

**TEAM PROJECT EE4**

Course code	3CBX
GU Credits	10
ECTS Credits	5
Prerequisite course(s)	Team Design Project 3 (4DLW)
Corequisite course(s)	Project Management 4 (0GDX)
Teaching staff	Dr David Muir (telephone 5241, email D.Muir) Prof John Davies (telephone 4115, email J.Davies)
Approximate size of class	20 students
Semester	Both, but concentrated in semester 2

**Description of course*****Aims***

Design, plan and implement a technical project as part of a team and deliver project objectives.

To develop technical skills such as software writing, hardware design, construction and testing, microfabrication.

The technical project will vary from year to year. In 2008–09 it is to develop electronic sub-systems for the Glasgow University Formula Student racing car.

***Objectives******Understanding***

How to deliver the objectives of an engineering project.

How to innovate.

Technical aspects appropriate to the specific project.

***Knowledge***

How to implement the project management and design, including planning, budgeting and delivery of results.

Technical aspects appropriate to the specific project.

***Skills***

Plan a project.

Organise and play a productive part in a project team.

Demonstrate the ability to acquire the appropriate technical skills for the project.

Practice design skills.

Develop critical thinking skills through peer review.

Technical aspects appropriate to the specific project.

Presentation of results.

***Syllabus***

Design and plan a project, organise a group to deliver project objectives. Innovation of new features (technical or organisational) as required by the project.

Implement group project planning using appropriate project planning tools such as GANTT and PERT charts and software such as Microsoft Project.

Carrying out the project, practice technical skills; for example, software writing, microfabrication and circuit construction, record keeping project books, sustain team work throughout the project.

Report on the results, organise a team to report on their project work, give an oral presentation and a written report. Develop critical thinking skills to improve products. Most of the technical content is drawn from third year and other fourth year courses.

### Recommended books

Links to technical material for the specific project (books, data sheets, application notes and background reading) will be provided on moodle at <<http://moodle.gla.ac.uk/eng/moodle/>>.

Authors	Title, edition	Publisher	Year	ISBN	Cost	Code
J A Sharp, J Peters and K Howard	The management of a student research project (3ed)	Gower	2002	0566084902	£16	B
R M Woelfle	A new guide for better technical presentations	IEEE	1992	0879422831	£34	C
D F Beer	Writing and speaking in the technical professions	IEEE	1991	087942284X	—	C

Codes: A = compulsory; B = strongly recommended; C = recommended; D = wider reading

### Study times

Type	Hours
Team meetings	15
Course meetings	5
Project work	65
Final report and presentation	15

These times are a rough estimate of the work required by a typical student. There will be wide variations between individuals, but you will run a grave risk of failure if you spend significantly less time on this course than these guidelines suggest.

These are average figures; the time varies considerably through the year.

### Assessment

%	Type	Details
50	Final product	Extent to which the final product meets the specifications and the quality of the demonstration
30	Final team report	Joint report, with notes from individuals on their subsystem
10	Presentation	Quality of presentation
10	CV and peer review	Assessment of the quality of participation in peer review process where work of other students products and reports are critically reviewed. CV describing individual's contribution.

The final mark may be adjusted to reflect each student's contribution to the team.