

## Sensor Board

# **Eddie Schodowski**EE391 Class Project

EE391: EE Design & Testing Term Poster: March 22<sup>nd</sup>, 2017 Prof. Taylor, Kettering University

### Project Overview

#### Inputs:

- Accelerometer Data
- Thermistor Data
- Push Button

#### **Outputs:**

• 7 Segment Display (X,Y,Temp, Programmable Output)

Design Considerations:

- 7 Segment Display at Top for Readability
- iPhone 5S Width
- Length = (Golden Ratio = 1.618) \* Width
- Tactile Switch located in iPhone home button position
- USB on bottom left corner

#### **Project Interest:**

- Right size project for 10 week term
- Sensors common in consumer hardware (e.g., Fitbit)
- Finding problems hardware can economically solve takes a lot of practice building things first (e.g., Square)

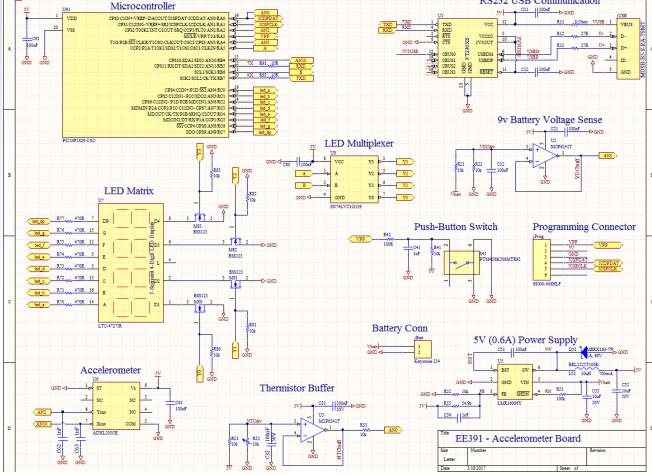
### Schematic Design

#### **Schematic:**

Clean schematic documentation is essential for teams
 Lessons Learned:

- New product development in hardware requires an understanding of systems that are comprised of the fundamental components that you can later fit together like a puzzle at the system level
- Most embarrassing schematic mistakes only happen once!
- You'll never
   make or forget
   those mistakes
   again after the
   PCB gets built!

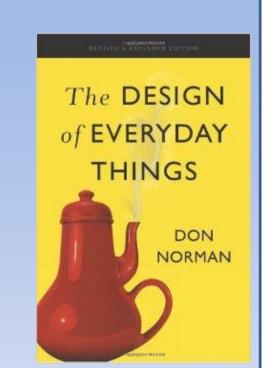




### Printed Circuit Board Layout

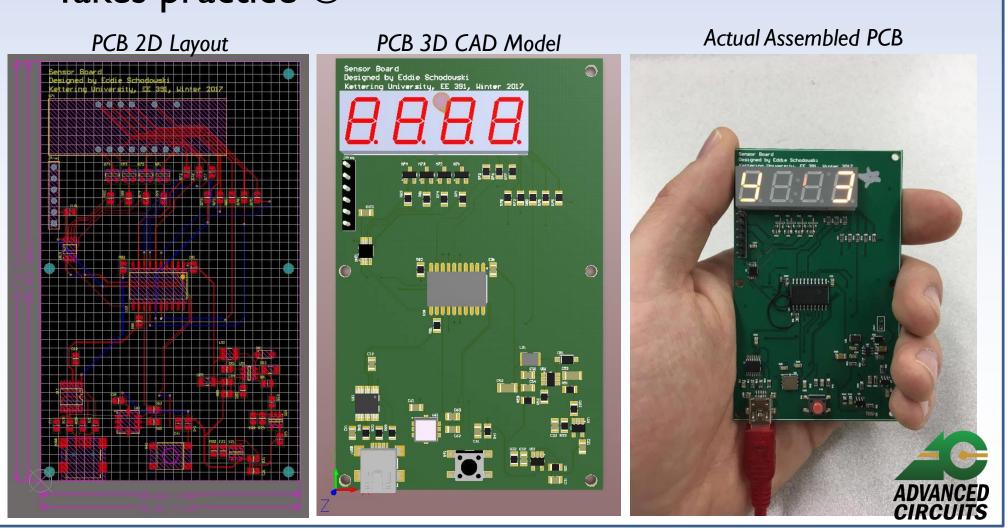
#### Routing:

- Real engineering design; like a puzzle for electrons! No solutions, only trade-offs.
- "Great artists ship."
- experience so hardware fits ergonomically into use case
  - e.g., button placement, LEDs, etc.



#### Assembly / Board Population:

• Takes practice ©

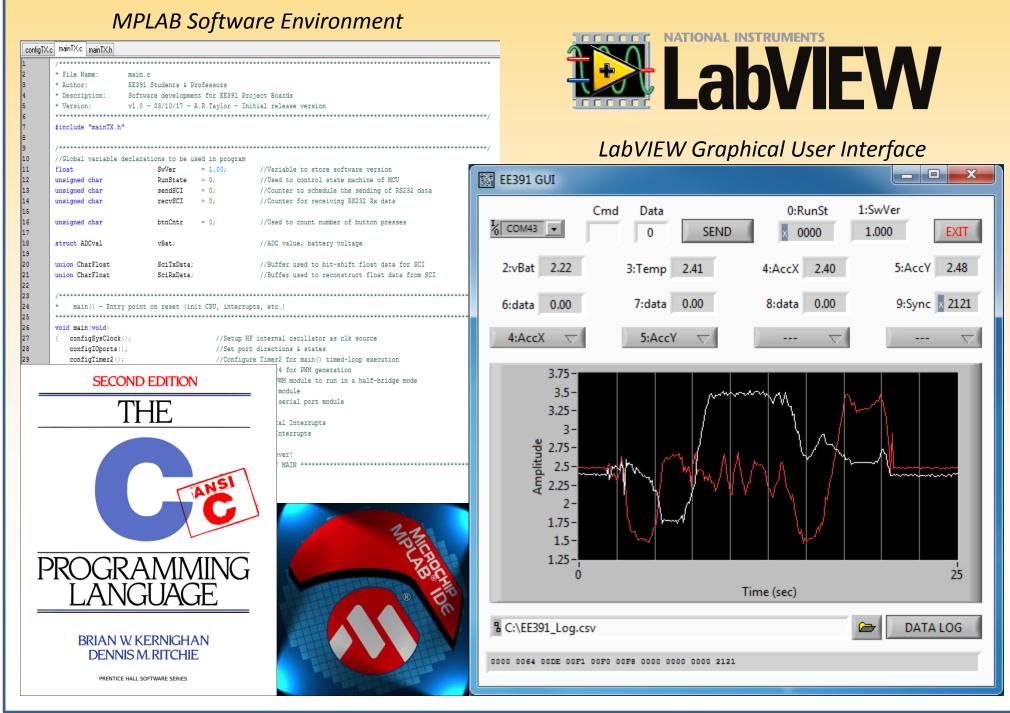


### MCU Software / GUI

#### **Software:**

- It's worth deeply understanding C and Micros. Takes time.

  GUI:
- How can your GUI design teach you something useful about your hardware capabilities in the real world?
- Okay, after you've built it, how do you test it?



### Acknowledgements

Special thanks to the KU Builder's & Innovation network for sponsoring the projects PCB and component costs.



