

Assignment 1 - How to get started ?

- Form a group of 3-5 students
- Select one of the proposed ship concept ideas
- Develop the selected ship concept idea by executing the given assignments
- You decide on the details
- Think in a multi-disciplinary way - apply knowledge from different courses



Assignment 1 - Design team & context

- Define a professional profile for each group member. Think in terms of your strengths/weaknesses / skills, your study path (major, minor, external), and describe how those will be utilized in the development of your ship project
- Create your first plan
 - *Determine a schedule for your project work.*
 - *Consider assignment descriptions and deadlines.*
- Define the design context
 - *What are the design mission and objectives of your ship ?*
 - Design mission (or goal) is the overall aim of the design process
 - Design objectives = lower level measureable steps towards the goal
 - *Which are the design variables, innovations, and boundaries ?*
 - Consider green and emerging technologies
 - Determine the key design characteristics/features that you aim to define, i.e. the expected outcome of your design task
 - Describe your design innovations and how these help you to reach your objectives
 - By defining your design variables you also set the boundaries of your design task. Briefly discuss the reasoning behind your design boundaries
 - *Which are the design parameters ?*
 - Identify and describe factors affecting the performance of your design that you need to consider but that are beyond your control (e.g. fuel price, material costs, environmental conditions)
 - *Which are the design constraints ?*
 - Identify and specify factors limiting your feasible design space (e.g. draft limitations, regulations)