The Development of a LEGO MINDSTORMS-based Curriculum for Human Factors Design Students

David Garrett, Peter Underwood,
Tom Page, Thomas Jun
Loughborough Design School









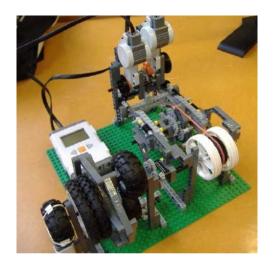
Problem?

How can Lego-Mindstorms be used to help human factors design students understand overall system design processes?

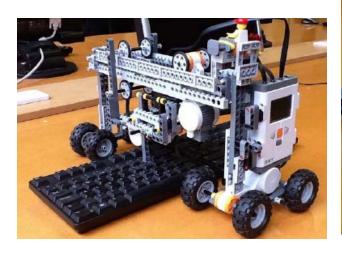


LEGO Mindstorms in Higher Education

- Countries
- Year group
- Courses
- Class size
- Group size
- Learning objectives
- LEGO project types
- LEGO project number
- Control software
- Assessment











Develop our own curriculum

- A line-following electronic wheel chair for two different sizes of Teddy
 Bears
- A design brief
- Training materials
 - ✓ LEGO S/W
 - √ Wheel base design



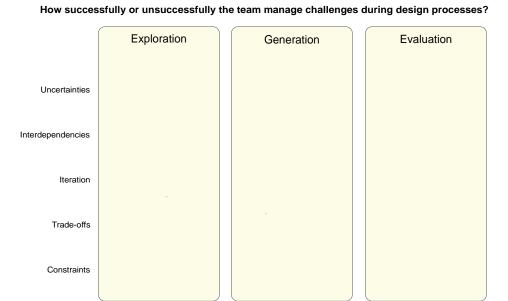






Develop our own curriculum

- Four design roles
 - Control engineer
 - 2. Mechanical engineer
 - 3. Human factors engineer
 - 4. Project coordinator

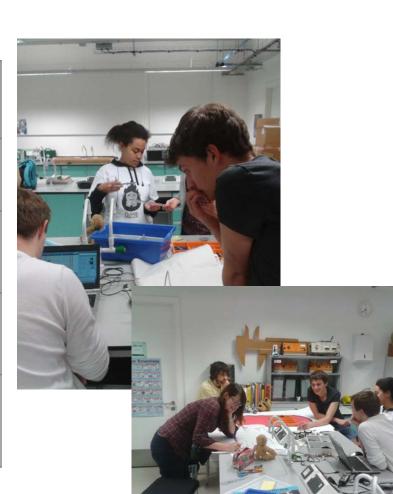


Reflection sheet



Piloting Sessions

| 1st session | 2nd session |
|-------------------------------------|-------------------------------------|
| (week 1) | (week 2) |
| Introduction | Group work |
| (10 minutes) | (85 minutes) |
| Group discussion (10 minutes) | Time-trial competition (10 minutes) |
| Technical introduction (10 minutes) | Group reflection (15 minutes) |
| Group work | Final evaluation |
| (90 minutes) | (10 minutes) |





Results - Observation

- Different team work and design strategies
- Improved understanding of the nature of the design process









Results – Student feedback

- Positive responses
- Relevant to their wider design studies
- Improved confidence in tackling future design tasks

- Mixed Responses
- Insufficiency of the introduction and handout materials in supporting the different roles



Next

- Revised curriculum (step-by-step, multiple projects)
 - 1. Instruction-based simple individual project
 - Goal-based team project
 - 3. Open theme team project
- In discussion with ADT and programme leads in LDS

