Introduction to Independent Electronic Projects

Class Project definition: A three week effort in the general area of electronic design that demonstrates your ability to make progress using the understanding you have developed during this class.

A project report typically has four parts:

1. A definition of the problem you are addressing

2. Preliminary work including simulations, references, discussions with friends and colleagues, and other evidence that the problem is interesting

3. A detailed presentation of your own work that shows some progress

4. The issues you have encountered that will need further work to move forward

Project success is closely related to the designer’s care in keeping track of each of the above project components. Projects have been traditionally documented in bound lab notebooks. The current trend is toward all-electronic media, which has the great benefit that each generation now has the opportunity to rediscover everything previous generations archived on 3.5” floppy discs and Zip drives.

Project Schedule. Completing the four steps of the project requires discipline and communication. Monday June 2 and Wednesday June 4 are project days in class. Come prepared for informal discussions of your project definition and progress, and offer suggestions to anyone struggling.

Your independent work should be complete by Friday June 6, so that you can spend the next few days thinking about what is not yet working and come up with a clear plan for addressing those issues.

An ideal project extends well beyond the class period, and ultimately results in a contribution to the state of the art. That may take years. Treat this class project as the beginning of such an effort.