Engineering Art Design Lightning Talk

SDMAY23-04: Liz Fransen, Nathan Underwood, Tomas Elias, Ayden Boehme, Shelby Murray, Winter Robertson Advisor/Client: Rachel Shannon, Assistant Teaching Professor ECPE

About Us

Project Overview: Engineering Art

Create an interactive art exhibit displaying the potential of a future in engineering

The Design Process

Design Thinking 'Double Diamond' Process Model



Initial

Brainstorming

Initial Brainstorming



Initial Brainstorming: 21st Century Engineering Challenges

Image From

https://twitter.com /kirkdborne/status /7387408332901908 48





Image taken from our initial brainstorming session

Initial Brainstorming

- 21st Century Engineering Challenges
- Whiteboarding
- Design Scribble

Noise / Uncertainty / Patterns / Insights

Clarity / Focus





Research & Synthesis

Concept / Prototype

What is Reverse Engineering the Brain Challenge?

- Why you should reverse engineer the brain?
- What are the applications of this information?
- What is needed to reverse-engineer the brain?





Primary Research

- Interviews with experts in different related fields (Machine Learning, Virtual Reality, etc)
- Fields ranging from Engineering to Biology
- Museum visits
- Interactive displays on campus



Secondary Research

- Narrowed Down to a specific challenge
- Used Miro for mind map
- 6 "reporter" questions



Define



Reverse Engineering the Brain



To Focus our Project...



- "Deep Diving" into AI
- Generate Possible Projects
- Develop



Questions?