Aalto University School of Engineering

MEC-E1003 Machine Design Project

Sept. 8, 2023 Prof. Sven Bossuyt

Schedule: Overview and milestones

Week	Deadline	Description
Week 35-36	Sept 8	Project team formation and pre-questionnaire
Week 37	Sept 15	Design brief for group project
Week 37-39	Sept 27-29	Stirling engine starter project (individual work)
Week 40	Oct 6	Initial concept for group project
Week 43	Oct 27	Concept pitch + peer review & 1st evaluation questionnaire
Week 46	Nov 17	Status report & 2nd evaluation questionnaire
Week 47		Status report peer review
Week 48	Nov 29	Information poster
Week 48	Dec 1	Gala: Prototype demonstration & Demonstration gala reflections
Week 50	Dec 15	Final report & Final evaluation questionnaire

This is a machine design project course

- As a *mechanical engineering designer*, what is your job?
- What do you do?
- What are your deliverables?





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• Machines!





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- Machines!



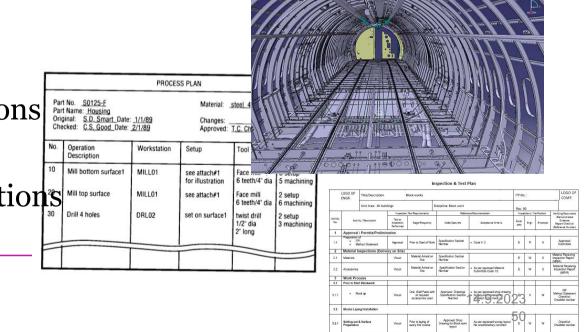
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This is a machine design project course

- As a *mechanical engineering designer*, what is your job?
- Your deliverables are the *design documentation* for machines
 - Bill of Materials
 - CAD models

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- Supplier specifications
- Assembly process specifications
- Inspection specifications
- System compliance specifications



Design documentation

- In the Stirling engine starter project, you have been given the design documentation.
 - *Now, you are not the designer.*
 - Now you are the supplier.
 - Now you are the manufacturer.
 - Now you are the quality control engineer.
- In the main course project, you will be the designer.
 - You will be required required to deliver design documentation.
 - You will build a prototype from which to learn how good your design and documentation are.
 - You can choose what you want to design and build.





Design Brief

Requirements & Constraints

There are general requirements & process requirements

Requirements = Set by staff

Constraints = Set because of realities

Must = You have to do this Recommended = You don't necessarily have to do this



General requirements

Must have sufficient complexity to showcase mechanical engineering design

- Including at least 5 machine design elements (like power screw, spring, bearing, gear, clutch, brake, belt, chain, coupling, linkage, and/or cam) is sufficient.
- **Must** have some functionality

Must be ready for exhibition and live demonstration on Dec 1

Recommended to focus on mechanical engineering, as the course cannot support you with electronics, programming, and other such features

+ The course can offer limited budget for the teams

+ The course can accommodate collaboration with other courses, research groups, or external stakeholders who may have different constraints and requirements



Process requirements

Must be modeled in 3D CAD with a meaningful structure, dimensions, and tolerances, with regard to its operation

Must be structurally verified and analyzed with MBS

Must be manufactured according to CAD drawings

Must Include at least 1 part, whose shape is optimized with FEM, and material with Granta Edupack

alternatively to material selection, a business case for the design may be presented Must identify at least one part for which to verify key tolerances with appropriate measurement devices

Recommended to use Siemens NX for concurrent development.



Project management

Frequent team meetings are essential

- Ensure common goals by sharing your expectations
- Focus on good communication

Be clear who does what

- Mutually agree on work allocation
- Decide if you want a project manager in your team

Follow a systematic process

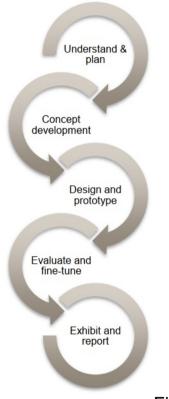
- Maintain a project plan
- Identify potential risks so you can mitigate them
- Iteration is the key!

Document all the steps

• Have a draft report & update as the project progress



Project management



"Fail early to succeed sooner"

Please ask, rather than waiting for us to notice what you need.

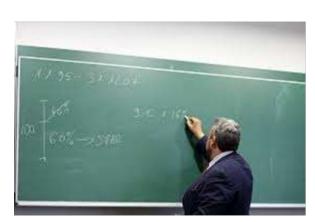
Figure adapted from Product Design and Development process by Ulrich & Eppinger





Collaboration ideas from other courses or research projects

Why this starter project? How do you learn?







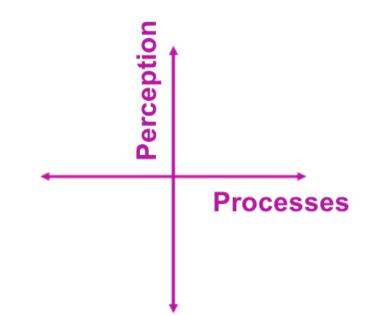


Learning pedagogy

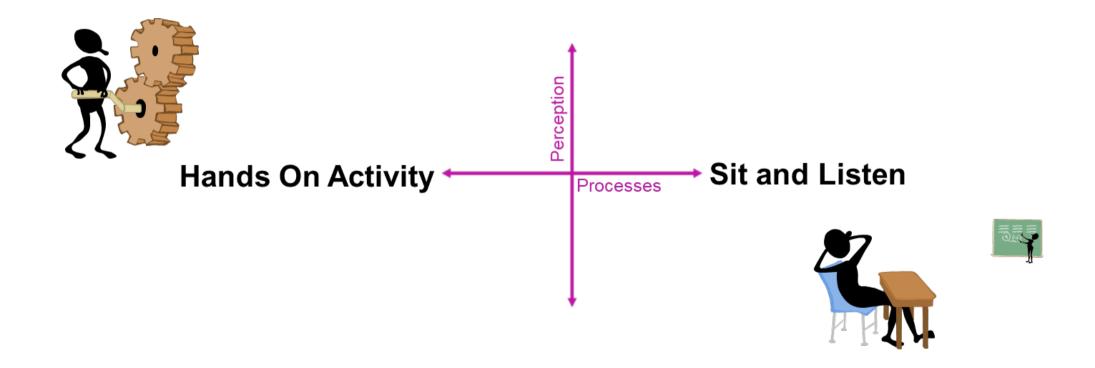
Learning theory:

the Kolb learning model

- Perception
 - What's going on in your head while learning?
- Processes
 - What are you doing while learning?

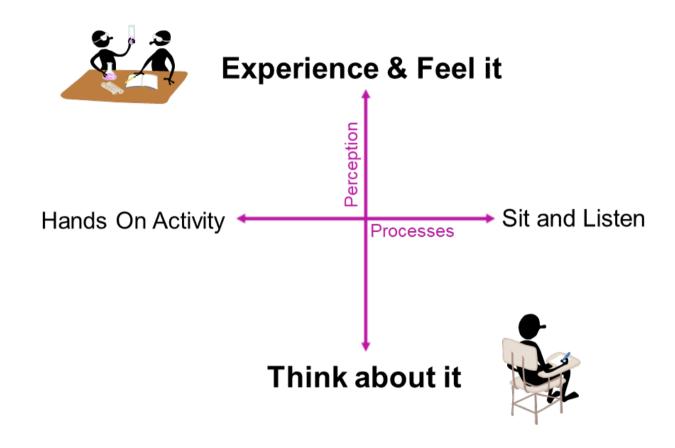




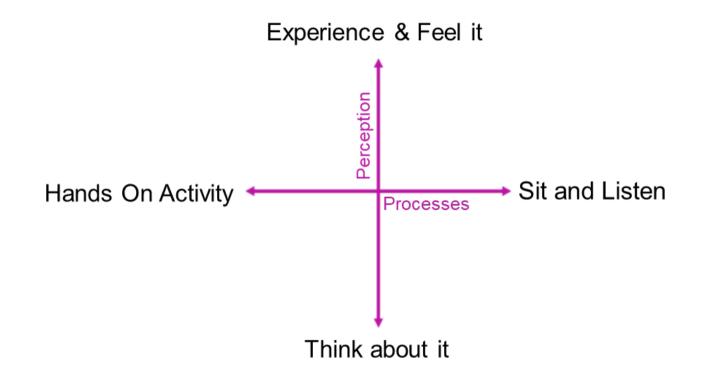


Learning pedagogy

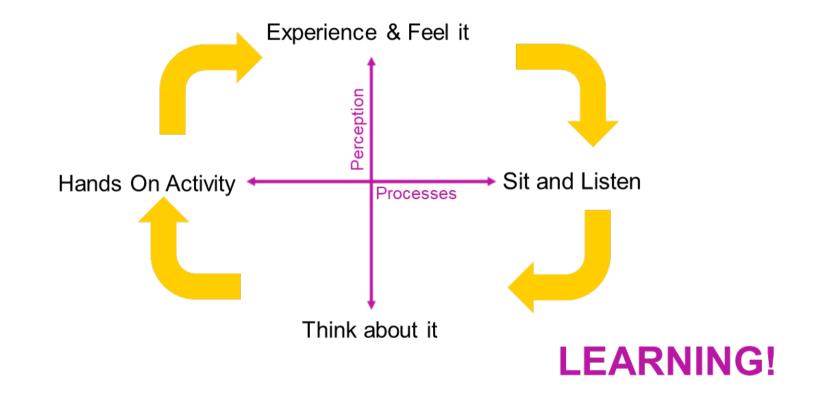
the Kolb learning model



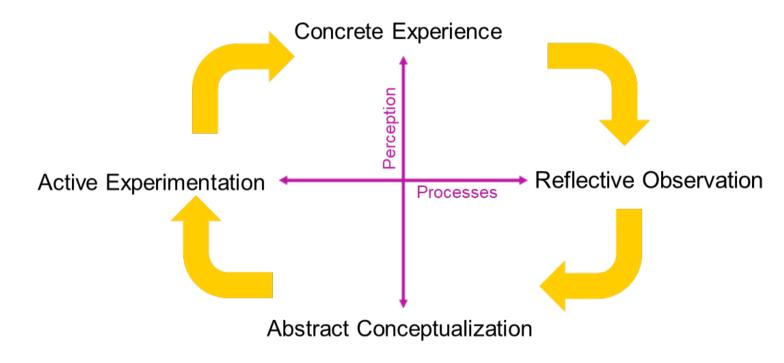




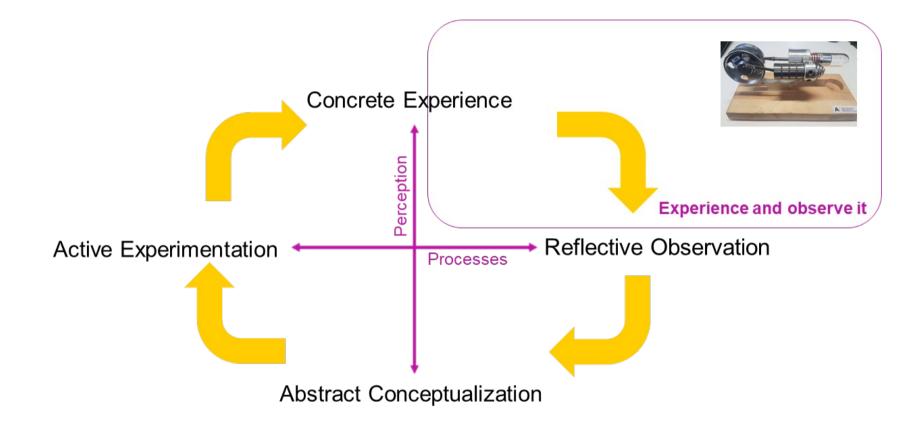


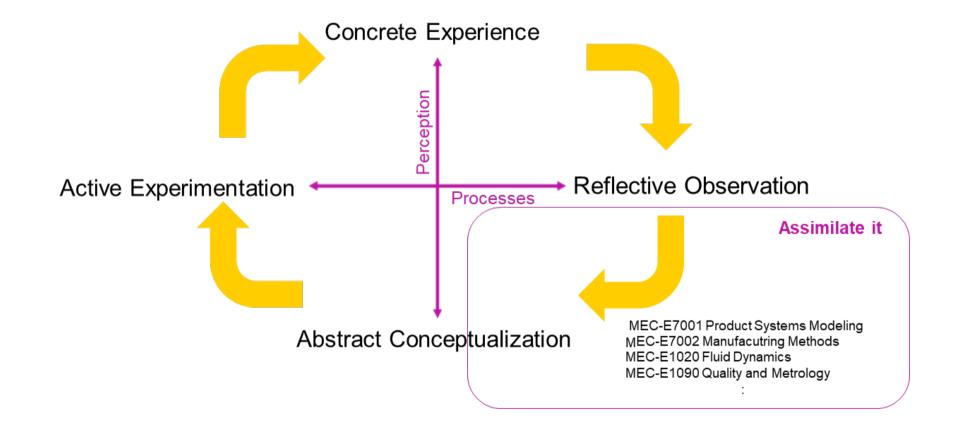


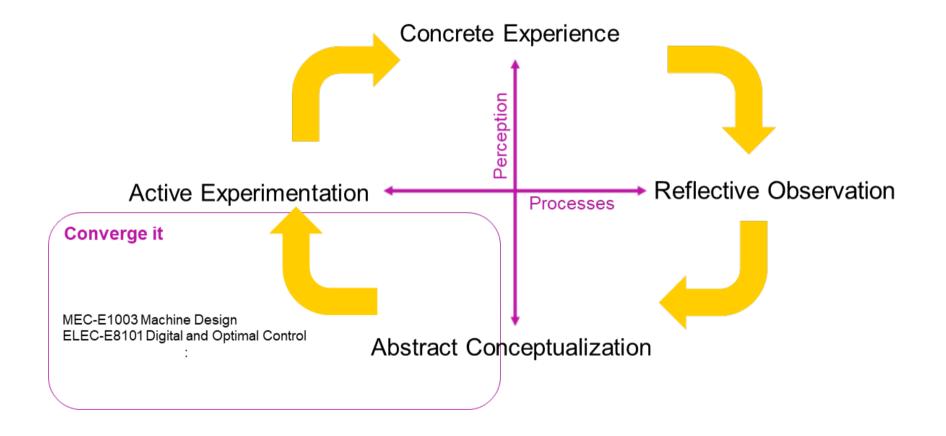
The entire curriculum closes this loop.



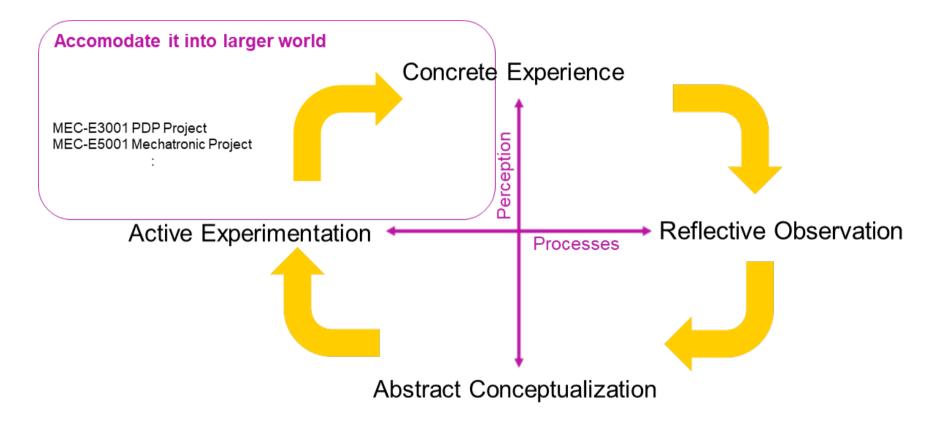








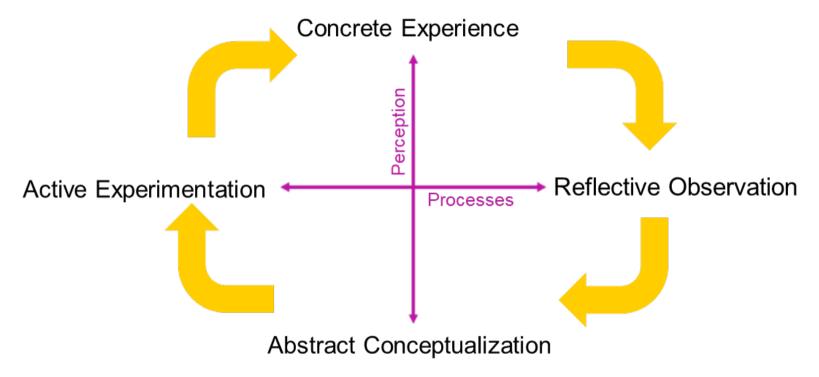






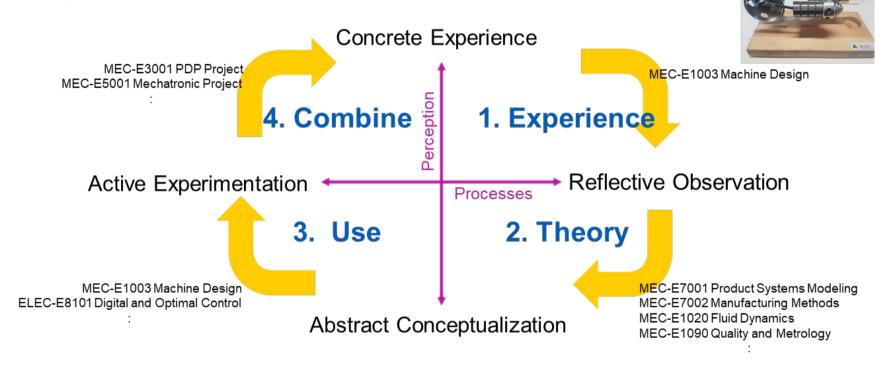
Learning pedagogy

the Kolb learning model Which do you do first?



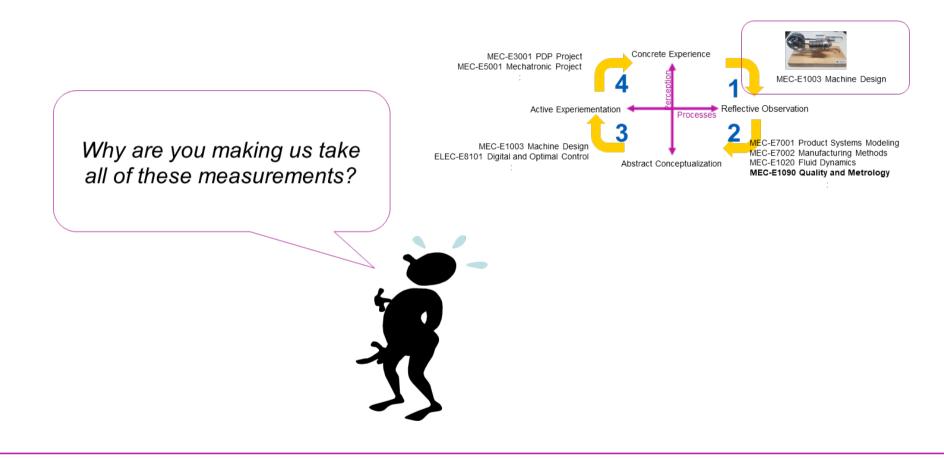


Learning is best when first experienced.

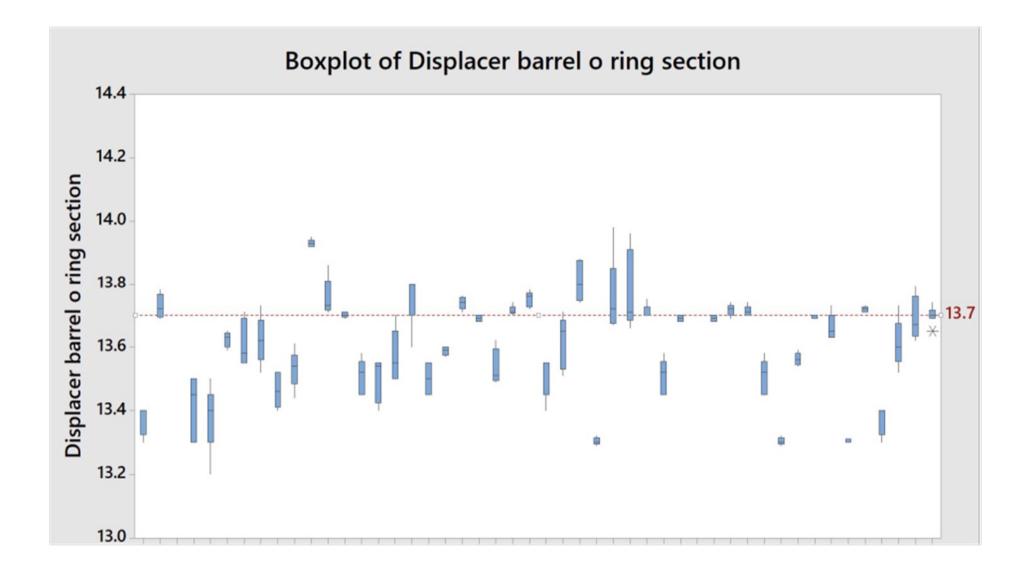




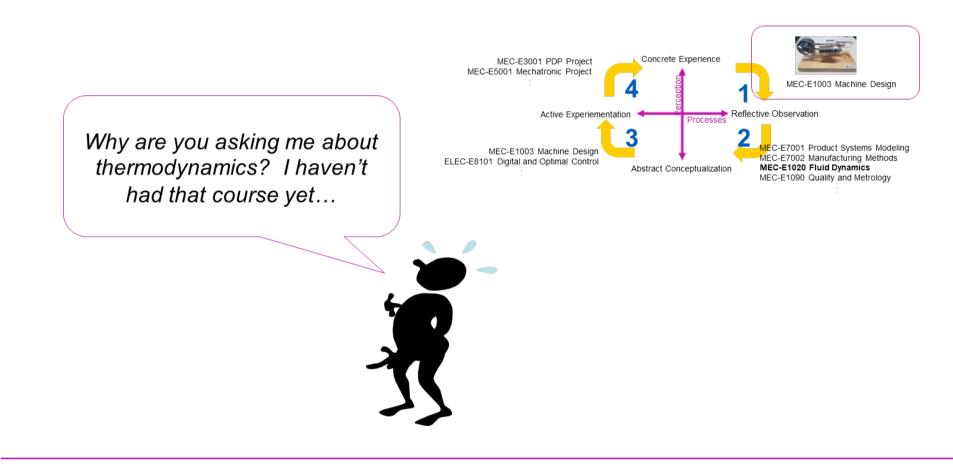
There is always a first time for everything





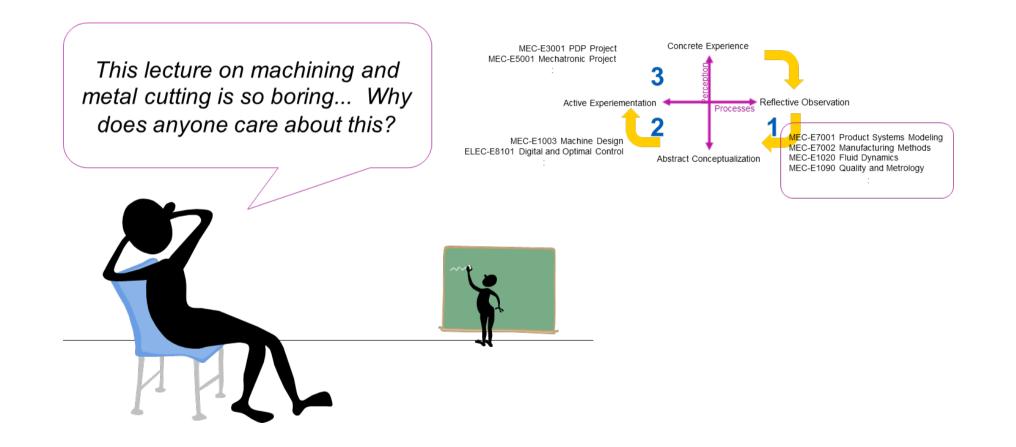


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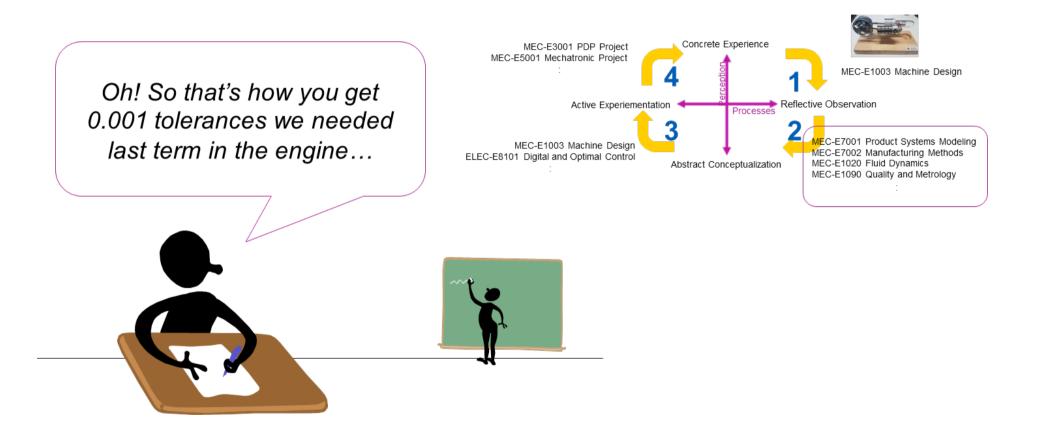


Suppose you get theory first



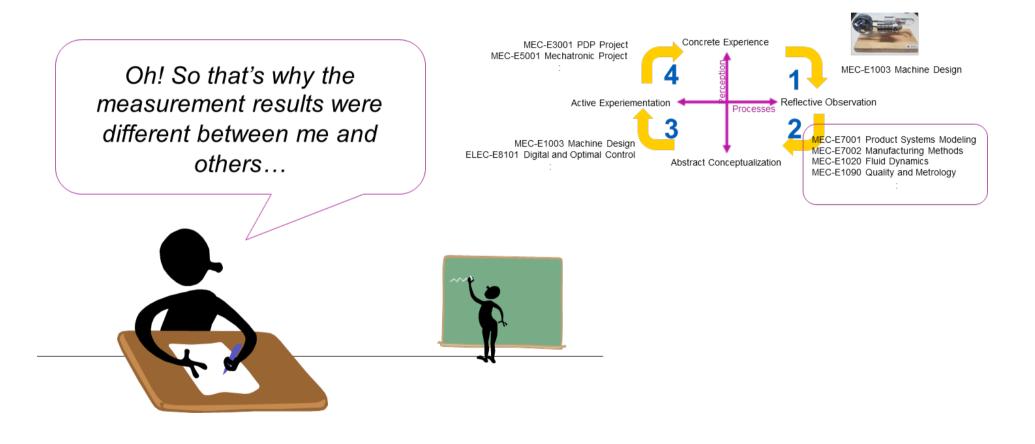


Hands-on experience





Hands-on experience





Why this starter project?

This starter project is to provide a *hands-on experience* for the basis of future courses. After completing the starter-project the successful student will be more comfortable designing *machined parts and assemblies*









