Mentors in Capstone Design

PURPOSE
Graduate student mentors are associated with the UI capstone design program to insure safe use of in-house manufacturing facilities (for both students and equipment), to add value through consultation on design team work products, and to expand our local knowledge base on design/manufacturing practices. Design teams use mentors in three different venues:

*preliminary prototyping*—proving that key concepts that make up the final design actually work in physical hardware/software.

*detail design*—creating a complete set of shop approved design drawings, schematics, and bill of materials before fabrication of the final prototype begins.

*fabrication*—efficiently generating parts from raw materials and integrating these with purchased components to produce a fully functional prototype.

SHOP SCHEDULING
Russ Porter and Edwin Odom determine job order based on a 360 degree analysis of current academic, research, and service needs. Capstone instructors provide input on priority of capstone projects undertaken in the shop. Equipment usage must be reserved on whiteboards outside the shop with mentor initials at least one day before shop work begins, but ideally a week ahead of time. Team members must complete a shop training certification before any student work in the shop can be allowed.

MENTOR ACCESSIBILITY
Graduate student mentors are only paid 10 hrs/week for their work with the senior design program. In addition, they typically spend 12-15 hrs/week on thesis research and special project work as well as 25-30 hrs/week on graduate course work. Please be considerate their time and mindful of their experience, respecting posted office hours and keeping them abreast of major design decisions as well as project milestones.