

# Problem Solving Technical Communication

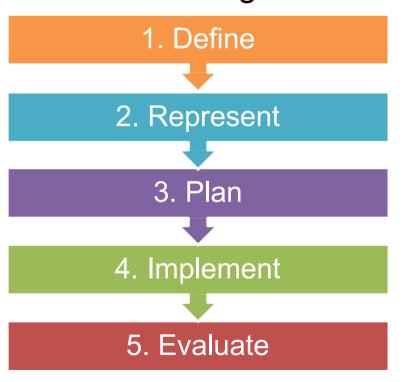


#### Today's Learning Objectives

#### After today's class, students will be able to:

- Identify the five steps in problem solving
- Understand strategies for problem solving
- Apply the five steps of problem solving to a new problem

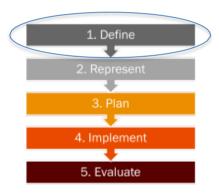
#### **Problem Solving Method**



- Problem solving is an iterative process. At any point you may need to go back to a previous step (even the beginning!) and re-work the problem.
- Reworking the problem will provide a better solution than rushing through the steps. Your first solution may not be your best solution!

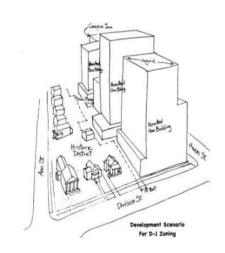
#### 1. Define

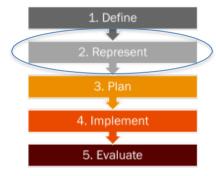
- What is the problem? What are the constraints?
  - Restate the problem so the goal is clearly identified
  - Document what is known and unknown
  - Identify and document constraints/limitations (e.g., time, materials, budget, technology, etc.)
  - Document initial assumptions or estimates for values of parameters needed



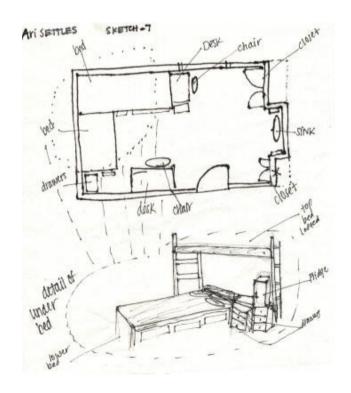
#### 2. Represent

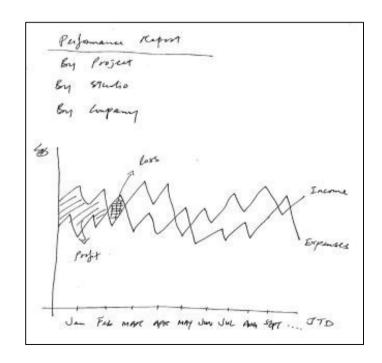
- Display the problem in a visual form so it is easier to understand:
  - Sketch or Diagram
  - Graph
  - Flowchart
  - Orthographic Drawing





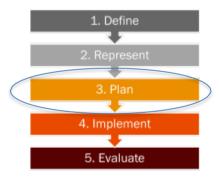
#### 2. Represent





#### 3. Plan

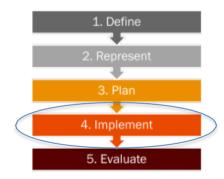
- Identify underlying principles to help solve the problem (math rules, laws of physics, etc.)
- Look for similarities and differences with previously encountered problems
- Identify potential tools to be used
- If required, make additional assumptions or estimates
- Confirm that assumptions are valid (use references!)



#### 4. Implement

#### Implement the plan!

- Perform a dimensional analysis: crunch the numbers & keep track of your units!
- Keep work organized and well-documented
- Display results appropriately in a well-labeled table or graph
- Track progress if task is extensive





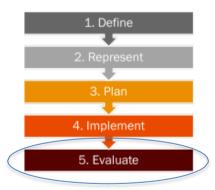
#### 5. Evaluate

#### Always evaluate your work!

- Does the solution make sense and answer the original question?
- Is the magnitude of the answer reasonable?
- Are the units correct and reasonable?

#### How can we verify our answer?

- Use another approach with the same variables
- Research your answer, compare to existing solutions





## **Problem Solving Activity**

#### Sample Problem

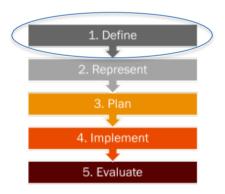
- Let's work through a sample problem together.
- Problem: Determine how much paint is needed to paint a room that is 16'x 20' with a 10 foot ceiling.
- Given Info: There are two windows and two doors, and the room needs two coats of paint.





- Identify the Goal:
  - Determine the number of cans of paint needed to paint the room.

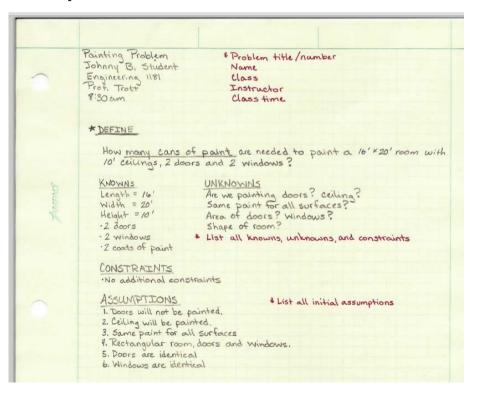
- Identify Constraints:
  - Two coats of paint



- Document known and unknown information:
- Known:
  - Length: 16 ft
  - Width: 20 ft
  - Height: 10 ft
  - Two doors
  - Two windows

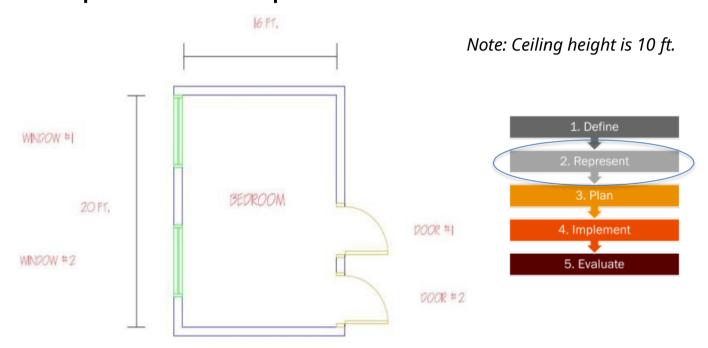
- Unknown:Are doors painted?
- Are windows painted?
- Use the same paint as wall?
- Dimensions of doors?
- Dimensions of windows?

- Document assumptions, estimates, and research:
  - The ceiling of the room will also be painted
  - The same paint will be used for walls and ceiling
  - Doors are not painted
  - Windows are not painted
  - Size of doors and windows
  - Coverage of paint (thick or thin)

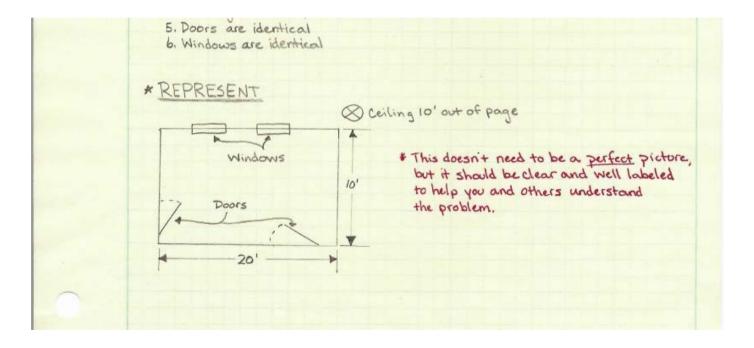




#### 2. Represent Sample Problem



#### 2. Represent Sample Problem

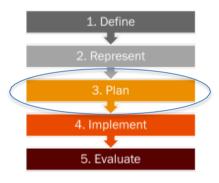


- Identify the underlying principle(s):
  - Geometry Problem (area calculations)
  - Paint Coverage Problem (ft²/gallon)







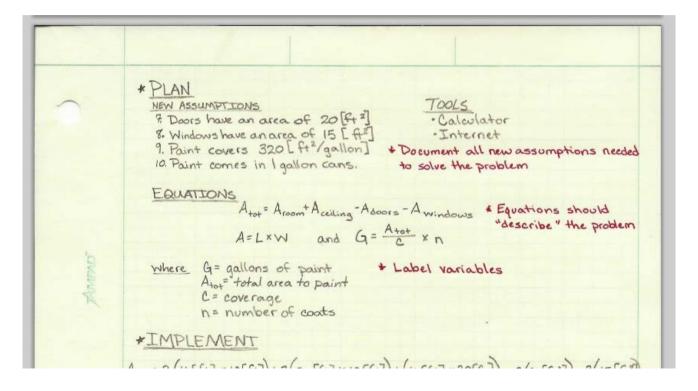




- Paint Coverage: calculate needed cans of paint
  - 1 can of paint = 1 gallon of paint
  - Coverage (ft²/gal)

Gallons = # Coats x Area<sub>tot</sub>/Coverage

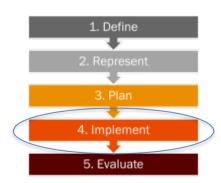
- Identify tools to be used:
  - Calculator, spreadsheet, iPhone app, pencil, etc.
- Make assumptions or estimates:
  - Area of door: 7 ft x 3 ft = 21 ft<sup>2</sup> per door
  - Area of window: 3 ft x 5 ft = 15 ft<sup>2</sup> per window
  - Paint coverage: 320 ft<sup>2</sup> per gallon



#### 4. Implement Sample Problem

Execute the Plan!

Painted Area = 968 ft<sup>2</sup>



#### 4. Implement Sample Problem

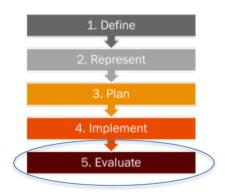
- Execute the Plan! (continued)
- Gallons = # Coats x Area<sub>tot</sub>/Coverage
  - Gallons of Paint = 6.1 Gallons
  - Since 1 gallon = 1 can,Paint needed = 6.1 cans



#### 4. Implement Sample Problem

```
T = NUMBEL OF GOODS
 *IMPLEMENT
A+o+= 2 (16[f+] × 10[f+])+2(20[f+] × 10[f+])+(16[f+] × 20[f+])-2(20[f+2])-2(15[f+2])
             2 of each size wall ceiling doors windows
Conventions to
Keep your work Atot = 2 × 160 [f+2] + 2 × 200 [f+2] + 320 [f+2] - 40 [f+2] - 30 [f+2]
organized
                         A+o+ = 970 [f+2] Follow units all the way through!
      G = \frac{970 \, \text{[ft}^2 \text{]}}{320 \, \text{[ft}^2 \text{]}} \times 2 = 6.1 \, \text{gallons}, Therefore, I need 7 I gallon cans of point.
    + Note significant figures.
& FVALUATE
```

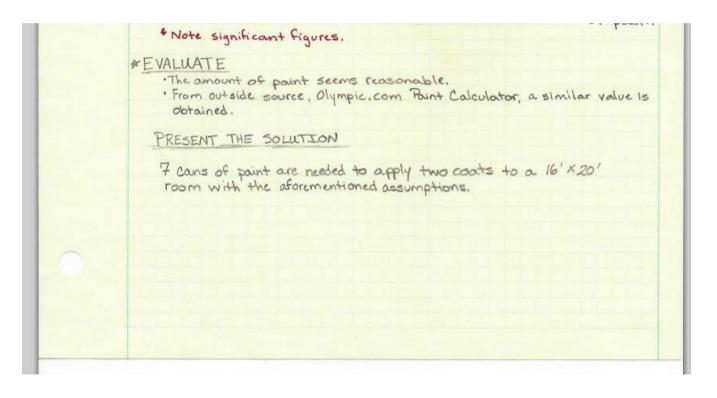
- Does 6.1 cans of paint make sense?
  - Does it answer the original question?
  - Are the units appropriate?
  - Is 6.1 cans an appropriate scale?
  - What about lost/wasted paint?
  - Is the paint coverage rate reasonable? What did this include? (i.e., type of surface)



- To verify our calculations, can we use other approaches involving the same variables?
- Yes! One possible way is:
  - 1. Calculate a total length for the walls and multiply by the height to find total area.
  - Calculate gallons of paint for each all walls and the ceiling.
  - 3. Add up total paint needed.

- Now that we have an acceptable answer, we need to present it clearly in the appropriate format.
- Sometimes this includes a graph or chart
- With this example, we can simply state the answer in a complete, descriptive sentence:
- "7 cans of paint are required to paint the walls and ceiling of the room, given the assumptions above."







#### "So... what am I learning and why?"

- When facing complex problems, engineers need a method to improve the odds of success.
- This method provides a valuable strategy for solving complex problems, as engineers do.
- You will be assigned problems to help you practice this strategy throughout the semester.



### **Technical Communication**



#### Technical Communications in the Real World

 Communication, both oral and written, is extremely important in the business world. The best communicators are often the most successful people. Steve Jobs was an excellent communicator.



#### Why do engineers need to communicate?

• Living in a "sound bite" world, engineers must learn to communicate effectively ... If we place our trust solely in the primacy of logic and technical skills, we will lose the contest for the public's attention—and in the end, both the public and the engineer will be the loser.

 Norman Augustine, chair of the Human Space Flight Committee

#### What is Technical Communication?

 A method of sharing information about specialized subjects

#### Examples include:

- Laboratory reports and memos
- Emails
- Project contract or bid proposal
- Assembly instructions for a toy
- User guide for software
- Drug prescription
- Patents
- Technical articles and publications

#### **Technical Communication Style:**

- Tense
- Roadmap (Introduction) present
- Possible Future Work (Conclusion) future/past
- Everything else past
- Person
- Third Person preferred
- Limit use of our, we, etc., but okay to use in some cases



#### **Technical Communication Style:**

- Voice
- Passive or active voice
- Just be consistent
- Other
- Avoid Emotional Statements
- Use Short Sentences
- Use Bulleted and Numbered Lists



## Use the "How to" Guides and Templates posted on Blackboard

- The "How to" Guides and Templates aid students and contains:
  - An introduction to technical communication
  - An explanation of the different types of written assignments in the class
  - Templates for formatting



#### Technical Communication vs. High School Writing

#### **High School Writing**

- Expository
- Double spaced
- Essay format
- Descriptive
- Length requirement

#### **Technical Communication**

- Informative
- Often Single Spaced
- Professional format
- Concise and precise
- Short is preferred