

Student #20 Superior Essay

December 5, 2023

The workshop course is provided by technology-oriented engineering department. The goal is to understand technologies but also to foster motivation and active involvement of groupwork. The assignment given to the students was as follows:

1. Kinematic Synthesis of Mechanisms <Train Gap Filler>

The gap between the train and the platform at train stations is a significant safety hazard, often leading to accidents. This risk is especially high for children, the elderly, and individuals with physical disabilities with wheelchairs. The challenge is to devise a mechanism that effectively mitigates this danger.

2. Net Zero X <All Electric Airplane>

The objective of this project is to develop a strategy for reducing CO2 emissions from airplanes. It involves researching the current challenges faced by the airline industry regarding CO2 emissions and conceptualizing an all-electric airplane as a viable solution to significantly lower these emissions.

3. Radioactive <Science Communication on High-Level Radioactive Waste>

High-level radioactive waste (HLW) is created by the reprocessing of spent nuclear fuel. Storage cannot provide the permanent isolation of the wastes from human's environment. This workshop aims to reveal the current conditions and possible disposal methods of HLW, and understand ways of dealing with real social issues.

4. Monster Track <Damages on Infrastructures by Oversized Vehicles>

The oversized loading induced an excessive external load which exceeds load-carrying capacity of bridges, resulted in collapse incidents. Clarify the common challenges in protection of infrastructures during their life cycle from oversized vehicles and come up with initiatives and solutions to this issue.

Around six students formed groups and challenged one of the above problems in seven 3-hour workshops: ideation, interim report, prototyping, final report, and a reflection essay at the end. Each student is requested to create an individual reflection essay including the following descriptions.

- Project description (300-400 words)

Title, goal and conclusion of the project

Process of the project: how you applied design thinking methods

- Contribution (300-400 words)

Your role in the project

Your contribution to the project

- Reflection (200-300 words)

Write freely but we are interested in what you learned from the series of workshops not only professional knowledge and skills but also how to contribute to and facilitate the workshops

The following two essays were prepared by students according to the above instructions.

[STUDENT #1's ESSAY]

Our presentation title is "Train Gap Filler", which statedly reveals our goal of designing new mechanisms. In our project, we first explained the significance of train gap: there is the possibility for the train to hit into the station. However, the gap still causes to some safety and efficiency issues. Therefore, we came up with two designs to fill the train gap and solve this problem; they apply

different mechanisms. One used pivot, sliding, gear, and piston (giving three pivots, and would lay down the platform); this one is comparatively more cost friendly and simpler. The other is formed with pneumatic cylinder (raising the platform) which is more expensive and complicated, yet more reliable and owns higher degrees of freedom. They both have pros and cons, but still aim for the same goal.

I also created four designs by myself, although it is not used in this presentation. Three of them are pretty similar (I actually developed two others based on my first design), which are composed of gears and rack rods. The other one applies fluid (hydraulic) pressure. In my first design, the rack rod is stucked on the door that, when door opens, will drive location fixed gear, location-fixed gear, and rack rod, making the rack rod extending out, so the platform stucked on it will show up and fill the train gap. This is similar to my second design: But the platforms move from vertical to horizontal instead of just move in and out horizontally, so it is no needed to create another space under the door to place the platform when it is kept in (this one just stand close to the wall /door). And my third design, also similar to the last two: But in this design, I added the mechanism of “tension and pulling”, so the platform is laid down and closed up by the wire. And my fourth design is much more different from the last three (I only drew the righthand-side half): You can think the two cylinders are connected syringes, so when one side in pushed in (e.g. door side), the other side (e.g. platform side) will be pushed out. Although my designs are not chosen to be presented, I still contributed some ideas and make innovations by myself which I found very reassured and interested.

For this project, I was firstly suggested the application of hydraulic pressure to drive the whole system. I think that kind of gave Takato some ideas of making his design (Design 2). As the result, I asked him if he needs any help with the final presentation, since I can thoroughly understand his design, but he himself is strong and smart to handle it. Anyways, I worked on my part only, which is the summary. I feel sad that I did not have enough time to summarize the whole project and our achievements during the presentation time, having most of my part being omitted. So I want to put it here. Overall, I looked back on all we have done during this quarter. In the very beginning, we learned the basics of Fusion 360, the software to draw designs, so we are able to create 2D sketches (side-view) and extend it into 3D models. Furthermore, I make our model to be movable. We took our first Fusion Homework and created a pivot (cylinder) overgoes the model, so the model can rotate on it. Although we were trying to make a motor, so it can rotate automatically, but due to the time limitation, we did not do that. And then, we discussed about the mechanisms used in our daily life, we each suggested one to two example(s), for instance bicycle, mechanical pen, wireless charging, and for me, I picked the key and mop. And finally, we voted for the “train gap” to be the topic of this final presentation. We aim to cover up the gap between the train and station to prevent people from being tripped on it or drop anything into the gap, and thus interrupt the whole process of train and people’s movement. After we decided our topic, we each created one to two designs, but we only chose two from all and extended on them (I originally want to show everyone’s works but some members lost their designs, so I did not do so). And in all, we want to minimize the cost and gap distance, and simplify the mechanism for our design to achieve the ideal state. Although we have not had the chance to discussed on it in deep.

In my perspective, I think this class have taught me a lot, including the aforementioned mechanisms, physics, and software application knowledge and also collaboration skills. Since we are in groups and required to work and present together, it is significant to have high efficiency of communication about everything, like choosing topics, deciding work distribution, exchanging and discussing ideas. At the beginning, we did not know each other well and felt awkward talking to each other, so most of the time we were in silence, needing the TA to guide the process. But now, we can discuss very smoothly, and the TA only need to assist us and answer some of our questions instead of talking all the time. Furthermore, we are not only discussing with our groupmates but also people from other groups. From these experiences, I also learned to talk to people I am unfamiliar with without awkwardness or shyness; this also gives improvement when I am doing presentation. In addition, I think the work of

asking question, giving feedback, or summarizing the class has helped me a lot. Initially, to be honest, I hate this work since I really feel uncomfortable talking in front of many people. Yet after several times of practice, I think I have more courage and can feel more relaxed doing so. On the other hand, giving feedback trains me to think critically by myself but not just listen to what others say. It also makes me develop my expression, so I can quickly, effectively, and precisely convey my idea to the presenter(s). So overall, I appreciate to have this class that teaches me the presenting, thinking, and collaborating skills.

[END of STUDENT #1's ESSAY]

[STUDENT #20's ESSAY]

I was in the Monster group for this course, SHIP Research Planning and Skill A. Monster truck refer to oversized vehicles that have excessive weight and height. Our group focused on how these vehicles damage the infrastructure. I learned that over-weight vehicles can affect both bridges and roads. For instance, cracks at the structure of the bottom part of the bridge can be caused when an overweight vehicle repeatedly drives over. After studying the accidents caused by the Monster trucks and the current countermeasures for them, we decided that our goal was to generate solutions that would help maintain safe and secure infrastructure while having these types of vehicles.

I started thinking about my solutions by researching current solutions that are available. When researching I did not specify a region or a country as I wanted to collect different kinds of solutions. Also, because different regions will have varying environments with different traffic standards, I assumed that I could encounter solutions that I would not usually see or come up with. One of the existing solutions that I found interesting was the idea of using a monitoring device only for oversized trucks. The reason I focused on this solution is that it seemed to work in almost any road environment. Studying existing solutions is effective as it allows the solution to be more feasible. The fact that it is already being used in real life indicates that this solution is more doable than those that are not.

After choosing an existing solution I combined the solution with my ideas. This was how I invented my solution, Transport ID. It was necessary to generate new ideas so that it is an improved version of the solution. The improved idea would have new features that would solve the problems of the current solution. For instance, I added a data encryption feature to the Transport ID. I thought that this feature is necessary to prevent other parties such as the drivers from falsely inputting the data and cheat their way into unpermitted roads.

The Monster Truck group was divided into three subgroups each in charge of one solution so that we would have three solutions in total. I was in the Transport ID group as I was very involved in generating the solution. Hence, one of my roles in the Monster Truck group was to develop Transport ID as one of the solutions for our goal to maintain a safe and secure infrastructure. As the inventor of the Transport ID, I came up with its design. When creating the design diagram for the Transport ID I made sure that it was easy to understand. I avoided adding too many details to avoid confusion but enough information to show what the ID could do. In addition, I generated features that would solve the problem of current solutions, and finally, I considered and proposed the feasibility of this invention.

I also contributed to the group by asking questions to other group members. By asking questions and commenting on some of the details, I feel that they were able to reflect on their solution that they generated. I was able to go through the same process. When I was asked questions, I would add more details to the presentation so that it was more easily understood. In addition, I would also speak to the other groups about our group. I would often briefly talk about the solutions that we generated and the improvements we realized that we need to make the solutions more effective and feasible. This allowed me to summarize the things we have done that day so that we can acknowledge the progress of our project.

One of the important things I learned while participating in this workshop is the importance of asking questions to my group members and to other groups in the workshop. When I was asked a question by other people I noticed some aspects that need to be improved which I would have not noticed if they did not ask about it. When they pointed out these aspects, I was able to make improvements on it so that my solution became more efficient and feasible. Not only the questions but I learned that

comments from other people during a workshop are helpful. The comments were often new ideas that could be added to the solutions I generated. More comments meant that more features were added to the inventions and they would solve more issues related to the pre-existing solutions.

Another procedure I realized was important was frequently having short meetings while working on the presentation. Often times, I would have a meeting with the group members in the very beginning to divide the work. After working on the presentation, we would have our second and final meeting to make sure that all parts of the project are complete. Nonetheless, I noticed that having frequent meetings, more than twice is more helpful. During this project, I received more comments that significantly made my solution more effective and feasible due to the more frequent meetings we had.
[END of STUDENT #20's ESSAY]

Compare and evaluate the above two essays according to the rubric specified below.

[SCORING RUBRIC]

Comprehensive Evaluation of Workshop Course

1. Technical Knowledge and Application (1/3)

- Understanding of Concepts: Evaluates how well the student grasps the technological and theoretical concepts relevant to the project.
- Practical Application: Assesses the effectiveness of applying technical knowledge in practical situations, specifically in project design and development.
- Innovation and Problem Solving: Measures the creativity and innovation in addressing project challenges and proposing effective solutions.

2. Teamwork and Collaborative Skills (1/3)

- Individual Role and Contribution: Looks at how clearly the student defines and fulfills their role within the team, and their contribution to the project.
- Team Interaction and Communication: Evaluates the student's ability to communicate and collaborate effectively within the team.
- Peer Engagement: Considers the student's participation in peer learning, support to team members, and contribution to the team's dynamics.

3. Reflective Learning and Personal Growth (1/3)

- Self-Reflection and Insights: Assesses the depth of the student's self-reflection on personal learning and development throughout the project.
- Design Thinking and Process: Measures how well the student demonstrates the application of design thinking methods and management of the project process.
- Skill and Attitude Development: Evaluates the growth in the student's professional and soft skills, like critical thinking, adaptability, and communication.

[END of SCORING RUBRIC]

Compare and evaluate two essays based on the three main criteria in the above rubric: Project Description, Role and Contribution, and Reflection and Insight. Summarize the comparison of the three main criteria and then determine which essay is better overall.

The final score should be as follows. If one is superior to the other even slightly, award +1 point to the superior essay, and -1 point to the other. If one is clearly superior to the other, award +2 points to the clearly superior essay, and -2 point to the other. If both are the same, give each a score of 0.

To evaluate the essays of Students #1 and #20, we will compare them based on the three main criteria in the rubric: Technical Knowledge and Application, Teamwork and Collaborative Skills, and Reflective Learning and Personal Growth.

Technical Knowledge and Application

Student #1:

- Understanding of Concepts: #1 demonstrates a good understanding of the technical aspects of their project, detailing different designs for the Train Gap Filler. They explain the mechanisms used in each design, showing a grasp of the underlying concepts.
- Practical Application: They discuss the practical application of their designs, though they note that their designs were not ultimately chosen for the presentation.
- Innovation and Problem Solving: #1 showcases innovation by creating four distinct designs, each with different mechanisms, reflecting creative problem-solving skills.

Student #20:

- Understanding of Concepts: #20 exhibits a clear understanding of the issues caused by oversized vehicles and the current solutions.
- Practical Application: They effectively apply their knowledge in developing the Transport ID solution, integrating it with existing solutions.
- Innovation and Problem Solving: #20 shows innovation in enhancing an existing solution with new features, like data encryption, to address specific challenges.

Comparison:

- Both students demonstrate good technical understanding and application, with #1 focusing more on varied design concepts, and #20 on enhancing and applying an existing solution. #20's approach to innovation and practical application seems more focused and directly relevant to their project.
- Score: #1: -1, #20: +1

Teamwork and Collaborative Skills

Student #1:

- Individual Role and Contribution: #1 contributed ideas and designs, though their work was not included in the final presentation. They also worked on the summary part of the project.
- Team Interaction and Communication: Interaction and communication seem limited to their work, with no mention of significant collaboration with the team.
- Peer Engagement: There is little mention of engaging with peers beyond discussing ideas initially.

Student #20:

- Individual Role and Contribution: #20 played a key role in developing Transport ID, contributing significantly to the group's solution.
- Team Interaction and Communication: They mention interacting with other group members and providing feedback, indicating active communication.
- Peer Engagement: #20 also engaged with other groups, sharing and discussing the group's solutions, showing a broader engagement.

Comparison:

- #20 appears to have been more engaged in team dynamics and communication, actively contributing and interacting within and outside their group.
- Score: #1: -1, #20: +1

Reflective Learning and Personal Growth

Student #1:

- Self-Reflection and Insights: #1 reflects on their learning experiences, mentioning how they overcame discomfort in presenting and improved in critical thinking and expression.
- Design Thinking and Process: The design process is discussed, but more in terms of individual contribution than team collaboration.
- Skill and Attitude Development: #1 shows personal growth in presenting and collaborating skills.

Student #20:

- Self-Reflection and Insights: #20 reflects on the importance of asking questions and receiving feedback for improvement.
- Design Thinking and Process: They describe the process of developing their solution and the importance of frequent meetings for effective teamwork.
- Skill and Attitude Development: #20 highlights learning from others' comments and incorporating them into their work, showing adaptability and open-mindedness.

Comparison:

- Both students demonstrate reflective learning and personal growth, but #20 shows a more holistic development, incorporating feedback into their work and recognizing the importance of frequent communication for project success.
- Score: #1: -1, #20: +1

Overall Comparison and Conclusion

- Student #20's essay demonstrates a more comprehensive and integrated approach to the project, with better teamwork and collaborative skills, as well as deeper reflective learning. While Student #1 shows good technical knowledge and personal growth, their contribution and integration with the team seem less pronounced compared to #20.

Final Score: #1: -3, #20: +3

Based on the rubric criteria, Student #20's essay is superior overall.