

# Electrical Engineering And Computer Capstone Project Ideas

Frontiers in Education 1997AssemblyProceedings of the Annual MeetingNorthcon/98 [IEEE Technical Applications] ConferenceThe Engineering Capstone CourseAll-In-One Electronics GuideInternational Conference on Education in OpticsThe Capstone Encyclopaedia of BusinessCapstone Design Courses, Part TwoPeterson's Graduate Programs in Ocean Engineering, Paper & Textile Engineering, and Telecommunications 2011Designing and Teaching Undergraduate Capstone CoursesSoftware Engineering: Effective Teaching and Learning Approaches and PracticesDesign Education TodayMechanical Engineering Design EducationExpanding Educational Opportunities Through Partnerships and Distance Learning2019 42nd International Convention on Information and Communication Technology, Electronics and Microelectronics (MIPRO)The Engineering Capstone CourseProceedingsDesign for Electrical and Computer EngineersE-Portfolios and Global Diffusion: Solutions for Collaborative EducationFrontiers in Education 1995Once Upon an AlgorithmProceedingsUC Santa CruzEducation and Industry, a Joint EndeavorCataloguePower Electronics BasicsCapstone Design CoursesGraduate Programs in Engineering & Applied Sciences 2011 (Grad 5)Optics for EngineersEIT Review ManualJournal of Engineering EducationComputer VisionDesign for Electrical and Computer

EngineersGeneral Catalog -- University of California, Santa CruzPractical  
Engineering DesignProceedingsGenomic Signal ProcessingEngineering  
DesignSmart Learning with Educational Robotics

### **Frontiers in Education 1997**

#### **Assembly**

#### **Proceedings of the Annual Meeting**

Power Electronics Basics: Operating Principles, Design, Formulas, and Applications provides fundamental knowledge for the analysis and design of modern power electronic devices. This concise and user-friendly resource: Explains the basic concepts and most important terms of power electronics Describes the power assemblies, control, and passive components of semiconductor power switches Covers the control of power electronic devices, from mathematical modeling to the analysis of the electrical processes Addresses pulse-width modulation, power quality control, and multilevel, modular, and multicell power converter topologies Discusses line-commutated and resonant converters, as well as inverters and AC

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converters based on completely controllable switches Explores cutting-edge applications of power electronics, including renewable energy production and storage, fuel cells, and electric drives Power Electronics Basics: Operating Principles, Design, Formulas, and Applications supplies graduate students, industry professionals, researchers, and academics with a solid understanding of the underlying theory, while offering an overview of the latest achievements and development prospects in the power electronics industry.

### **Northcon/98 [IEEE Technical Applications] Conference**

Computer in Technical Systems, Intelligent Systems, Distributed Computing and Visualization Systems, Communication Systems, Information Systems Security, Digital Economy, Computers in Education, Microelectronics, Electronic Technology, Education

### **The Engineering Capstone Course**

The business world has changed beyond all recognition in recent years. New skills, insights, tools, technologies and best practice have emerged. The Capstone Encyclopaedia of Business brings all of this progress together, distilling the facts and essential information into one single volume. It represents the most up-to-

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date, authoritative and accessible guide to the modern business world available, providing a gateway to the state of the art in marketing, finance, strategy, leadership, people management and beyond. The Capstone Encyclopaedia of Business is organized alphabetically into over 1,000 entries covering the whole spectrum of business and management including: business terms - concepts - thinkers - practitioners organizations - brands - companies Each entry provides a sharp, incisive overview of the subject and, crucially, points to how the ideas can be put into practice. The Capstone Encyclopaedia of Business makes sense of the new world of business, embracing the best of the new and the most robust of the old. The first one-volume, accessibly-priced reference book for business in years. Kicks off this exciting new series and will anchor Capstone as the one stop shop for busy professionals. Key title in large promotion including web site and extract mailings. Internationally-recognized editorial board. Annual updates will occur making this a classic key title to keep on the shelves.

### **All-In-One Electronics Guide**

Seventeen papers from the November 1999 symposium are arranged under the headings of successes in mechanical engineering design education; innovative methods of bringing science, mathematics, and engineering to high school students; ME design with mechatronics and MEMS; case studies in ME design; an

## **International Conference on Education in Optics**

Over the past decade, software engineering has developed into a highly respected field. Though computing and software engineering education continues to emerge as a prominent interest area of study, few books specifically focus on software engineering education itself. *Software Engineering: Effective Teaching and Learning Approaches and Practices* presents the latest developments in software engineering education, drawing contributions from over 20 software engineering educators from around the globe. Encompassing areas such as student assessment and learning, innovative teaching methods, and educational technology, this much-needed book greatly enhances libraries with its unique research content.

## **The Capstone Encyclopaedia of Business**

## **Capstone Design Courses, Part Two**

## **Peterson's Graduate Programs in Ocean Engineering, Paper & Textile Engineering, and Telecommunications 2011**

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This book provides extensive information on the key technical design disciplines, education programs, international best practices and modes of delivery that are aimed at preparing a trans-disciplinary design workforce for the future. It also presents a comprehensive overview of the scope of, and state of the art in, design education. The book highlights signature design education programs from around the globe and across all levels, in both traditional and distance learning settings. Additionally, it discusses professional societies for designers and design educators, as well as the current standards for professional registration, and program accreditation. Reflecting recent advances and emerging trends, it offers a valuable handbook for design practitioners and managers, curriculum designers and program leaders alike. It will also be of interest to students and academics looking to develop a career related to the more technical aspects of design.

### **Designing and Teaching Undergraduate Capstone Courses**

### **Software Engineering: Effective Teaching and Learning Approaches and Practices**

This book is written for students and teachers engaged in electrical and computer engineering (ECE) design projects, primarily in the senior year. It guides students

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and faculty through the steps necessary for the successful execution of design projects. The objective of the text is to provide a treatment of the design process in ECE with a sound academic basis that is integrated with practical application. It has a strong guiding vision -- that a solid understanding of the Design Process, Design Tools, and the right mix of Professional Skills are critical for project and career success. This text is unique in providing a comprehensive design treatment for ECE.

### **Design Education Today**

Genomic signal processing (GSP) can be defined as the analysis, processing, and use of genomic signals to gain biological knowledge, and the translation of that knowledge into systems-based applications that can be used to diagnose and treat genetic diseases. Situated at the crossroads of engineering, biology, mathematics, statistics, and computer science, GSP requires the development of both nonlinear dynamical models that adequately represent genomic regulation, and diagnostic and therapeutic tools based on these models. This book facilitates these developments by providing rigorous mathematical definitions and propositions for the main elements of GSP and by paying attention to the validity of models relative to the data. Ilya Shmulevich and Edward Dougherty cover real-world situations and explain their mathematical modeling in relation to systems biology and systems medicine. Genomic Signal Processing makes a major contribution to computational

biology, systems biology, and translational genomics by providing a self-contained explanation of the fundamental mathematical issues facing researchers in four areas: classification, clustering, network modeling, and network intervention.

### **Mechanical Engineering Design Education**

### **Expanding Educational Opportunities Through Partnerships and Distance Learning**

Addresses the important issues of documentation and testing. \* A chapter on project management provides practical suggestions for organizing design teams, scheduling tasks, monitoring progress, and reporting status of design projects. \* Explains both creative and linear thinking and relates the types of thinking to the productivity of the design engineers and novelty of the end design.

### **2019 42nd International Convention on Information and Communication Technology, Electronics and Microelectronics (MIPRO)**

As information is increasingly gathered online, the issues surrounding the

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usefulness, organization and interaction with electronic collection have grown in number and scope. E-Portfolios and Global Diffusion: Solutions for Collaborative Education addresses the emerging requirements, concerns and applications for e-portfolios. Through innovative chapters on real-world business uses, educational experiences, ideal design, this book fills an important gap in current literature concerning Web 2.0 applications. The theoretical debate surrounding e-portfolios is also presented along with international viewpoints, providing an important contribution to the global discussion of representing knowledge in the 21st century.

### **The Engineering Capstone Course**

Peterson's Graduate Programs in Engineering & Applied Sciences contains a wealth of information on colleges and universities that offer graduate degrees in the fields of Aerospace/Aeronautical Engineering; Agricultural Engineering & Bioengineering; Architectural Engineering, Biomedical Engineering & Biotechnology; Chemical Engineering; Civil & Environmental Engineering; Computer Science & Information Technology; Electrical & Computer Engineering; Energy & Power engineering; Engineering Design; Engineering Physics; Geological, Mineral/Mining, and Petroleum Engineering; Industrial Engineering; Management of Engineering & Technology; Materials Sciences & Engineering; Mechanical Engineering & Mechanics; Ocean Engineering; Paper & Textile Engineering; and

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Telecommunications. Up-to-date data, collected through Peterson's Annual Survey of Graduate and Professional Institutions, provides valuable information on degree offerings, professional accreditation, jointly offered degrees, part-time and evening/weekend programs, postbaccalaureate distance degrees, faculty, students, degree requirements, entrance requirements, expenses, financial support, faculty research, and unit head and application contact information. As an added bonus, readers will find a helpful "See Close-Up" link to in-depth program descriptions written by some of these institutions. These Close-Ups offer detailed information about the specific program or department, faculty members and their research, and links to the program Web site. In addition, there are valuable articles on financial assistance and support at the graduate level and the graduate admissions process, with special advice for international and minority students. Another article discusses important facts about accreditation and provides a current list of accrediting agencies.

### **Proceedings**

### **Design for Electrical and Computer Engineers**

### **E-Portfolios and Global Diffusion: Solutions for Collaborative Education**

Enrich your students and the institution with a high-impact practice *Designing and Teaching Undergraduate Capstone Courses* is a practical, research-backed guide to creating a course that is valuable for both the student and the school. The book covers the design, administration, and teaching of capstone courses throughout the undergraduate curriculum, guiding departments seeking to add a capstone course, and allowing those who have one to compare it to others in the discipline. The ideas presented in the book are supported by regional and national surveys that help the reader understand what's common, what's exceptional, what works, and what doesn't within capstone courses. The authors also provide additional information specific to different departments across the curriculum, including STEM, social sciences, humanities, fine arts, education, and professional programs. Identified as a high-impact practice by the National Survey of Student Engagement (NSSE) and the Association of American Colleges and Universities' LEAP initiative, capstone courses culminate a student's final college years in a project that integrates and applies what they've learned. The project takes the form of a research paper, a performance, a portfolio, or an exhibit, and is intended to showcase the student's very best work as a graduating senior. This book is a guide to creating for your school or department a capstone course that ties together

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undergraduate learning in a way that enriches the student and adds value to the college experience. Understand what makes capstone courses valuable for graduating students Discover the factors that make a capstone course effective, and compare existing programs, both within academic disciplines and across institutions Learn administrative and pedagogical techniques that increase the course's success Examine discipline-specific considerations for design, administration, and instruction Capstones are generally offered in departmental programs, but are becoming increasingly common in general education as well. Faculty and administrators looking to add a capstone course or revive an existing one need to understand what constitutes an effective program. Designing and Teaching Undergraduate Capstone Courses provides an easily digested summary of existing research, and offers expert guidance on making your capstone course successful.

### **Frontiers in Education 1995**

The biomedical engineering senior capstone design course is probably the most important course taken by undergraduate biomedical engineering students. It provides them with the opportunity to apply what they have learned in previous years; develop their communication (written, oral, and graphical), interpersonal (teamwork, conflict management, and negotiation), project management, and design skills; and learn about the product development process. It also provides

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students with an understanding of the economic, financial, legal, and regulatory aspects of the design, development, and commercialization of medical technology. The capstone design experience can change the way engineering students think about technology, society, themselves, and the world around them. It gives them a short preview of what it will be like to work as an engineer. It can make them aware of their potential to make a positive contribution to health care throughout the world and generate excitement for and pride in the engineering profession. Working on teams helps students develop an appreciation for the many ways team members, with different educational, political, ethnic, social, cultural, and religious backgrounds, look at problems. They learn to value diversity and become more willing to listen to different opinions and perspectives. Finally, they learn to value the contributions of nontechnical members of multidisciplinary project teams. Ideas for how to organize, structure, and manage a senior capstone design course for biomedical and other engineering students are presented here. These ideas will be helpful to faculty who are creating a new design course, expanding a current design program to more than the senior year, or just looking for some ideas for improving an existing course. Contents: I. Purpose, Goals, and Benefits / Why Our Students Need a Senior Capstone Design Course / Desired Learning Outcomes / Changing Student Attitudes, Perceptions, and Awarenesss / Senior Capstone Design Courses and Accreditation Board for Engineering and Technology Outcomes / II. Designing a Course to Meet Student Needs / Course Management and Required Deliverables / Projects and Project Teams / Lecture

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Topics / Intellectual Property Confidentiality Issues in Design Projects / III. Enhancing the Capstone Design Experience / Industry Involvement in Capstone Design Courses / Developing Business and Entrepreneurial Literacy / Providing Students with a Clinical Perspective / Service Learning Opportunities / Collaboration with Industrial Design Students / National Student Design Competitions / Organizational Support for Senior Capstone Design Courses / IV. Meeting the Changing Needs of Future Engineers / Capstone Design Courses and the Engineer of 2020

### **Once Upon an Algorithm**

### **Proceedings**

### **UC Santa Cruz**

A modern treatment focusing on learning and inference, with minimal prerequisites, real-world examples and implementable algorithms.

### **Education and Industry, a Joint Endeavor**

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How Hansel and Gretel, Sherlock Holmes, the movie Groundhog Day, Harry Potter, and other familiar stories illustrate the concepts of computing. Picture a computer scientist, staring at a screen and clicking away frantically on a keyboard, hacking into a system, or perhaps developing an app. Now delete that picture. In *Once Upon an Algorithm*, Martin Erwig explains computation as something that takes place beyond electronic computers, and computer science as the study of systematic problem solving. Erwig points out that many daily activities involve problem solving. Getting up in the morning, for example: You get up, take a shower, get dressed, eat breakfast. This simple daily routine solves a recurring problem through a series of well-defined steps. In computer science, such a routine is called an algorithm. Erwig illustrates a series of concepts in computing with examples from daily life and familiar stories. Hansel and Gretel, for example, execute an algorithm to get home from the forest. The movie *Groundhog Day* illustrates the problem of unsolvability; Sherlock Holmes manipulates data structures when solving a crime; the magic in Harry Potter's world is understood through types and abstraction; and Indiana Jones demonstrates the complexity of searching. Along the way, Erwig also discusses representations and different ways to organize data; "intractable" problems; language, syntax, and ambiguity; control structures, loops, and the halting problem; different forms of recursion; and rules for finding errors in algorithms. This engaging book explains computation accessibly and shows its relevance to daily life. Something to think about next time

we execute the algorithm of getting up in the morning.

### **Catalogue**

### **Power Electronics Basics**

### **Capstone Design Courses**

The biomedical engineering senior capstone design course is probably the most important course taken by undergraduate biomedical engineering students. It provides them with the opportunity to apply what they have learned in previous years, develop their communication, teamwork, project management, and design skills, and learn about the product development process. It prepares students for professional practice and serves as a preview of what it will be like to work as a biomedical engineer. The capstone design experience can change the way engineering students think about technology, themselves, society, and the world around them. It can make them aware of their potential to make a positive contribution to healthcare throughout the world and generate excitement for, and pride in, the engineering profession. Ideas for how to organize, structure, and

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manage a senior capstone design course for biomedical and other engineering students are presented here. These ideas will be helpful to faculty who are creating a new design course, expanding a current design program, or just looking for some ideas for improving an existing course. The better we can make these courses, the more "industry ready" our students will be, and the better prepared they will be for meaningful, successful careers in biomedical engineering. This book is the second part of a series covering Capstone Design Courses for biomedical engineers. Part I is available online here and in print (ISBN 9781598292923) and covers the following topics: Purpose, Goals, and Benefits; Designing a Course to Meet Student Needs; Enhancing the Capstone Design Courses; Meeting the Changing Needs of Future Engineers. Table of Contents: The Myth of the "Industry-Ready" Engineer / Recent Trends and the Current State of Capstone Design / Preparing Students for Capstone Design / Helping Students Recognize the Value of Capstone Design Courses / Developing Teamwork Skills / Incorporating Design Controls / Learning to Identify Problems, Unmet Needs, and New Product Opportunities / Design Verification and Validation / Liability Issues with Assistive Technology Projects / Standards in Capstone Design Courses and the Engineering Curriculum / Design Transfer and Design for Manufacturability / Learning from other Engineering Disciplines: Capstone Design Conferences / Maintaining a Relevant, Up-to-Date Capstone Design Course / Active Learning in Capstone Design Courses / Showcasing Student Projects: National Student Design Competitions / Managing Student Expectations of the "Real World" / Career Management and Professional

Development / Conclusion

### **Graduate Programs in Engineering & Applied Sciences 2011 (Grad 5)**

A comprehensive electronics overview for electronics engineers, technicians, students, educators, hobbyists, and anyone else who wants to learn about electronics. It's like having six electrical engineering course textbooks in ONE practical condensed package. This book comes with materials that engineers actually use in the real world with clear, easy-to-read explanations and with hundreds of diagrams, pictures, and enhanced graphics. It includes the latest technologies and market trends. Authored by an electrical engineer with real industry experience and faculty teaching experience, All-in-One Electronics Guide follows the college electrical engineering academic curriculum, one course per chapter. Your knowledge builds up gradually as you read, from microelectronics, to discrete components, to board systems. All-in-One Electronics Guide is a practical reference for design, analysis, and applications. In this book, you will learn Direct Current (DC)—Learn direct current (DC) theories. Then, apply them in practical circuits. Diodes—Understand not only what a diode is made of, but also the real-world diode characteristics and practical diode circuits. Alternating Current (AC)—Get a good hold on AC definitions, common AC parameters, capacitors,

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inductors, and simple AC circuits. Analog Electronics—Learn how to design transistors and op-amp circuits using FETs and bipolars by understanding their fundamental operational differences. Digital Electronics—Learn CMOS, BiCMOS, and bipolar digital design, from basic logic circuit design to high-speed, high-density digital design. Communications—Understand basic communication theories, technique, parameters, amplitude modulation, frequency modulation, and phase lock loops. Microcontrollers—Comprehend microcontroller architecture and basic programming techniques. Programmable Logic Controllers—Learn Programmable Logic Controllers (PLCs), the types and uses of PLCs, ladder logic programming techniques, practical PLC programs and applications, and PLC troubleshooting techniques. Mental Math—Learn mental math to decipher simple arithmetic answers and to master solid mathematical, analytical, and problem-solving capabilities.

### **Optics for Engineers**

Peterson's Graduate Programs in Ocean Engineering, Paper & Textile Engineering, and Telecommunications contains a wealth of information on colleges and universities that offer graduate degrees in these fields. The profiled institutions include those in the United States, Canada, and abroad that are accredited by U.S. accrediting bodies. Up-to-date data, collected through Peterson's Annual Survey of Graduate and Professional Institutions, provides valuable information on degree

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offerings, professional accreditation, jointly offered degrees, part-time and evening/weekend programs, postbaccalaureate distance degrees, faculty, students, degree requirements, entrance requirements, expenses, financial support, faculty research, and unit head and application contact information. Readers will find helpful links to in-depth descriptions that offer additional detailed information about a specific program or department, faculty members and their research, and much more. In addition, there are valuable articles on financial assistance, the graduate admissions process, advice for international and minority students, and facts about accreditation, with a current list of accrediting agencies.

### **EIT Review Manual**

The field of optics has become central to major developments in medical imaging, remote sensing, communication, micro- and nanofabrication, and consumer technology, among other areas. Applications of optics are now found in products such as laser printers, bar-code scanners, and even mobile phones. There is a growing need for engineers to understand the principles of optics in order to develop new instruments and improve existing optical instrumentation. Based on a graduate course taught at Northeastern University, Optics for Engineers provides a rigorous, practical introduction to the field of optics. Drawing on his experience in industry, the author presents the fundamentals of optics related to the problems encountered by engineers and researchers in designing and analyzing optical

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systems. Beginning with a history of optics, the book introduces Maxwell's equations, the wave equation, and the eikonal equation, which form the mathematical basis of the field of optics. It then leads readers through a discussion of geometric optics that is essential to most optics projects. The book also lays out the fundamentals of physical optics—polarization, interference, and diffraction—in sufficient depth to enable readers to solve many realistic problems. It continues the discussion of diffraction with some closed-form expressions for the important case of Gaussian beams. A chapter on coherence guides readers in understanding the applicability of the results in previous chapters and sets the stage for an exploration of Fourier optics. Addressing the importance of the measurement and quantification of light in determining the performance limits of optical systems, the book then covers radiometry, photometry, and optical detection. It also introduces nonlinear optics. This comprehensive reference includes downloadable MATLAB® code as well as numerous problems, examples, and illustrations. An introductory text for graduate and advanced undergraduate students, it is also a useful resource for researchers and engineers developing optical systems.

### **Journal of Engineering Education**

### **Computer Vision**

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This book will offer ideas on how robots can be used as teachers' assistants to scaffold learning outcomes, where the robot is a learning agent in self-directed learning who can contribute to the development of key competences for today's world through targeted learning - such as engineering thinking, math, physics, computational thinking, etc. starting from pre-school and continuing to a higher education level. Robotization is speeding up at the moment in a variety of dimensions, both through the automation of work, by performing intellectual duties, and by providing support for people in everyday situations. There is increasing political attention, especially in Europe, on educational systems not being able to keep up with such emerging technologies, and efforts to rectify this. This edited volume responds to this attention, and seeks to explore which pedagogical and educational concepts should be included in the learning process so that the use of robots is meaningful from the point of view of knowledge construction, and so that it is safe from the technological and cybersecurity perspective.

### **Design for Electrical and Computer Engineers**

### **General Catalog -- University of California, Santa Cruz**

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Written for introductory courses in engineering design, this text illustrates conceptual design methods and project management tools through descriptions, examples, and case studies.

### **Practical Engineering Design**

#### **Proceedings**

Every engineer must eventually face their first daunting design project. Scheduling, organization, budgeting, prototyping: all can be overwhelming in the short time given to complete the project. While there are resources available on project management and the design process, many are focused too narrowly on specific topics or areas of engineering. Practical Engineering Design presents a complete overview of the design project and beyond for any engineering discipline, including sections on how to protect intellectual property rights and suggestions for turning the project into a business. An outgrowth of the editors' broad experience teaching the capstone Engineering Design course, Practical Engineering Design reflects the most pressing and often-repeated questions with a set of guidelines for the entire process. The editors present two sample project reports and presentations in the appendix and refer to them throughout the book,

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using examples and critiques to demonstrate specific suggestions for improving the quality of writing and presentation. Real-world examples demonstrate how to formulate schedules and budgets, and generous references in each chapter offer direction to more in-depth information. Whether for a co-op assignment or your first project on the job, this is the most comprehensive guide available for deciding where to begin, organizing the team, budgeting time and resources, and, most importantly, completing the project successfully.

### **Genomic Signal Processing**

### **Engineering Design**

This essential book takes students and instructors through steps undertaken in a start-to-finish engineering project as conceived and presented in the engineering capstone course. The learning experience follows an industry model to prepare students to recognize a need for a product or service, create and work in a team; identify competition, patent overlap, and necessary resources, generate a project proposal that accounts for business issues, prepare a design, develop and fabricate the product or service, develop a test plan to evaluate the product or service, and prepare and deliver a final report and presentation. Throughout the book, students

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are asked to examine the business viability aspects of the project. The Engineering Capstone Course: Fundamentals for Students and Instructors emphasizes that a design must meet a set of realistic technical specifications and constraints including examination of attendant economics, environmental needs, sustainability, manufacturability, health and safety, governmental regulations, industry standards, and social and political constraints. The book is ideal for instructors teaching, or students working through, the capstone course.

### **Smart Learning with Educational Robotics**

This essential book takes students and instructors through steps undertaken in a start-to-finish engineering project as conceived and presented in the engineering capstone course. The learning experience follows an industry model to prepare students to recognize a need for a product or service, create and work in a team; identify competition, patent overlap, and necessary resources, generate a project proposal that accounts for business issues, prepare a design, develop and fabricate the product or service, develop a test plan to evaluate the product or service, and prepare and deliver a final report and presentation. Throughout the book, students are asked to examine the business viability aspects of the project. The Engineering Capstone Course: Fundamentals for Students and Instructors emphasizes that a design must meet a set of realistic technical specifications and constraints including examination of attendant economics, environmental needs,

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