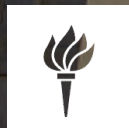


From Design to Reality: Guiding First-Year Students from Design to Makerspace Reality

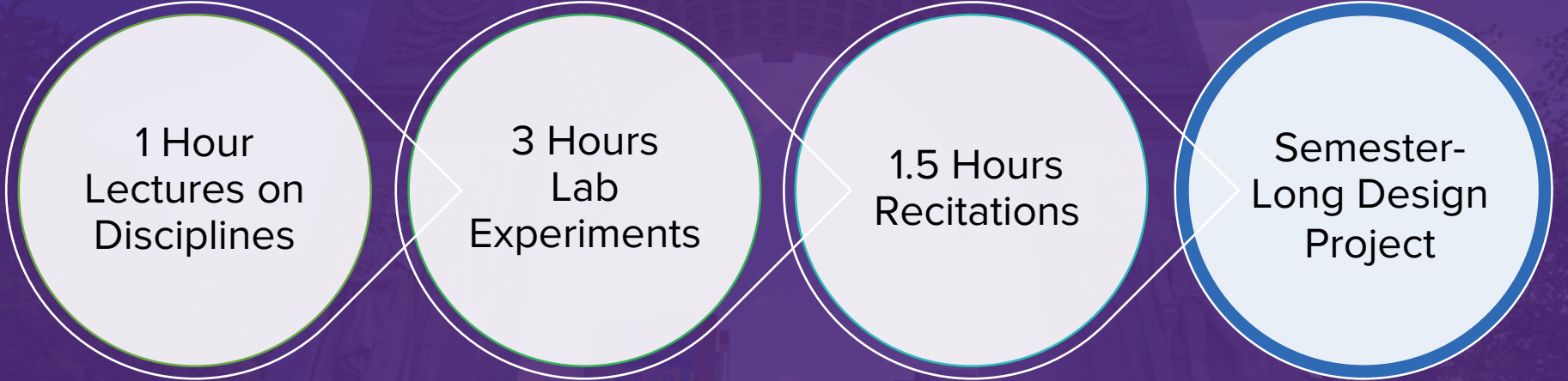
Jack Bringardner, Victoria Bill, Gunter Georgi



NYU

**TANDON SCHOOL
OF ENGINEERING**

Weekly Course Structure



1 Hour
Lectures on
Disciplines

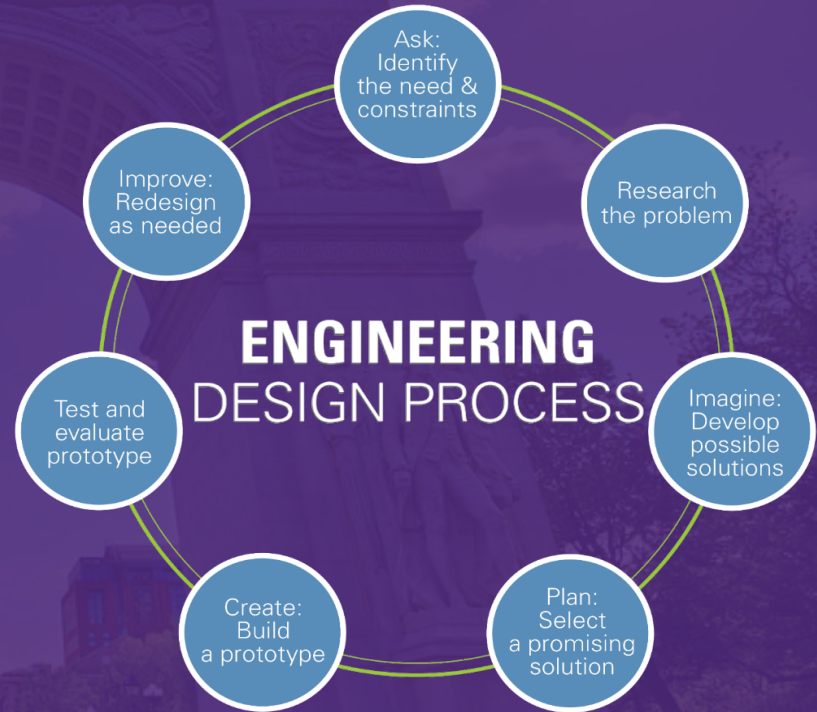
3 Hours
Lab
Experiments

1.5 Hours
Recitations

Semester-
Long Design
Project

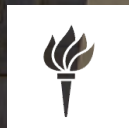
Course Learning Objectives

- Programming
- CAD and 3D printing
- Data analysis
- Testing
- Physical prototype
- Customer interviews



Embedding the MakerSpace in the Design Process

Labs, videos, project



NYU

**TANDON SCHOOL
OF ENGINEERING**

3D Printing & MakerSpace

Lab Activities

- 3D printing & CAD
- Sensors testing
- MakerSpace tour

Project Applications

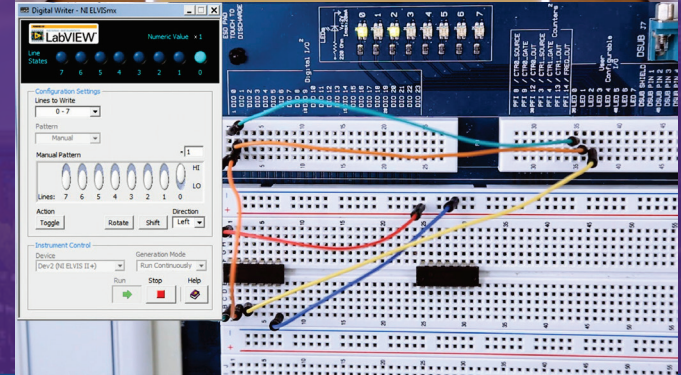
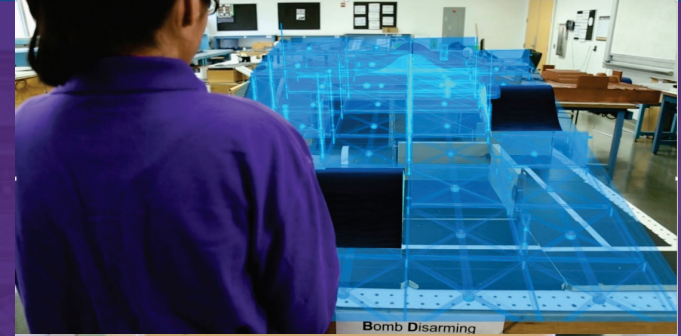
- Team logos
- Robot/terrain parts
- Prototype component



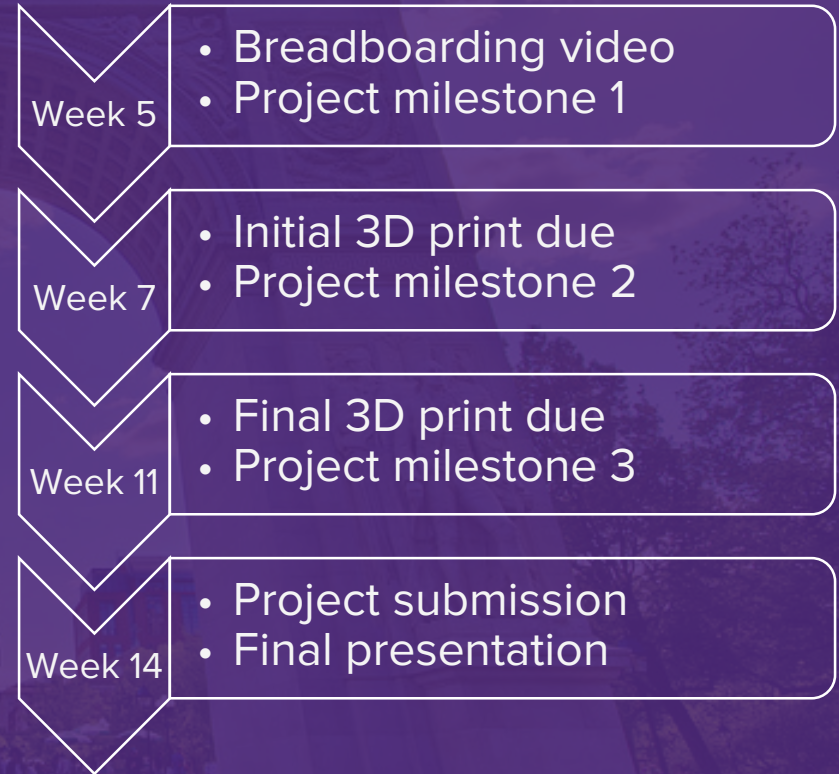
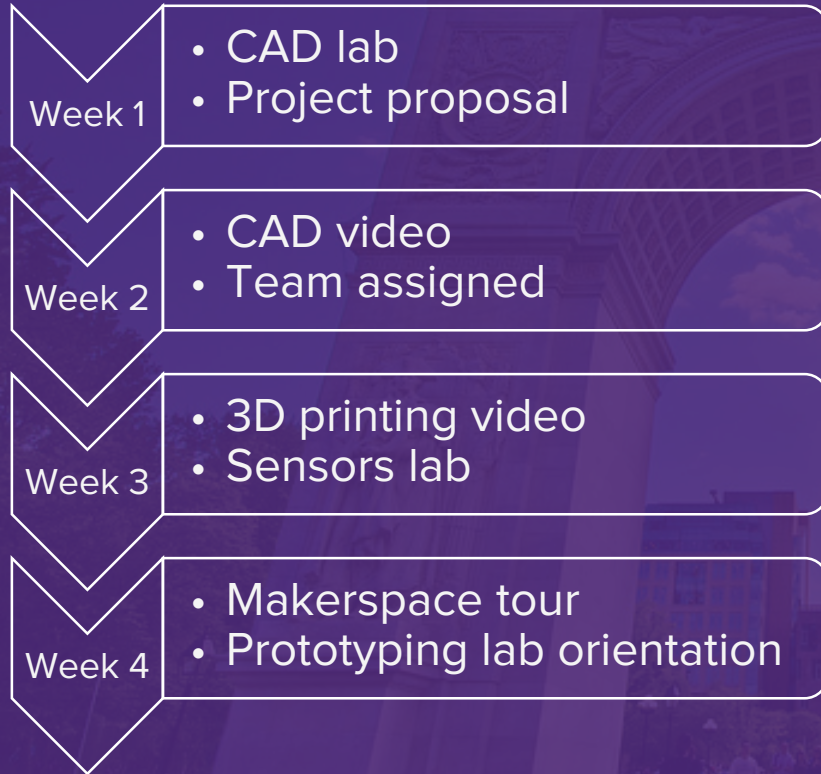
Flipped Teaching Videos

Training the Engineering Design Process

- CAD for projects
- Intro to 3D printing
- Circuitry & wiring



MakerSpace Training Timeline



Inspiring Making in the First Year

Global issues, tech trends, and large projects



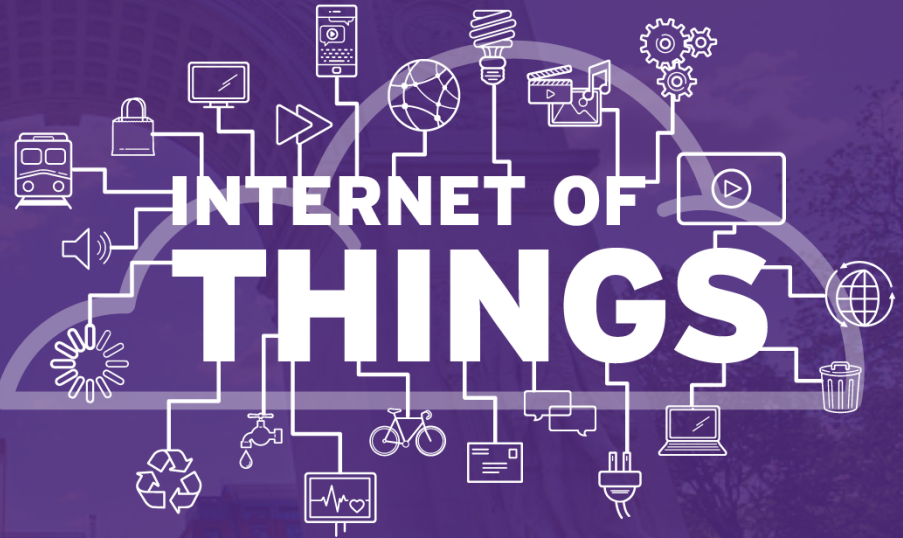
NYU

**TANDON SCHOOL
OF ENGINEERING**

Maker Movement and IoT



Maker Faire



Great Problems in Engineering

National Academy of
Engineering

14 Grand Challenges



Cyber Security



Virtual Reality



Urban
Infrastructure



Solar Energy

National Science Foundation

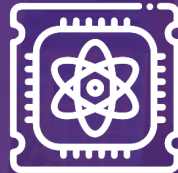
10 Big Ideas



Harness Data



Human
Computer
Interaction



Quantum
Computing

United Nations

17 Sustainability Goals



Clean Energy



Sustainable
Communities



Inclusive
Education



Water & Food

Integrating Project-Based Curriculum

First Year

EG GENERAL
ENGINEERING



Second &
Third Year

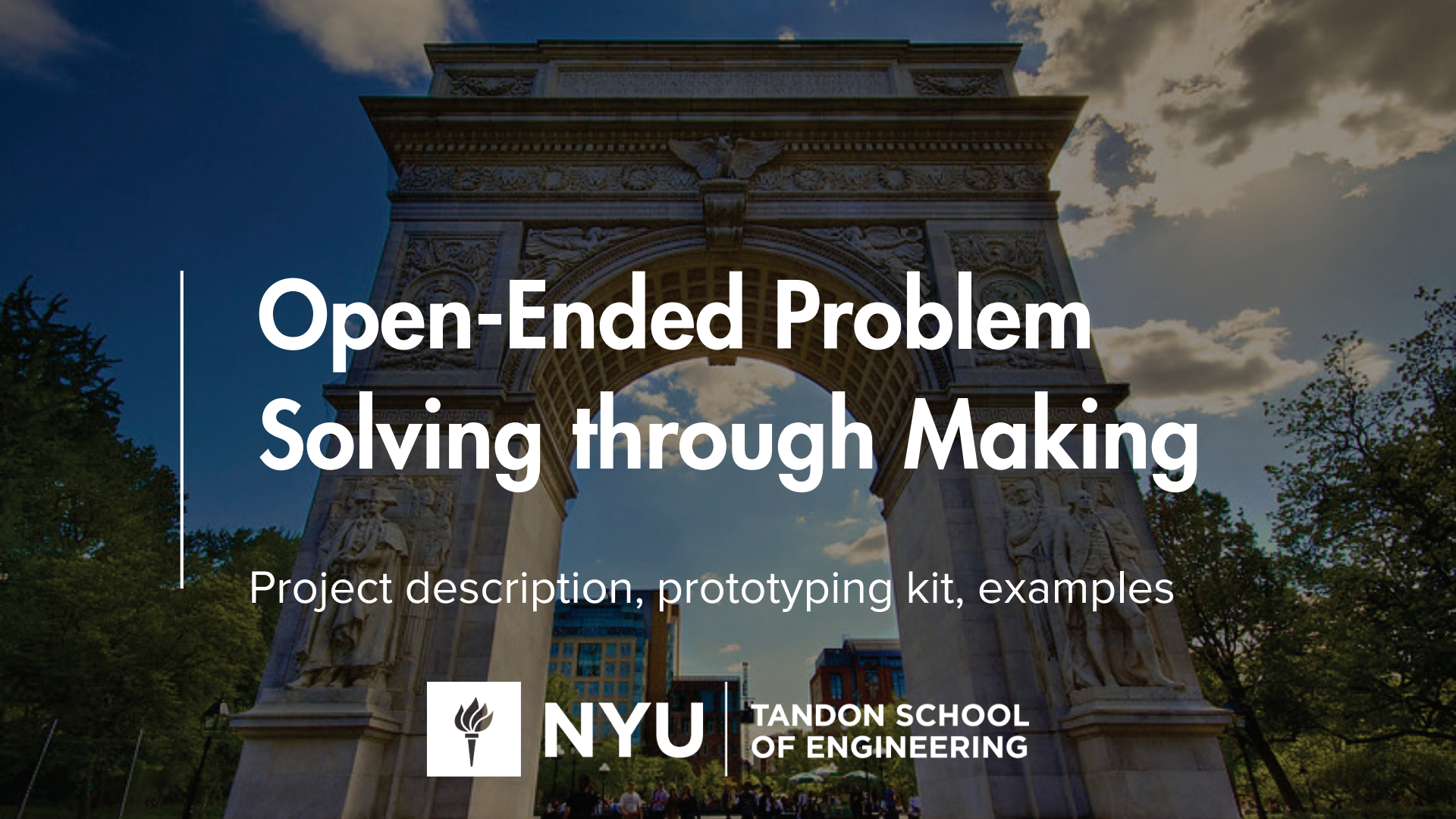
VIP

Vertically
Integrated
Projects



Fourth Year

Capstone Design



Open-Ended Problem Solving through Making

Project description, prototyping kit, examples



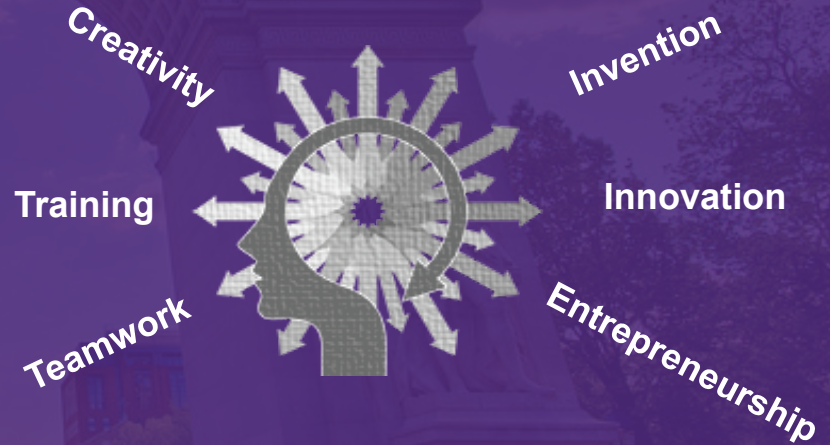
NYU

**TANDON SCHOOL
OF ENGINEERING**

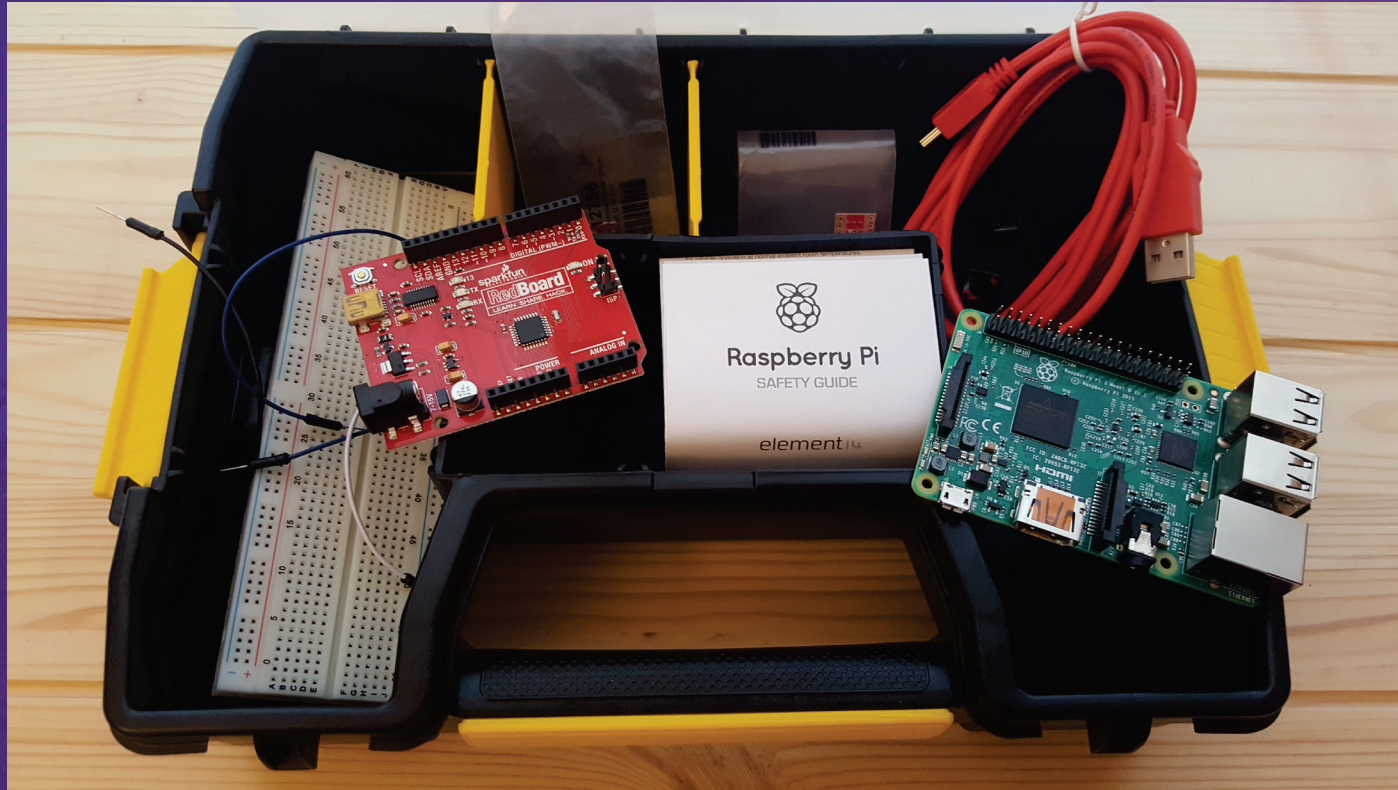
Rapid Assembly & Design (RAD) Challenge

Task: Prototype technology for real-world problem.

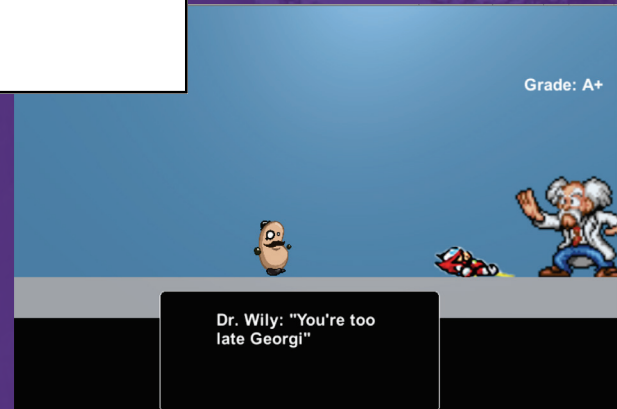
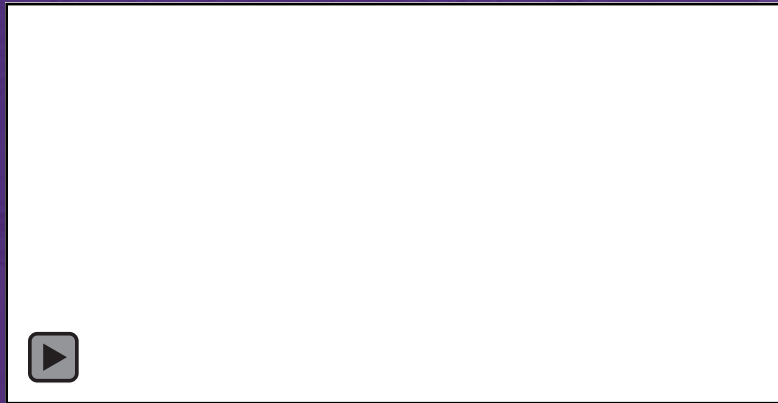
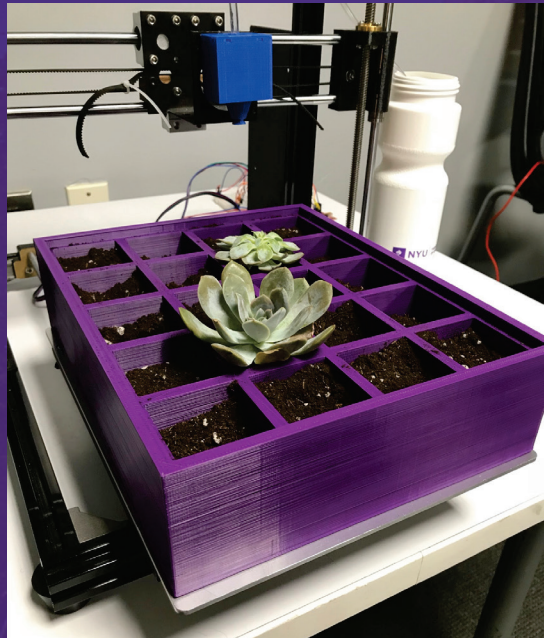
- Application due 1st week
- Feasibility report 3rd week
- 3 milestones on pivots
- Physical prototype



Project Kits



RAD Examples



New Initiatives to Support Making Projects

First-Year lab, workshops , mentors



NYU

**TANDON SCHOOL
OF ENGINEERING**

Prototyping Lab

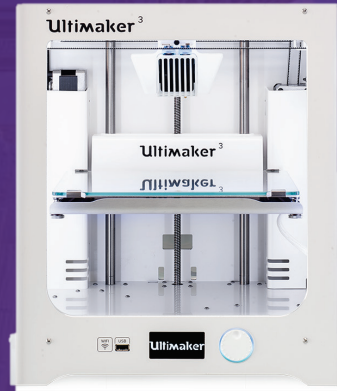
 AUTODESK

 AUTOCAD

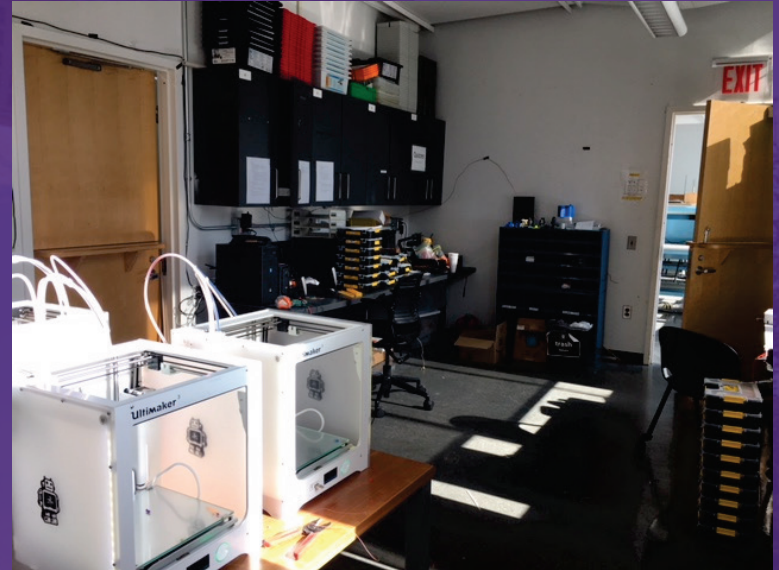
 INVENTOR

 REVIT

Computer-Aided
Design



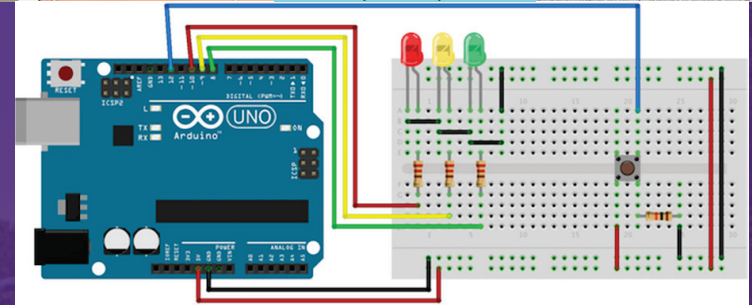
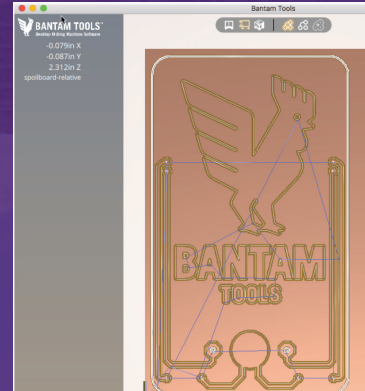
Ultimaker 3
3D Printers



Workshops

MakerSpace, First-year program, and clubs

1. Soldering
2. Circuitry
3. Arduino
4. PCB milling
5. Woodworking
6. Carbon fiber



Mentors

- 1 mentor per team
- TA in field or interest
- Paired in the 2nd week
- Assist and train
- Track progress





Survey of Student Making Experience

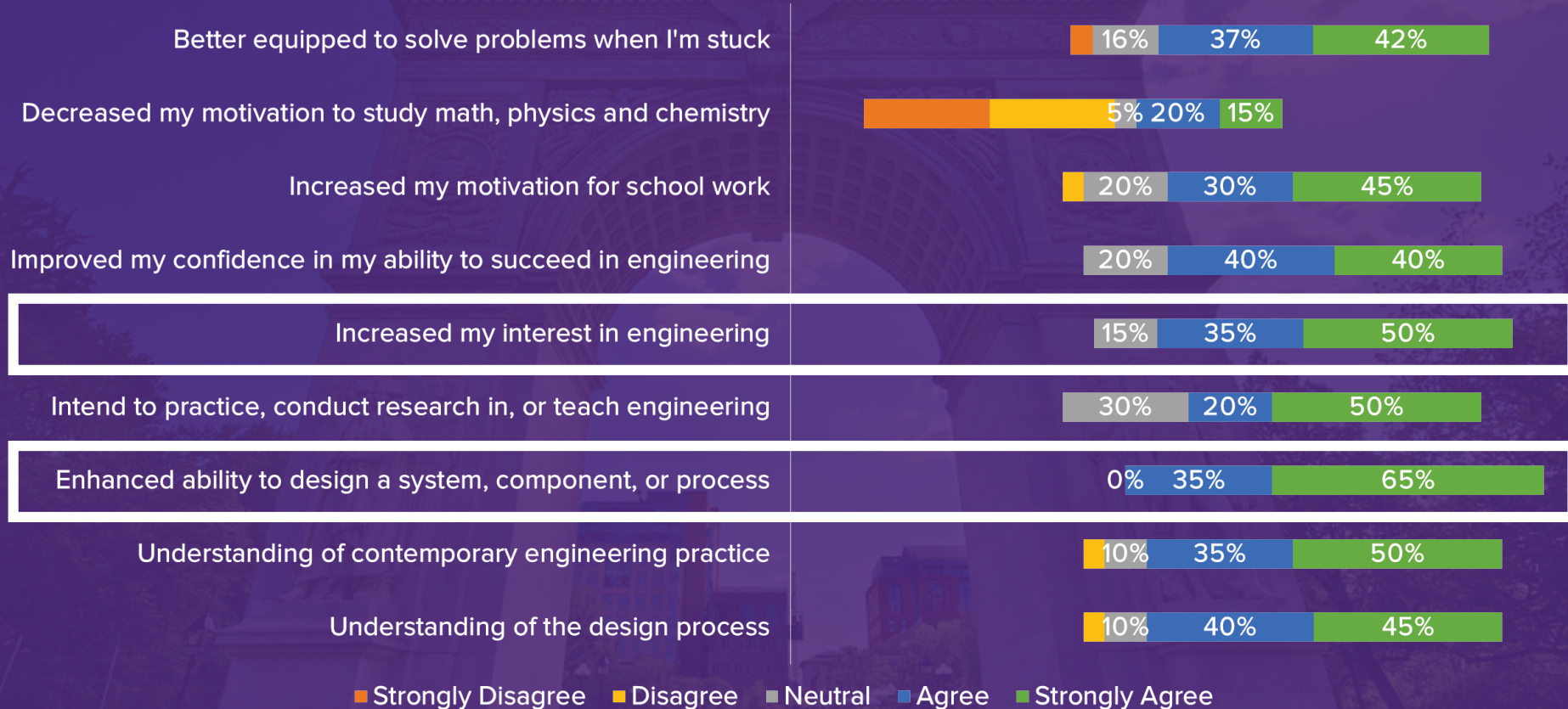
Self-efficacy, product development, comments



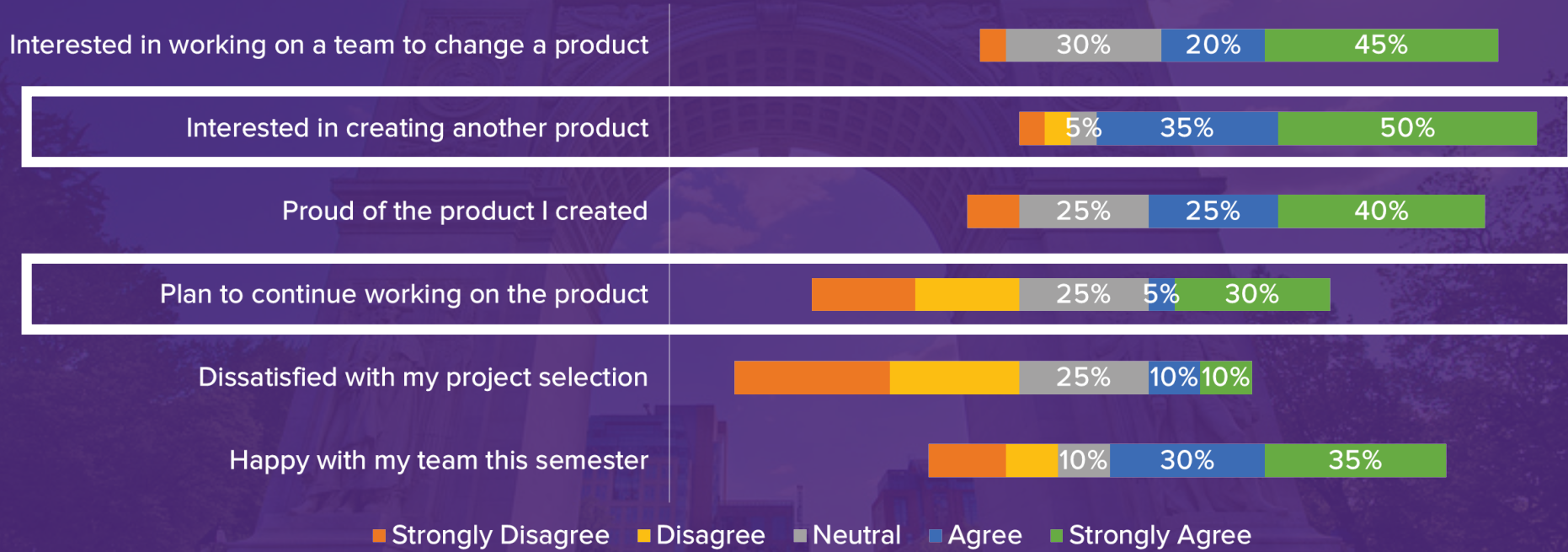
NYU

**TANDON SCHOOL
OF ENGINEERING**

Engineering Self-Efficacy



Team and Product Development



Survey Comments

Struggle

choosing an idea

feasible timeline

learning the coding

learning CAD

unreliable teammate

Enjoyed

freedom to create

understand which field

creating a physical prototype

safety net of a mentor

solidified my interest

Improve

more mentors

labs that are more related

programming tutorial

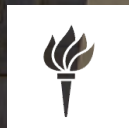
more support on CAD

an application process



If you are interested in creating an open-ended Making project...

Conclusions, recommendations, warnings

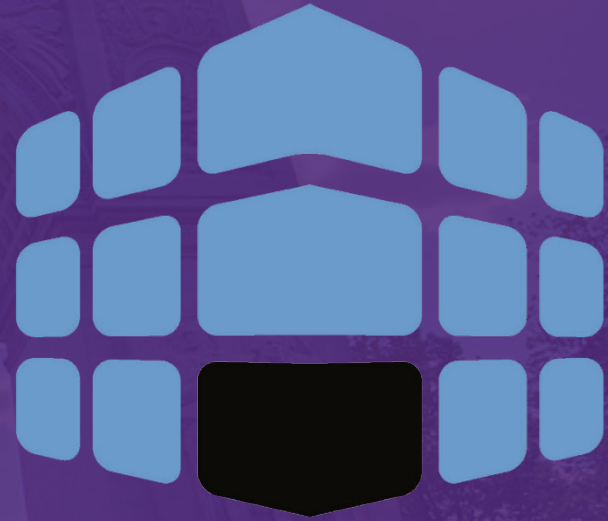


NYU

**TANDON SCHOOL
OF ENGINEERING**

Recommendations

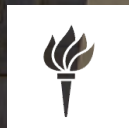
- Start small (5% of your class size)
- Application review
- No digital prototype
- Strict requirements and deadlines
- Contest requested budget
- Multifaceted training
- Grow slowly



Cornerstone

From Design to Reality: Guiding First-Year Students from Design to Makerspace Reality

Jack Bringardner, Victoria Bill, Gunter Georgi



NYU

**TANDON SCHOOL
OF ENGINEERING**