

### 1. Senior Design numbers:

- Great number of interdisciplinary projects:  
30 projects, mostly interdisciplinary
- Nice mix of student majors:  
ECE, ECE Indep. study, BME/EE, BME/ME, CBE, ME;

### 2. Career Fair Dates

Virtual CSU Career Expo and Internship Fair – ?

Virtual College of Engineering Career Fair – 10/1 – Career Center working with Handshake; students will sign-up for 10-minute time slots (?), [https://www.engr.colostate.edu/career\\_fair.php/](https://www.engr.colostate.edu/career_fair.php/)

### 3. E-mail

- [\\*@Rams.colostate.edu](mailto: *@Rams.colostate.edu) will be used
- Organize e-mail correspondence

### 4. Project work ---> number of hours (applicable to students working on ECE projects)

hours / accomplishments / grades (ECE401 > 9, ECE402 > 10 hrs/wk lecture time should not be included)

### 5. Weekly Lectures (applicable to students registered for ECE401/402, only)

- Real-time attendance at weekly lectures is required. Students may miss to attend up to 3 lectures in the semester, but will be required to coordinate with TA to arrange for lecture makeup
- Prepare
- Be on-time and have camera on (you may be muted, but feel free to unmute yourself at any time to ask question)
- Respect
- Ask questions

### 6. Design Notebook

- What should be in the Design Notebook? We will talk more about notebooks during the 2<sup>nd</sup> week meeting
- Time Log : Date, Time (nearest ½ hour), Activity, Total #hours, not lecture
- Final design requirements
- Budget
- Notebook collection dates and means of submission will be announced with at least two-week notice.
- What to write and what not...

### 7. Most important dates

- 9/2 – not a picture day 😞
- 9/16, 12 pm – Websites fully posted
- 9/20 – Preliminary Project Plan completed
- Week of 9/21 – PDR w/EIR (Preliminary Design Review) 45-minute meeting
- 9/30, midnight – Project Plan completed and uploaded to Canvas; shared w/Woodward
- 10/\* – Project plan evals returned to the teams
- Week of 10/19 – PMR (Project Management Reviews) 50-minute meeting
- 10/\* - Mid-semester team, peer and self evals

- 10/30, midnight – DTVC (Design, Test, Validation and Classification) document due
- 11/\* – DTVC evals returned to the teams
- Week of 11/11 – DTVC review meetings (20-minutes)
- Week of 11/30 – CDR (Critical Design Review) – 45-minute meeting w/EIR
- Oral presentations - tbd

### 8. Mid-semester self and peer evaluations:

Form to be filled-in and emailed to advisor; O. Notaros copied (to be confirmed – maybe Canvas upload?)

### 9. End of semester deliverables:

Oral presentation, written report (approved by the advisor before due date), Evaluation form (team, peer and self)

### 10. Required evaluations and team meetings

#### 11. Budget

- o Pre-approval: \$200 per senior design student regardless of major, per academic year for projects that have ECE as home department (ME/ECE projects and projects with industry sponsor – different!)
- o Keep the receipts!
  - o Reimbursement procedure – see Alauna Sutton in the ECE office [Alauna.Sutton@colostate.edu](mailto:Alauna.Sutton@colostate.edu)
  - o No bidding; eBay only “Buy It Now” option; ask prof or grad students in the research lab
  - o Beg for donations or educational discounts
  - o Strict rules for purchasing computers, monitors, ...

#### 12. Mini grants / Awards

#### 13. Grading

- o 60-70% project supervisor
- o Around 30% head of senior design
- o 10% peer evaluation

#### 14. Be aware of the deadlines

#### 15. Questions?

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- B111 - ECE Student Projects Lab (24/7 access will be granted starting next week)
  - EIRs will be “just” an email away. EIR expertise is on the website [www.csueir.com](http://www.csueir.com); EIR contact info will be posted on Canvas

**All submitted documents must have the same formatting: font size 10 or 11, Times New Roman or similar, single spacing, 1” margins on all sides, justified (straight edges on both left and right sides).**

Each team has PROJECT CODE-WORD!!! Check Canvas for your team’s code.