

ORIGINAL COURSE IMPLEMENTATION DATE: REVISED COURSE IMPLEMENTATION DATE: COURSE TO BE REVIEWED (six years after UEC approval): Course outline form version: 05/18/2018 September 2021 September 2022 February 2027

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: ENGR 123	Number of Credits: 4 Course credit policy (105)					
Course Full Title: Engineering Design I: Des	ign and Dra	fting				
Course Short Title: Engineering Design I						
(Transcripts only display 30 characters. Depa	artments may	y recommend a	short title	if one is needed. If left blan	k, one will be assigned.)	
Faculty: Faculty of Applied and Technical Stu	udies	Department (o	or program	n if no department): Phys	ics	
Calendar Description:						
Introduces students to the engineering desigr groups. Students will study the engineering d tools), project/group dynamics, professional r	n process thi esign proces esponsibility	rough individual ss, relevant tech r, and writing and	exercises nical back d presenta	and a series of mini-project ground (including engineer ation skills over the course of	ts and labs undertaken in ring drawing and CAD of the term.	
Note: Students with credit for ENGR 151 can	not take this	course for furth	er credit.			
Prerequisites (or NONE):	None.					
Corequisites (if applicable, or NONE):	None.					
Pre/corequisites (if applicable, or NONE):	MATH 111, PHYS 111, and one of ENGR 153 or COMP 152.					
Antirequisite Courses (Cannot be taken for	additional c	redit.)	Specia	I Topics (Double-click on boxes to select.)		
Former course code/number: ENGR 151			This co	course is offered with different topics:		
Cross-listed with:			⊠ No ☐ Yes (If yes, topic will be recorded when offered.)			
Dual-listed with:			Independent Study			
Equivalent course(s):			If offered as an Independent Study course, this course may be repeated for further credit: (<i>If yes, topic will be recorded.</i>)			
(If offered in the previous five years, antirequi	isite course(s) will be				
included in the calendar description as a note that students with credit			⊠ No □ Yes, repeat(s) □ Yes, no limit			
for the antirequisite course(s) cannot take this course for further credit.)				n Cradit		
Turnianal Structure of Instructional Hours			Transfe	Transfer Gredit		
I ypical Structure of Instructional Hours			$\square \text{ No. } \square \text{ Voc.}$			
Lecture/seminar hours		45				
To do via la formaliza la cara			Submit	outline for (re)articulation:		
			□ No ⊠ Yes (If yes, fill in transfer credit form.)			
Supervised laboratory hours		30	Grading			
Experiential (field experience, practicum, int	ernship, etc.	.)	Letter Grades 🗌 Credit/No Credit			
Supervised online activities			Maximum enrolment (for information only): 24		ation only): 24	
Other contact hours:			maximum enrolment (for information only): 24			
Total hours 75			Expected Frequency of Course Offerings:			
Labs to be scheduled independent of lecture	hours: 🛛 N	No 🗌 Yes			y, annaany, oto.)	
Department / Program Head or Director				Date approved:	August 2021	
Faculty Council approval				Date approved:	October 14, 2021	
Undergraduate Education Committee (UEC	C) approval			Date of meeting:	February 25, 2022	

Learning Outcomes:

Upon successful completion of this course, students will be able to:

- Describe the concept of a profession and the unique aspects of the engineering profession.
- Describe the different engineering disciplines.
- Apply engineering decision-making and design processes to well-defined and well-constrained engineering problems.
- Apply scientific principles to the understanding and analysis of engineering problems, and to the design of potential solutions.
- Describe the use of prototyping in the engineering design process.
- Describe the contributions that an engineer can make to society as well as the impact (both positive and negative) that an engineering project can have on society.
- Participate equitably as a member of a team, demonstrating initiative, professionalism, and effective intra-team communication.
- Prepare and deliver effective technical poster presentations, oral presentations, and technical reports.
- Demonstrate ability to draw engineering 2D sketching and Orthographic.
- Demonstrate ability to draw engineering 3D Isometric and perspective sketches.
- Prepare electronic drawings using CAD tools.
- Apply engineering tools, including hand tools, prototyping tools, and software tools to create, test, and analyze physical embodiments of an engineering design.

Prior Learning Assessment and Recognition (PLAR)

□ Yes No, PLAR cannot be awarded for this course because content and instruction are mandated by governing body.

Typical Instructional Methods (*Guest lecturers, presentations, online instruction, field trips, etc.; may vary at department's discretion.*) Lecture, tutorial work, group projects, invited speakers, field trips.

NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Тур	Typical Text(s) and Resource Materials (If more space is required, download Supplemental Texts and Resource Materials form.)					
	Author (surname, initials)	Title (article, book, journal, etc.)	Current ed.	Publisher	Year	
1.	Dunwoody, B et.al.	Fundamental Competencies for Engineers	\boxtimes	Oxford		
2.	Lockhart, S.D. et.al	Engineering Design Communication	\boxtimes	Pearson	2012	
3.						
4.						
5.						

Required Additional Supplies and Materials (Software, hardware, tools, specialized clothing, etc.)

Typical Evaluation Methods and Weighting

Final exam:	35%	Assignments:	15%	Field experience:	%	Portfolio:	%
Midterm exam:	15%	Project:	25%	Practicum:	%	Other:	%
Quizzes/tests:	10%	Lab work:	%	Shop work:	%	Total:	100%

Details (if necessary):

Typical Course Content and Topics

Module 1: Engineering profession

Module 2: Engineering design process

- Introduction to team work
- Communication
- Engineering design process
- Engineering fundamentals

Module 3: Engineering drawing

- Isometric / orthographic
- Computer Aided Drawing
- 3D rendering / prototyping tools