Open UAV Course For Team - FW

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Why do we need an open course for model aviation?

Aeromodelling is beneficial for science popularization, education and knowing how to develop air vehicles is crucial for teams and companies.

The topic is complicated and takes lots of time to write a systematical and friendly set of tutorial.

The existing tutorials have limitations and are not collaborative

Fitness for purpose

Since it is aimed to train developer teams it must be decent but also easy to understand. An active group of people keep writing and bettering the tutorials and demonstrations.

The idea

Using Git-like platform for version control and GNU-FDL license for the documentations to make it 'copyleft'.

What do you mean by FDL license?

Free and open source to use.

It does have authors and contributors, but it cannot have 'copyright'. Everyone is free to use it even for commercial use. But referring to the course is needed. Also maintainers cannot change the licence, which means you can even branch your own version of it, but you cannot stop other people from doing the same thing.
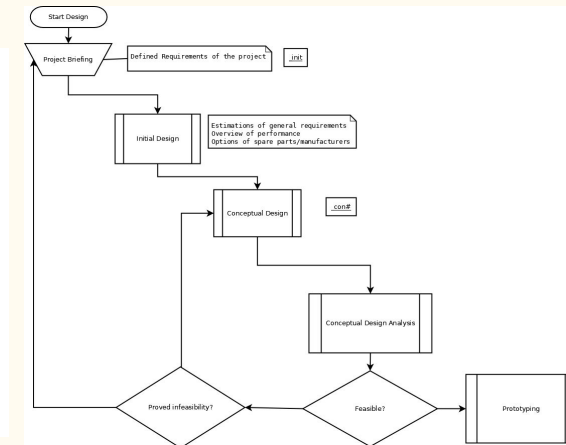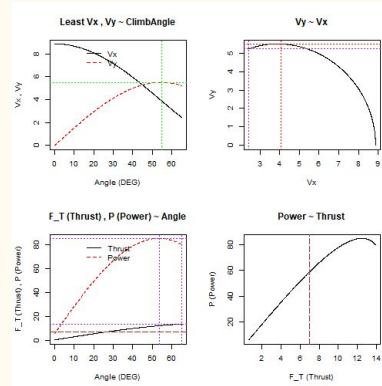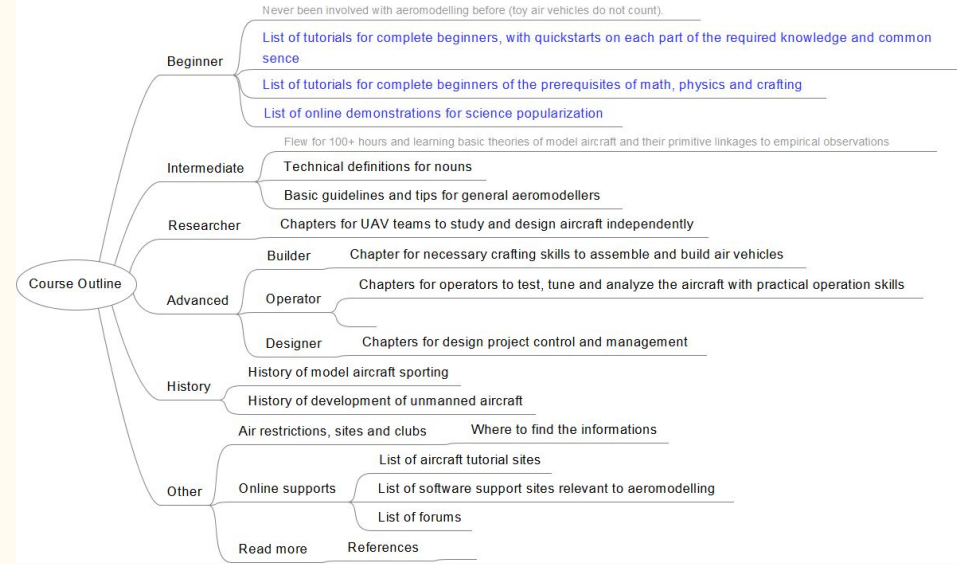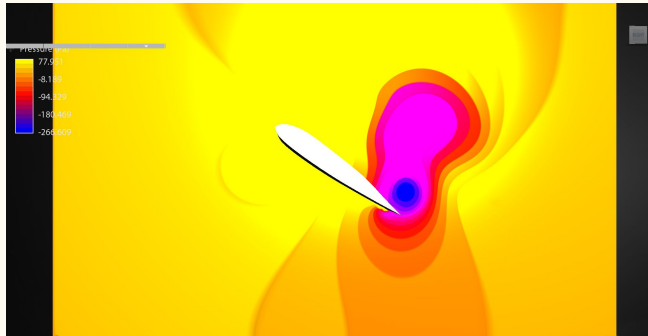
Aspects to cover

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It must have

- Diagrams and mind maps showing structures of each sections

- Presentations files for classroom or lecture use, with links to videos and other demos

It may have

- Spreadsheets linking to relevant resources

- Files and codes to operate certain calculation

Special features/ images

1. Naming and Licensing-Done
2. Freezing general structure-needed update
3. Finding main collaborators and establishing core team

Course Outline

- Beginner
  - Never been involved with aeromodelling before (toy air vehicles do not count).
  - List of tutorials for complete beginners, with quickstarts on each part of the required knowledge and common sence
  - List of tutorials for complete beginners of the prerequisites of math, physics and crafting
  - List of online demonstrations for science popularization
- Intermediate
  - Flew for 100+ hours and learning basic theories of model aircraft and their primitive linkages to empirical observations
  - Technical definitions for nouns
  - Basic guidelines and tips for general aeromodellers
- Researcher
  - Chapters for UAV teams to study and design aircraft independently
- Advanced
  - Builder — Chapter for necessary crafting skills to assemble and build air vehicles
  - Operator — Chapters for operators to test, tune and analyze the aircraft with practical operation skills
  - Designer — Chapters for design project control and management
- History
  - History of model aircraft sporting
  - History of development of unmanned aircraft
- Other
  - Air restrictions, sites and clubs — Where to find the informations
  - Online supports
    - List of aircraft tutorial sites
    - List of software support sites relevant to aeromodelling
    - List of forums
  - Read more — References

Usage and popularity

Retrieved from GitHub

Include a table or graph to display what you see

Is it...
The best training book for school teams and cooperations?

Expectations

1. Real usage for class/ team/ lectures/ training sessions
2. Individuals help to correct/ better the material
3. Schools/ labs/ organizations may cooperate on the master branch or start own distributions.

The documents are now yours.

Would you collaborate?