

My Objective

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Build a robot project that will realize a real idea working in an agile way analysing the requirements, planning, designing, implementing and finally testing your robot/project.

For the learning outcomes.

1. design and open systems using appropriate software frameworks and tools, and test using simulation and real environments.
2. independently use software engineering principles, methods, tools, and techniques, and manage the project in a team-oriented manner
3. Assign the required responsibilities and tasks to each team member and give relevant evidence of results.
4. Communicate the concepts and techniques of the project to a diverse group of people.

Usually about 1 hour of material per week to supplement learning in the workshop – 2 hours per week (on campus) and 2 hours per week (in the cloud) need to come to the workshop to prepare. Reading/recording materials should be done before coming to the workshop.

Conduct group work (up to 3 people) . Each member should build their own robot. Each team will build robots for the same idea, meeting similar needs. Your robot should be completed by week 6.

Use Arduino to program your robot. There is no final exam for this unit, only a portfolio

