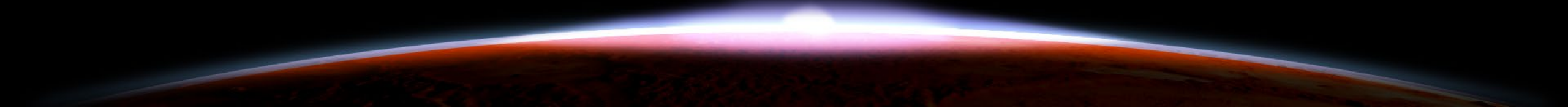




**5 SECONDS TO  
MARS**



# 5 Seconds to Mars

*or*

“Touchdown on the Red Planet”

Pauline Pounds

23 February 2021

University of Queensland

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# METR4810

---

- **What:** Mechatronics team project course
- **When:** Starting now, going until Week 13
- **Where:** Hawken 50-c404 (mostly)
- **Who:** Cast of thousands
- **How:** Lots of work
- **Why:** Get experience developing complex mechatronic and robotic systems... and

*because it's awesome*

---

# Notes about online etiquette

---

- Use the ‘raise hand’ tool to ask a question
- Keep your mic muted if not called upon to speak
  - Keep background noise to a minimum if you can
- The sessions are recorded
  - If you don’t want your questions or responses to be recorded, please email your questions directly, after the session.

---

# Specific class objectives

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- Explore the trade-offs involved in complex mechatronic/robotic systems
- Gain experience in multi-variable analytical design synthesis
- Exercise practical cyber-electromechanical integration and trouble-shooting techniques
- Build interpersonal skills working in teams

---

# A quick note on objectives

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**Your objective: 7/7 grade**

**My objective: 5/5 SECaT**

**Shared priorities:**

- Meet course objectives
- Reduce unnecessary work
- Have fun!

---

# What this class is

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- Taking the safeties off
  - Real challenge, no hand-holding
- Unconstrained design, broad horizons
  - Very few limitations or constraints
- Focus on communication, design process, teamwork

---

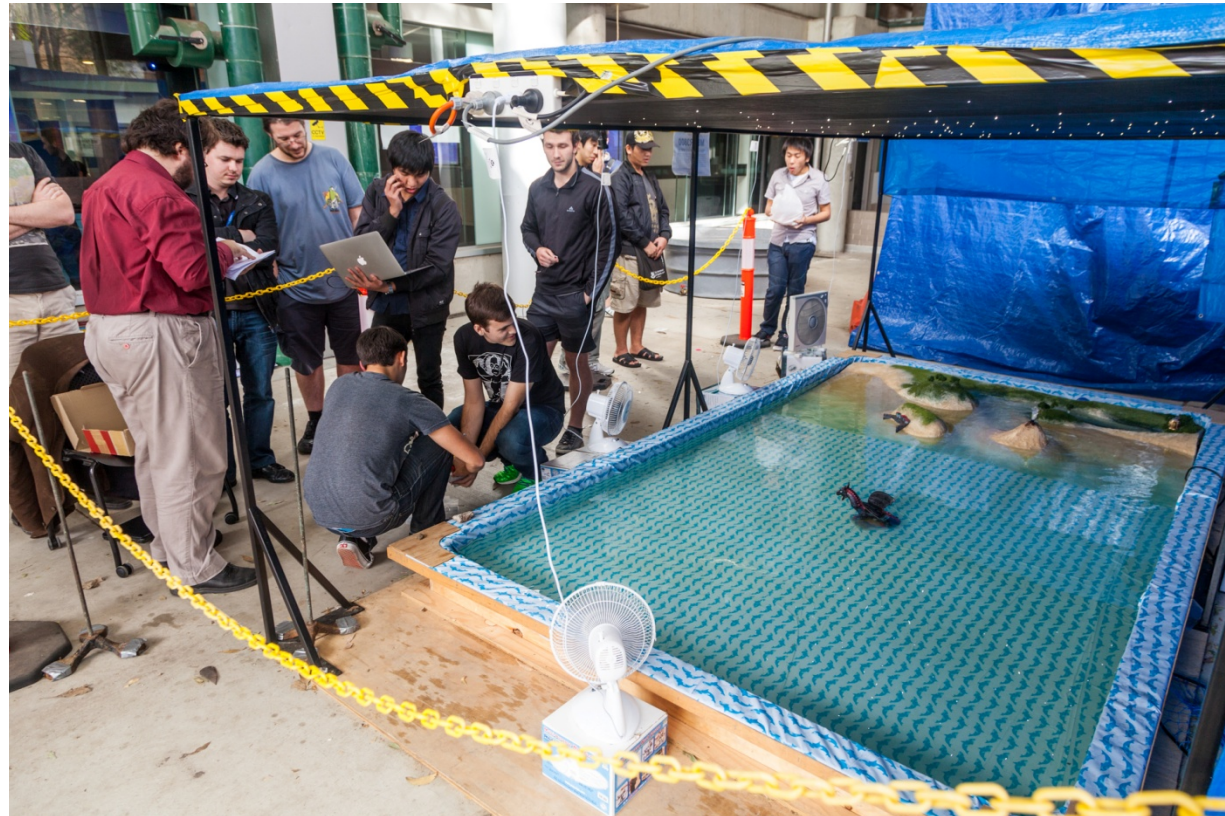
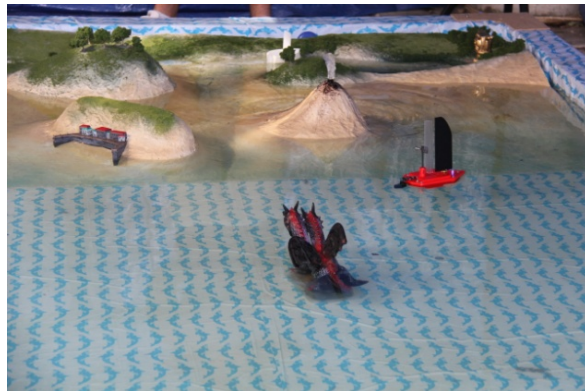
# What this class is not

---

- Not about the project (not really)
  - It's about how you go about solving it
- Not teaching you technical engineering
  - You already know how to do math, etc.
- Not giving you one single, clear path
  - It's scary out there, and much is unknown

# The Ghost of Projects Past

## 2013: Autonomous Sailing and Navigation



---

# The Ghost of Projects Past

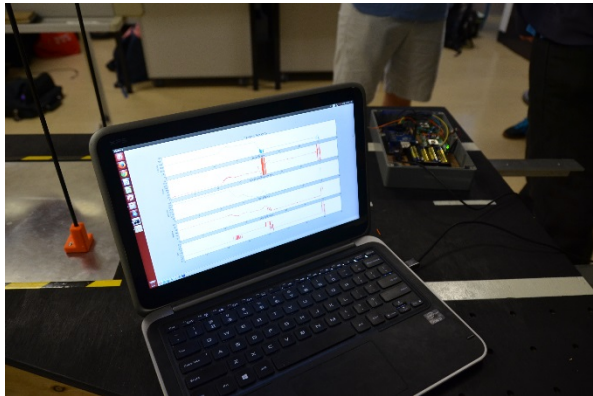
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## 2014: Autonomous Race Cars



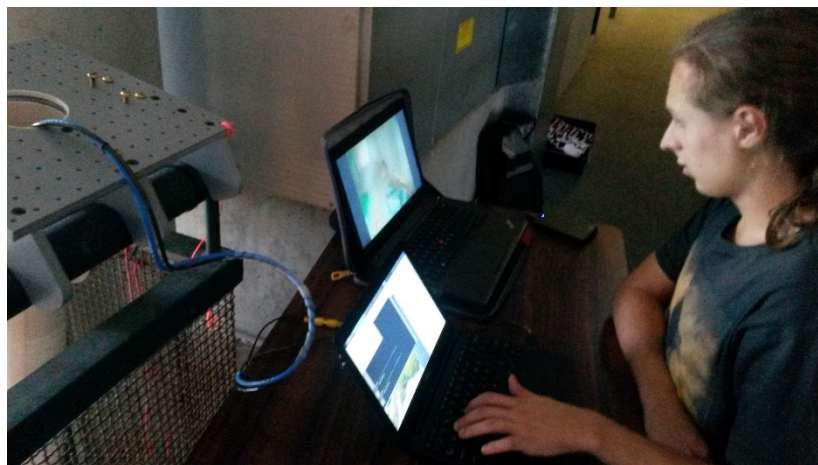
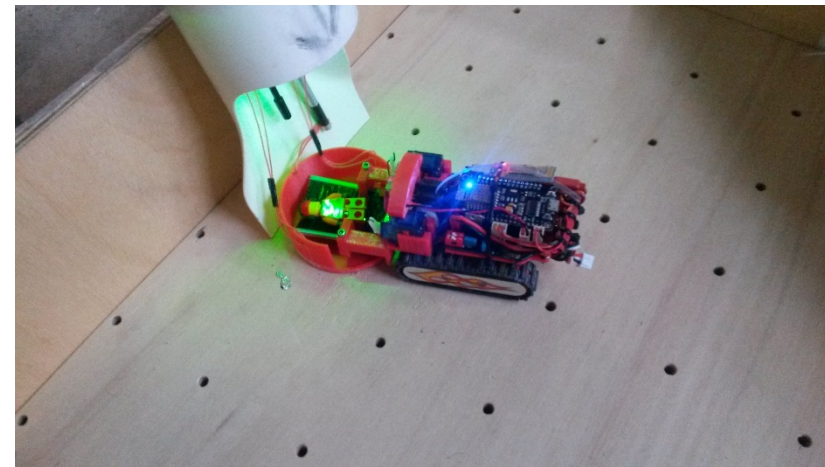
# The Ghost of Projects Past

## 2015: Autonomous Carrier Operations



# The Ghost of Projects Past

## 2016: Subterranean Mine Rescue



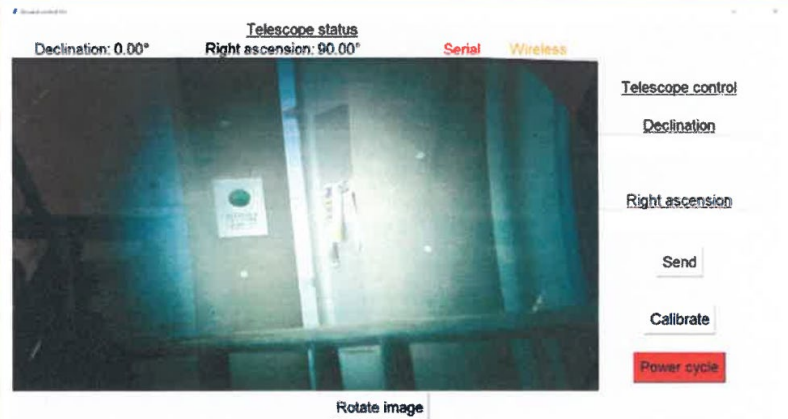
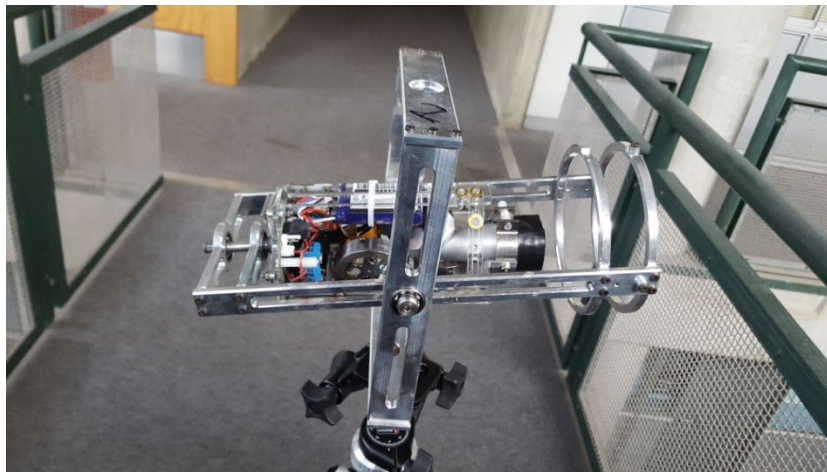
# The Ghost of Projects Past

## 2017: Sunken Submarine Recovery



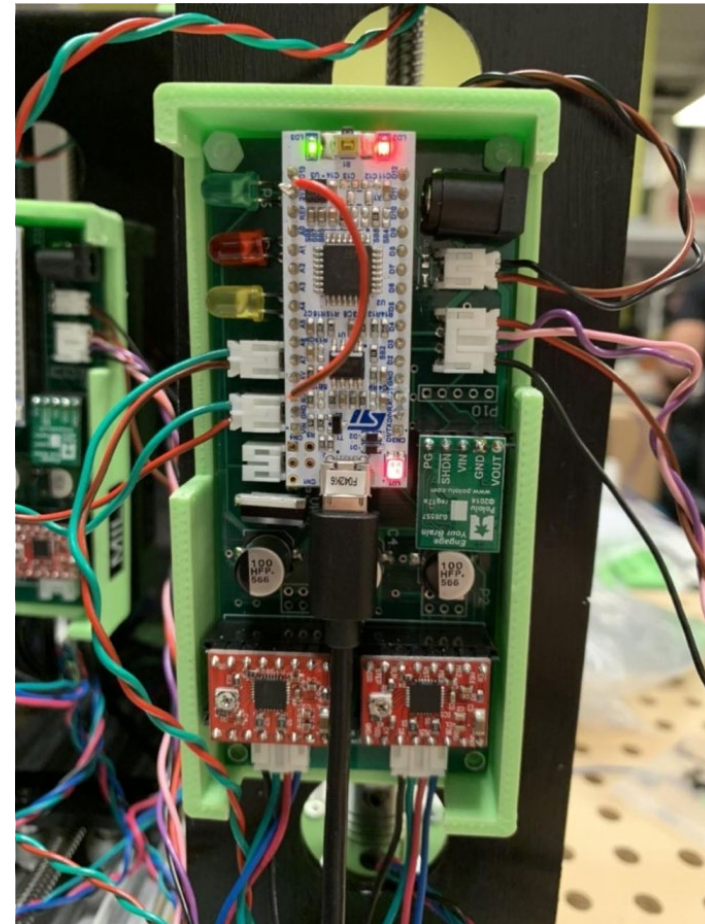
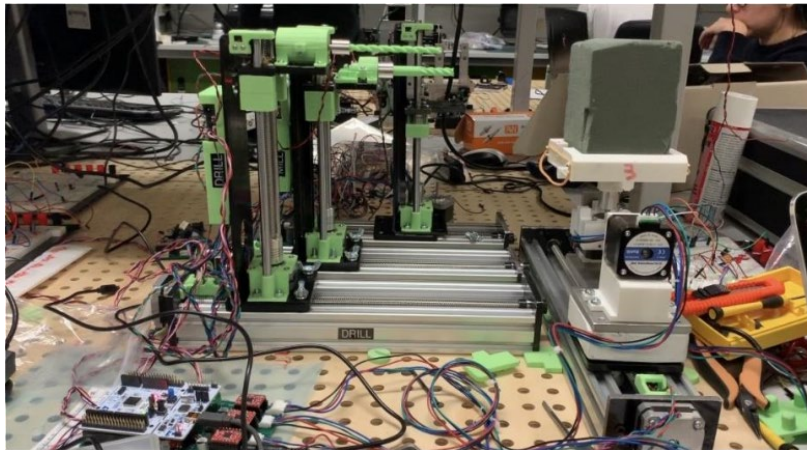
# The Ghost of Projects Past

## 2018: Space Telescopes Searching for Exoplanets



# The Ghost of Projects Past

- 2019: Automatic Machining

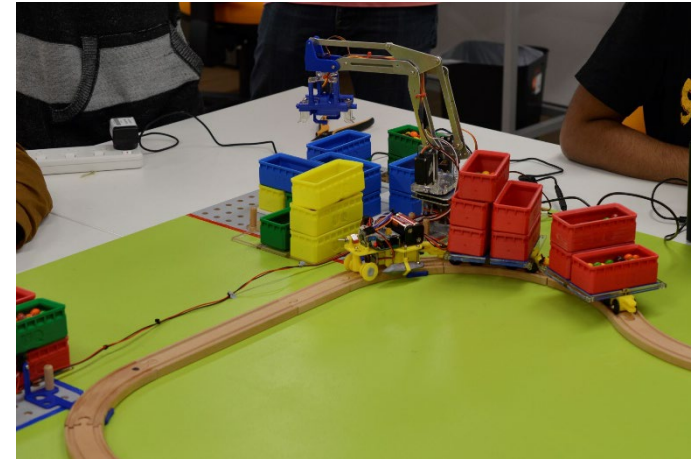
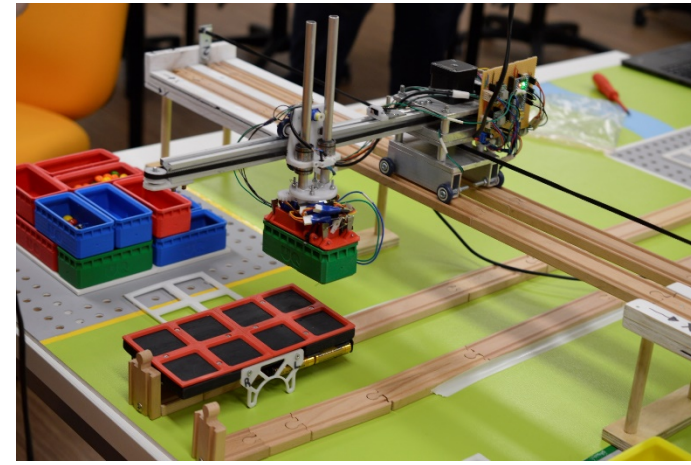
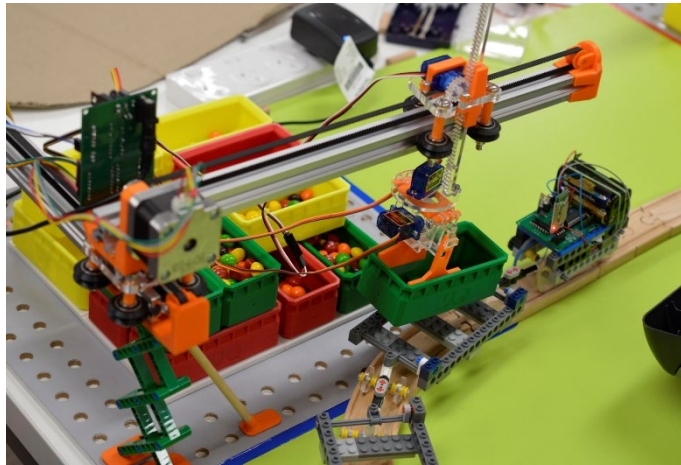


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# The Ghost of Projects Past

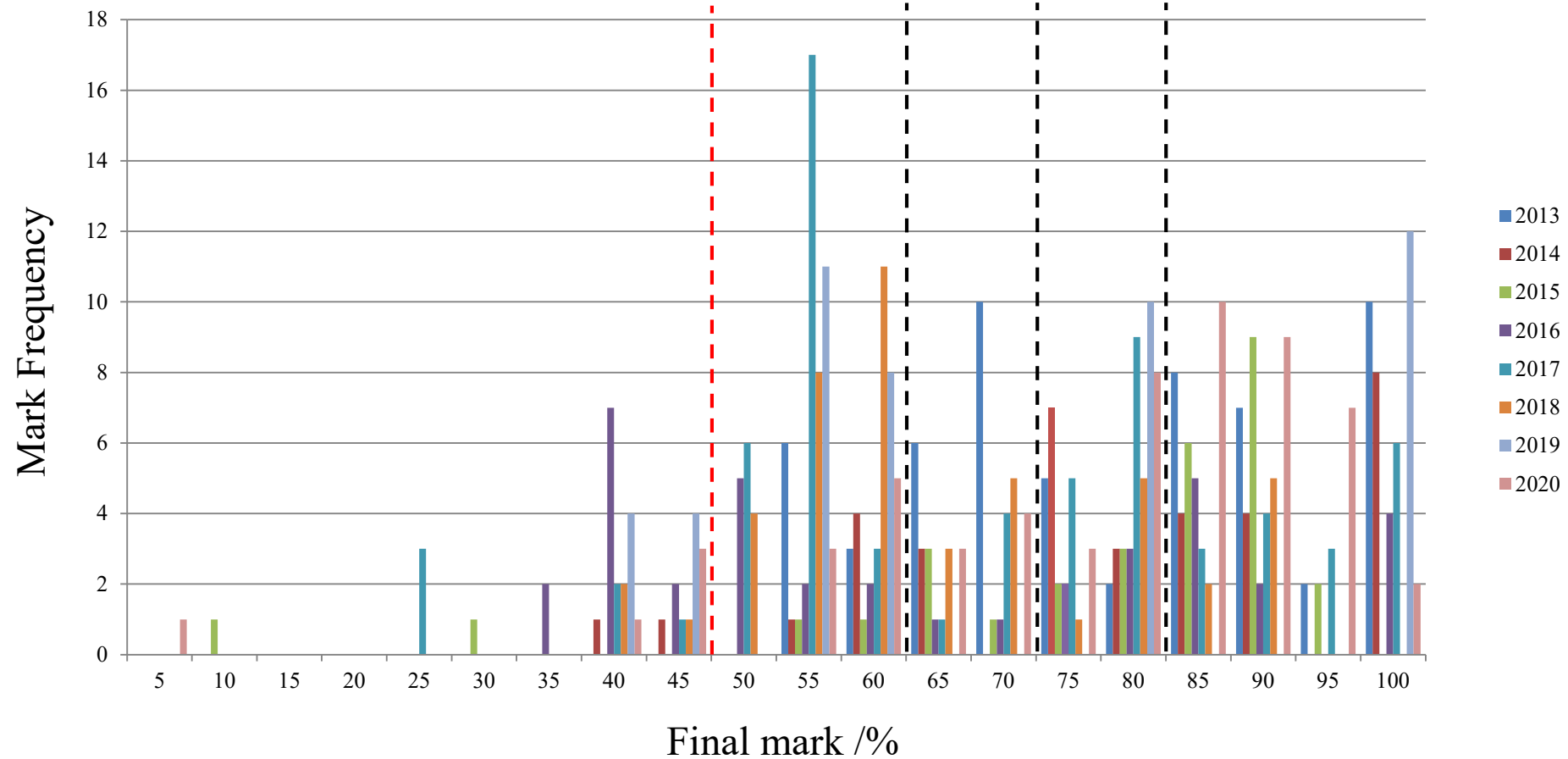
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- 2020: Cargo Container Logistics Network



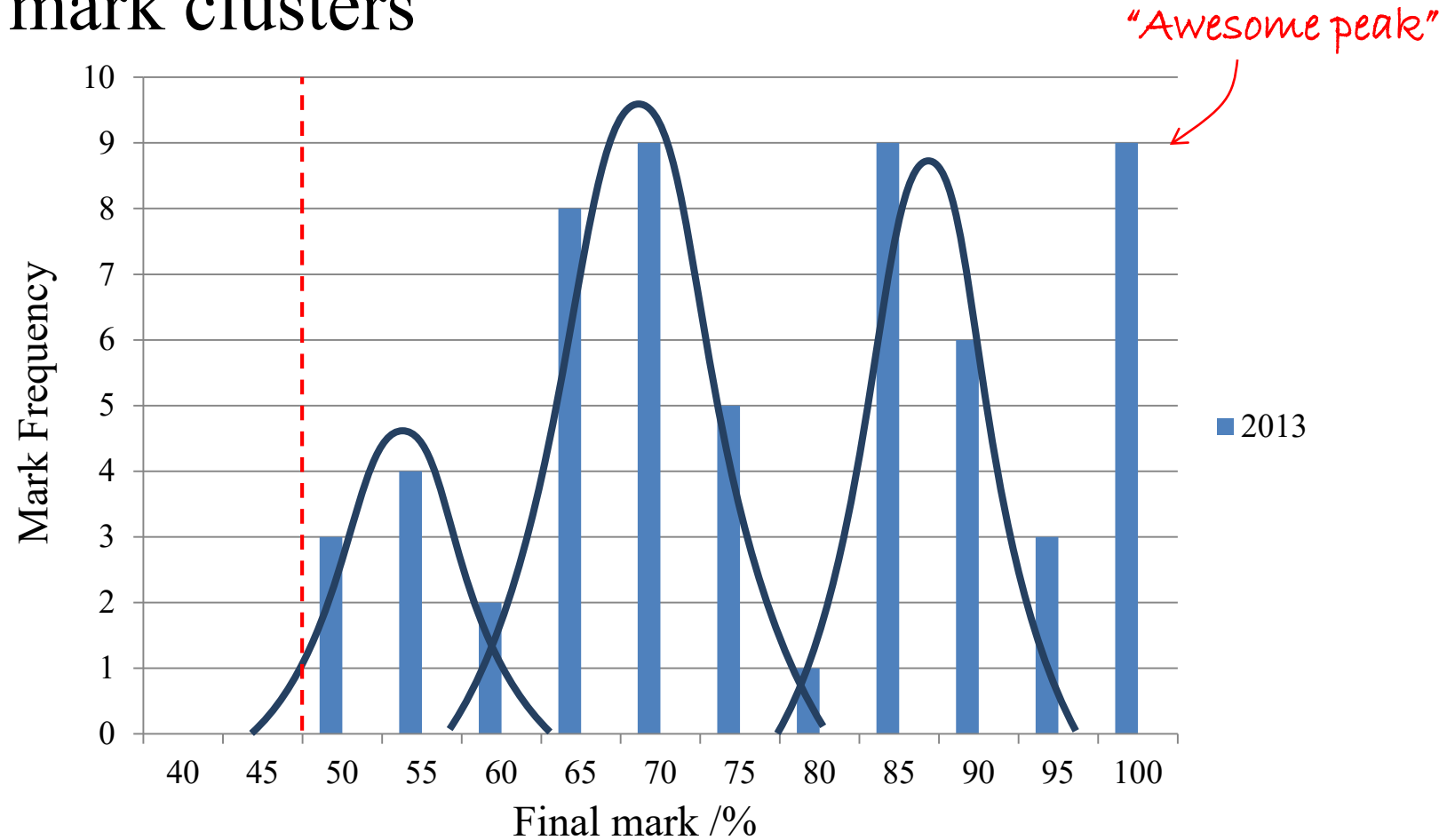
# Assessment results

- Atypical mark spread: not a real bell curve



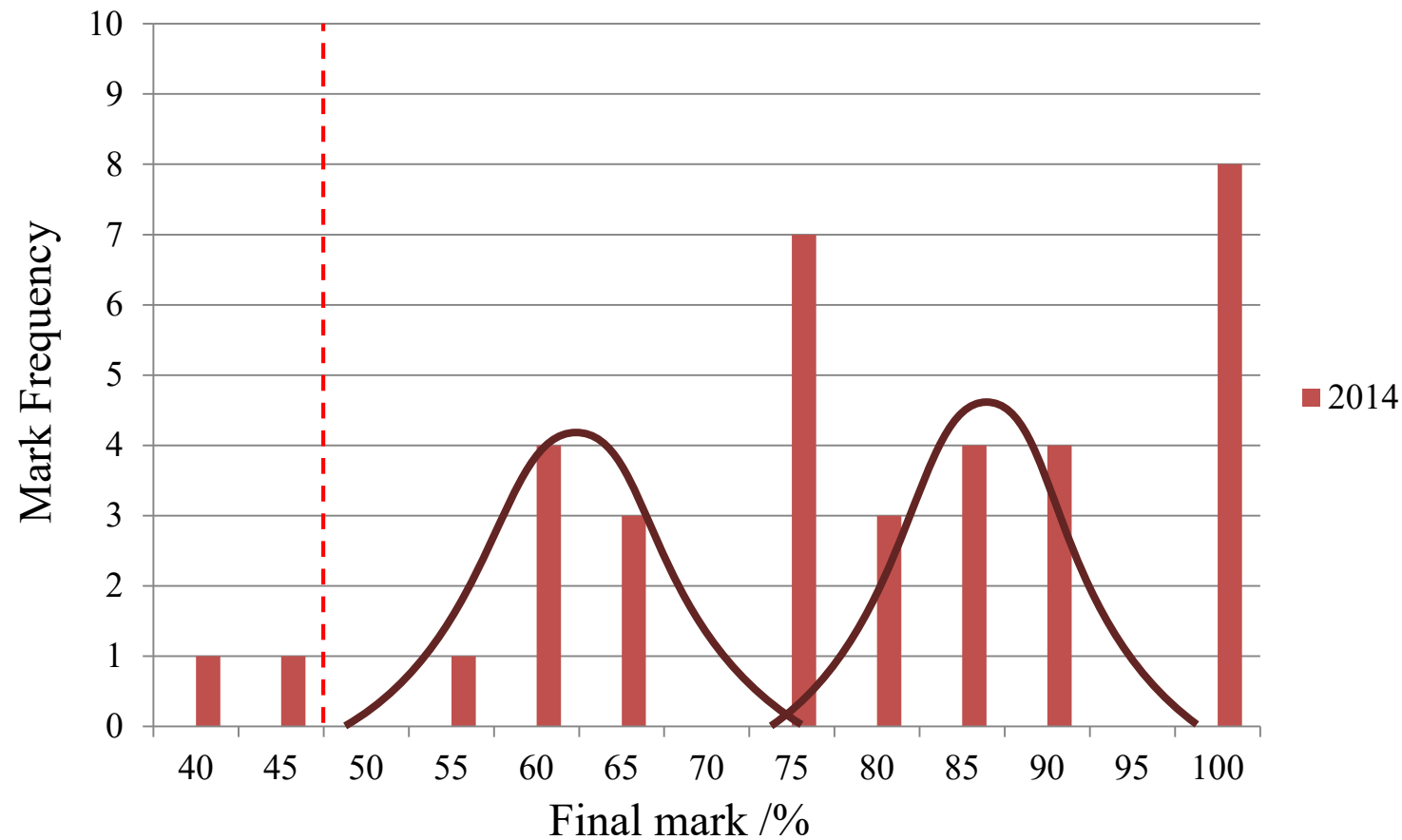
# 2013 assessment results

- Distinct mark clusters



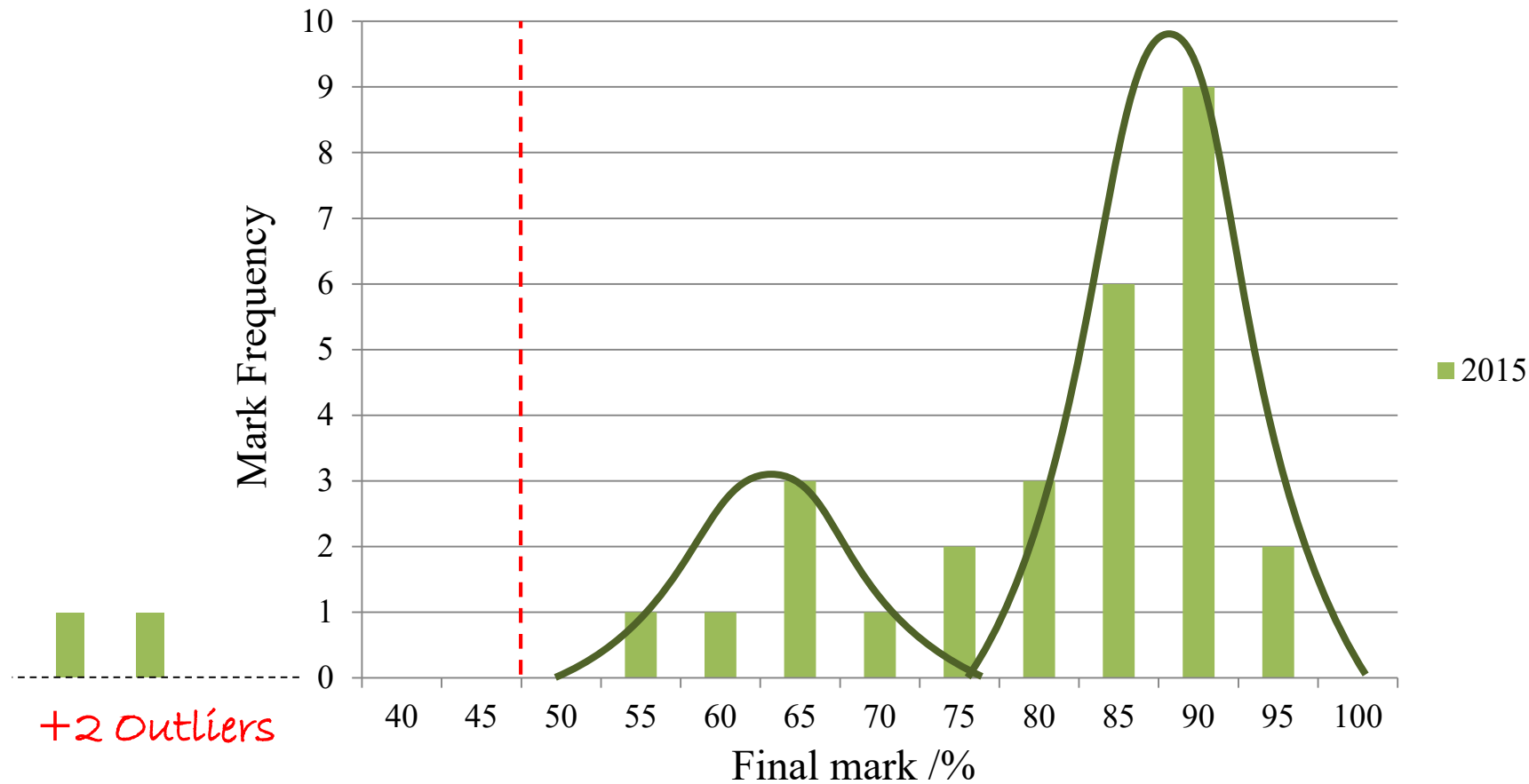
# 2014 assessment results

- Mark clusters move over time:



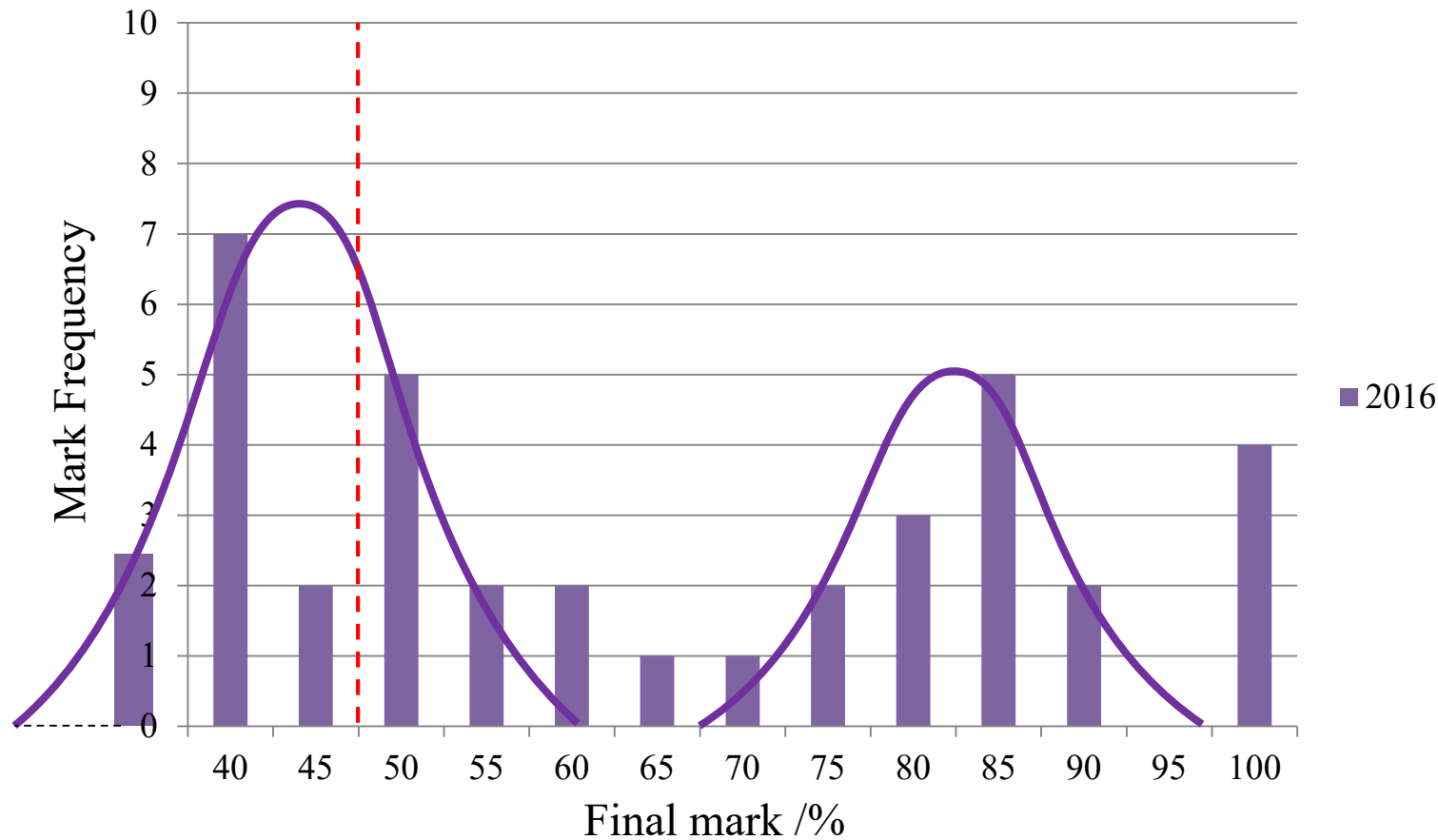
# 2015 assessment results

- Increasing performance, but more failures



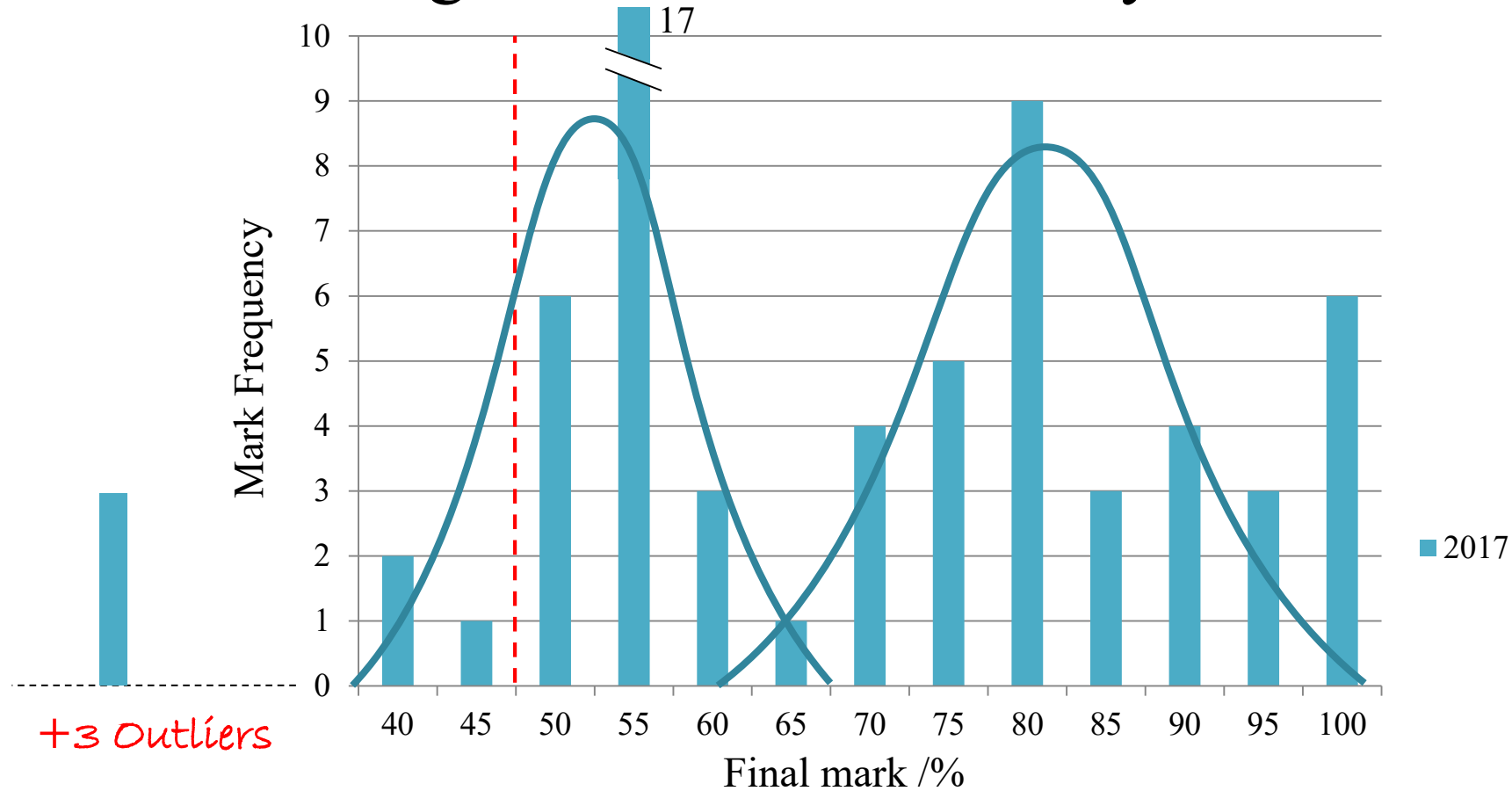
# 2016 assessment results

- Strong successes but higher failure rate, still



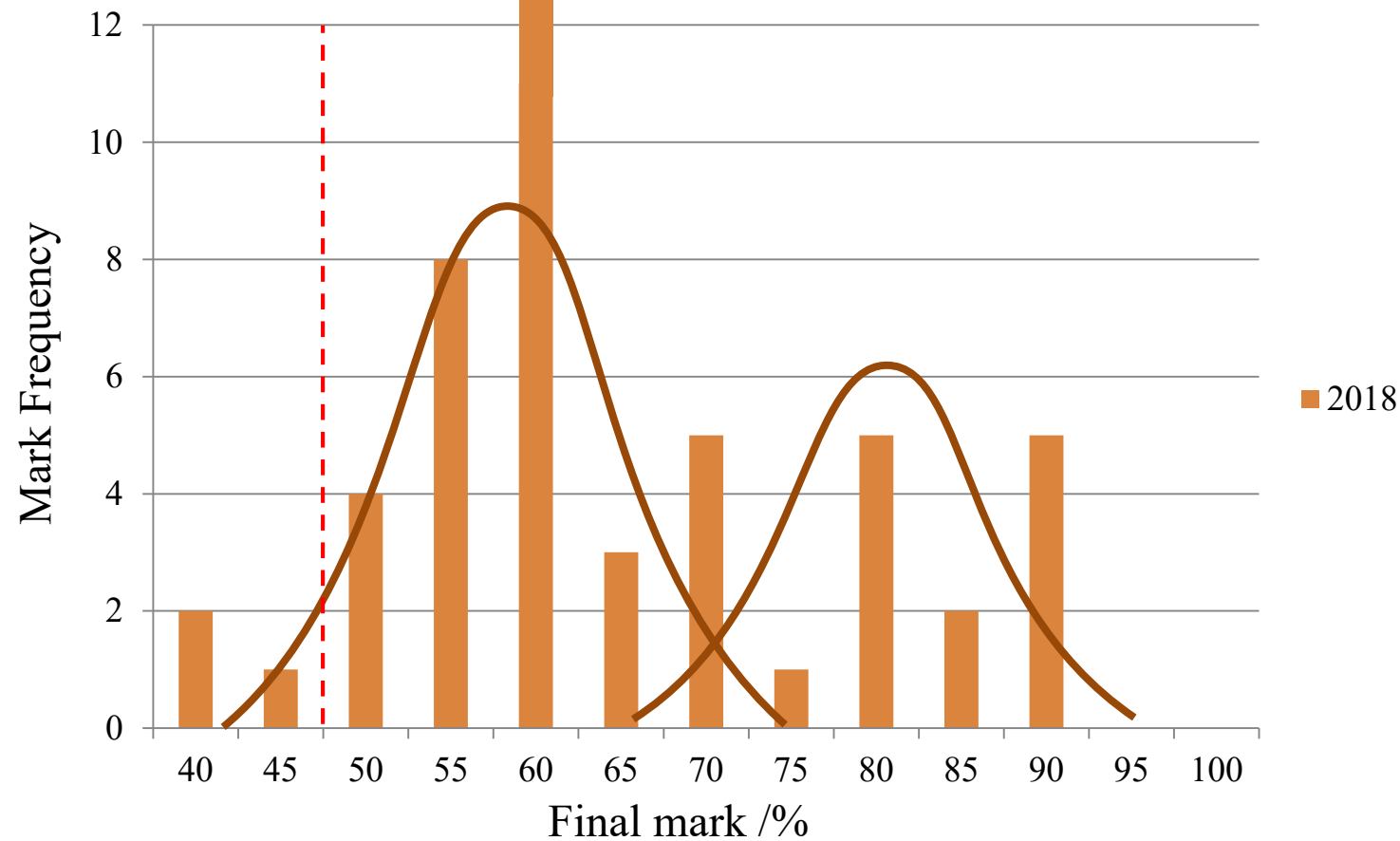
# 2017 assessment results

- Marking criteria saved so many butts!



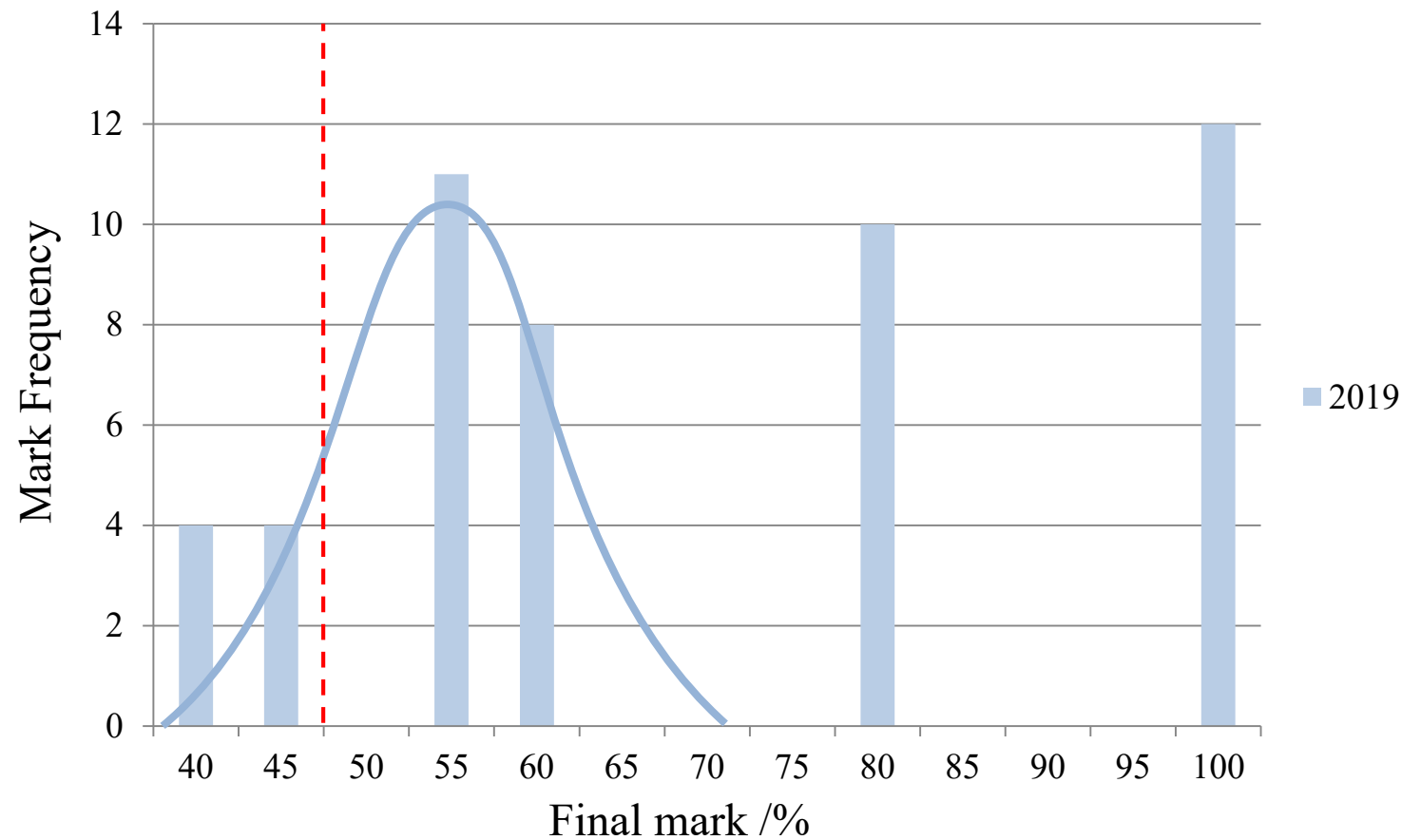
# 2018 assessment results

- First year without an Awesome Peak?



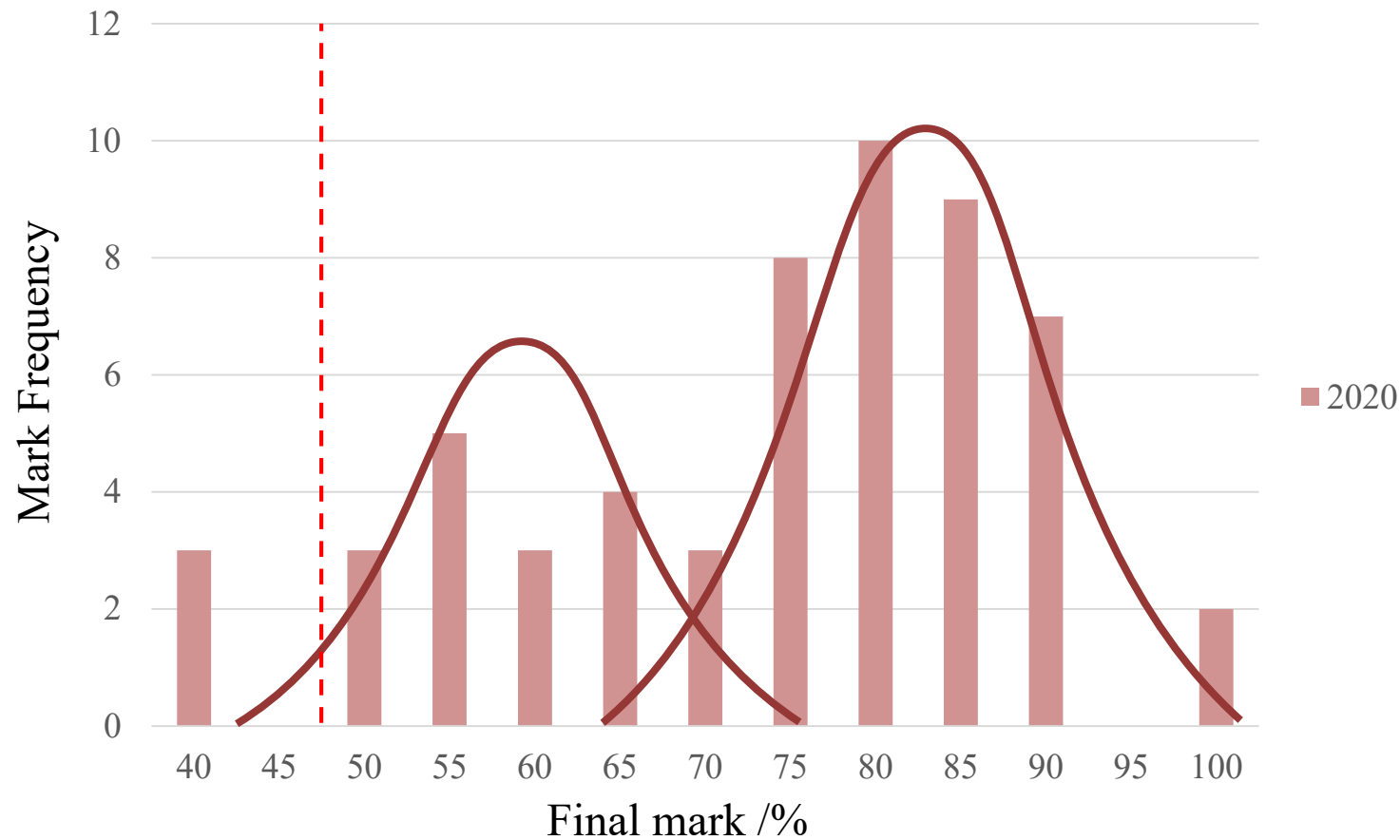
# 2019 assessment results

- Qualitative assessment; mixed results?



# 2020 assessment results

- Back to quantitative assessment; mixed results?



# Assessment results

- Or, put another way:

|             | Percentage of class |    |    |           |           |             |
|-------------|---------------------|----|----|-----------|-----------|-------------|
|             | $\leq 3$            | 4  | 5  | 6         | 7         | Avg         |
| <b>2013</b> | <b>0</b>            | 25 | 24 | <b>19</b> | <b>32</b> | <b>5.58</b> |
| <b>2014</b> | <b>6</b>            | 14 | 8  | <b>28</b> | <b>44</b> | <b>5.90</b> |
| <b>2015</b> | <b>7</b>            | 16 | 10 | <b>30</b> | <b>37</b> | <b>5.66</b> |
| <b>2016</b> | <b>29</b>           | 24 | 5  | <b>21</b> | <b>21</b> | <b>4.52</b> |
| <b>2017</b> | <b>18</b>           | 31 | 13 | <b>18</b> | <b>19</b> | <b>4.94</b> |
| <b>2018</b> | <b>4</b>            | 57 | 13 | <b>15</b> | <b>11</b> | <b>4.72</b> |
| <b>2019</b> | <b>16</b>           | 23 | 16 | <b>20</b> | <b>25</b> | <b>5.06</b> |
| <b>2020</b> | <b>8</b>            | 19 | 12 | <b>31</b> | <b>31</b> | <b>5.12</b> |

---

# Typical student outcomes

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Students tend to fall into two broad groups:

## The **Gets-its** and the **Don't-Gets-its**

- The Gets-its work as a team, deconstruct the task rationally, try to understand the real problem, and implement a solution well
- The Don't-Gets-its... don't

---

# Sins of the forbearers

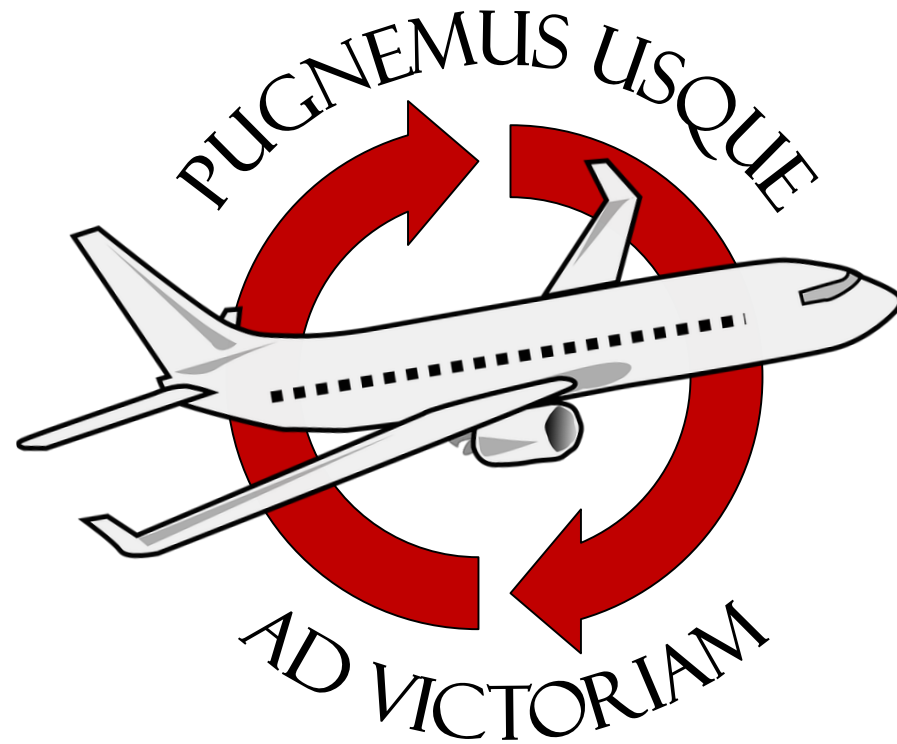
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- 2013: Mortal ability, immortal ambition.
- 2014: You cannot 3D print a passing grade
- 2015: Balsa, electrical tape, hot glue and paperclips – *zero engineering analysis*.
- 2016: “Testing? What testing?”
- 2017: Assumed maximum hand-in volume limitation wouldn’t be enforced – it was.
- 2018: “But, but... I did *my* bit!!”
- 2019: “Meh, I’ll get around to it.”
- 2020: ~*COVID haze*~

---

# Welcome back, frequent fliers

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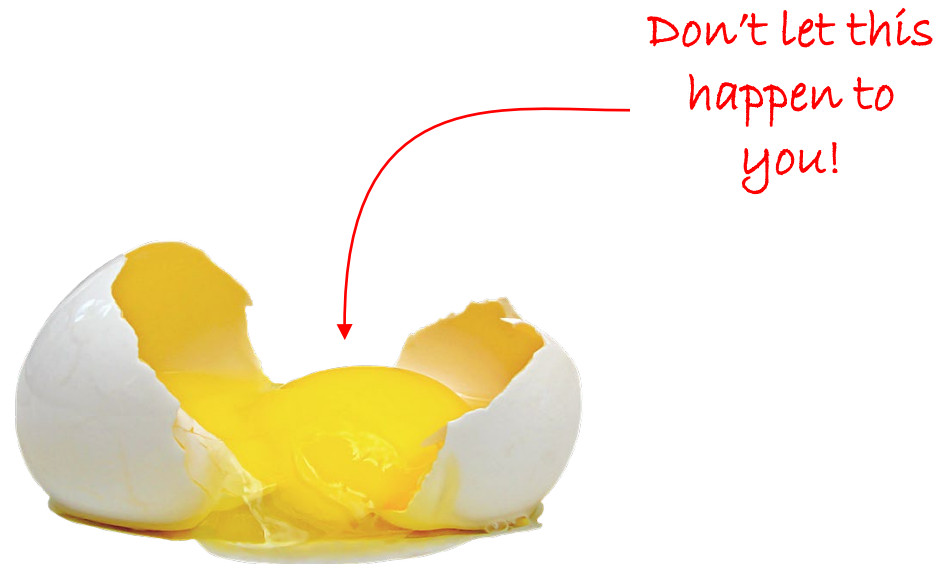


---

# This course breaks eggs

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- You are probably going to find this course technically or socially challenging (or both!)
  - This is intentional



---

# How to pass this course

---

- Work as a team
- Get started early
- Deconstruct the task logically
- Understand the *real* problem
- Implement a solution well

---

# How to fail this course

---

- Don't contribute to your team
- Do it all at the last minute
- Don't play nice with others
- Fixate on your pet approach
- Do lazy, effortless hacking

**ANY QUESTIONS?**



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# Enough about other people...

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Now it's your turn

---

# PART 1

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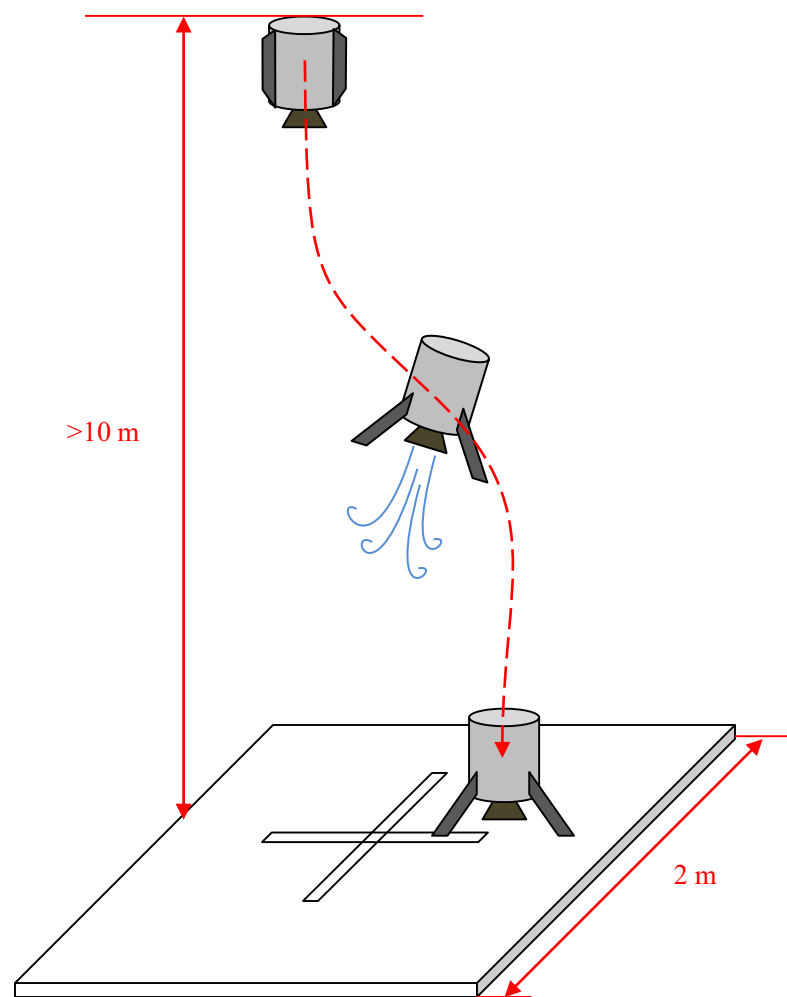
## The Project

# The task

Build a miniature spacecraft lander to descend from  $>10$  m onto a flat  $2 \times 2$  m target platform under powered descent.

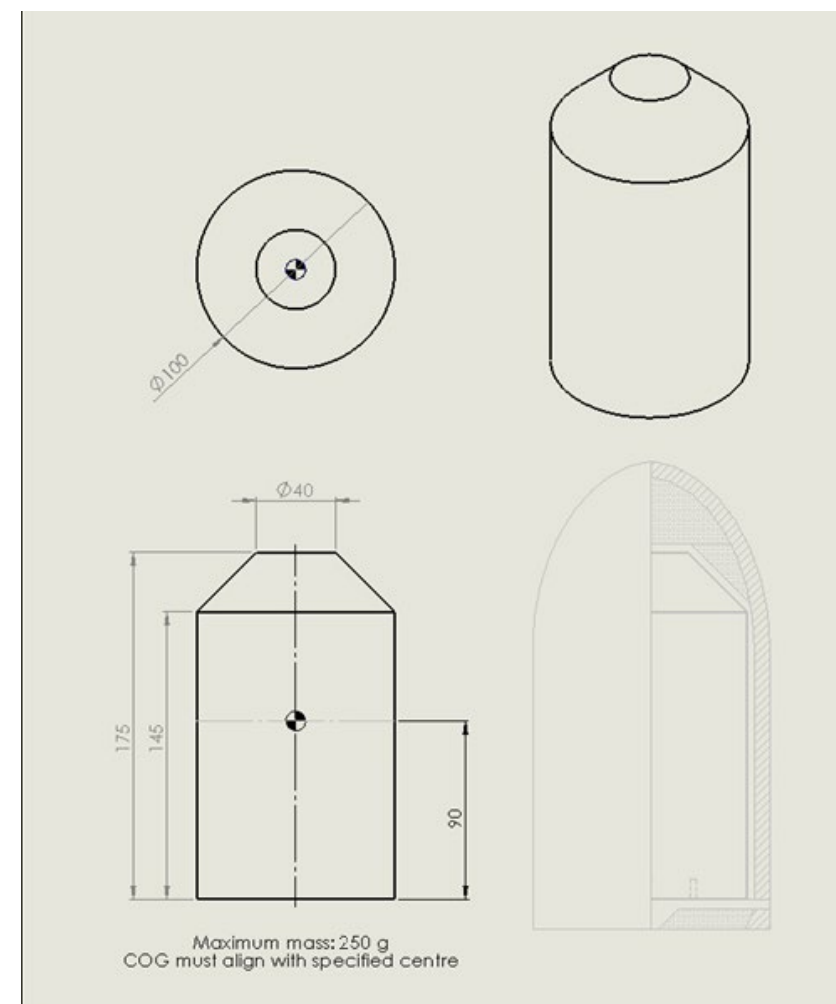
The spacecraft must employ a ducted fan for deceleration, though other braking systems may be incorporated.

Performance will be judged on landing precision and minimising acceleration.



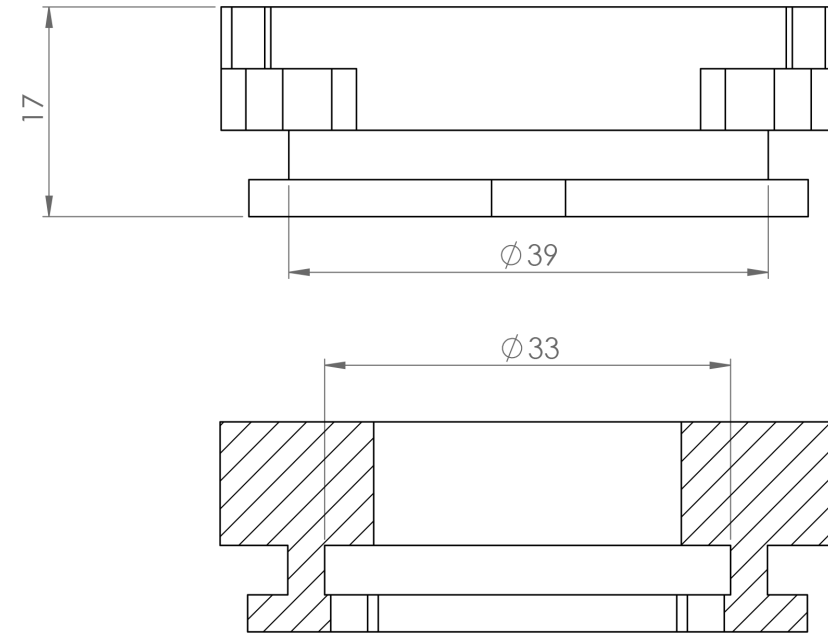
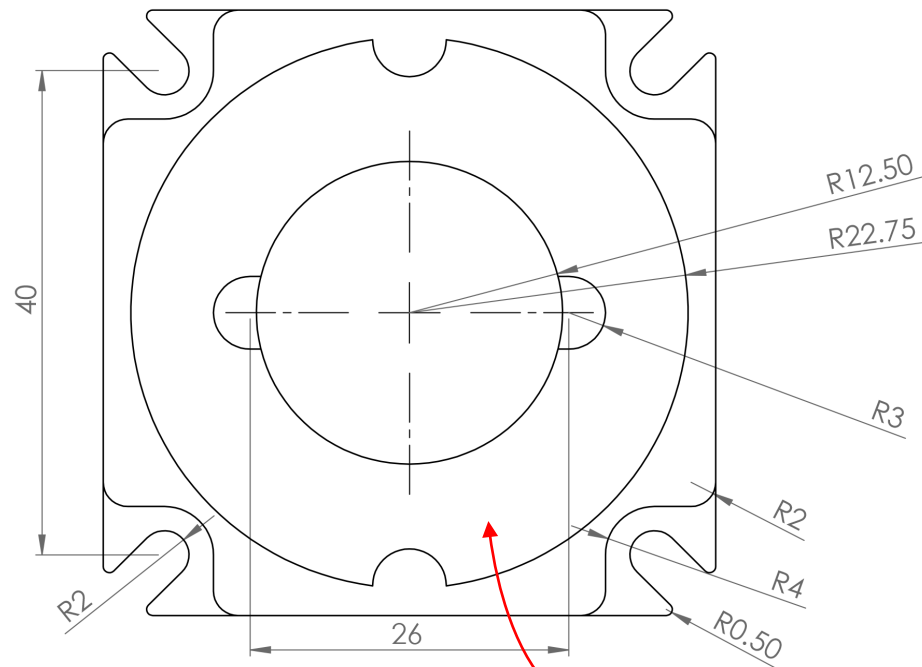
# The task

- **Max 250 g weight limit:** this is a CASA legal requirement and shall be strictly adhered to.
- The spacecraft must fit within the payload size limits
  - Pieces will be removed with side cutters until it fits within the limits.
- Must be self-contained
  - No ground wires, cables, etc.



# The task

- The spacecraft starts attached to a ‘service module docking adaptor’, from which it must release itself to start descent.



---

# The task

---

- Your spacecraft must have an “abort mode” that can be remote-activated to stop the ducted fan and immediately deploy any other descent or arrest systems.
- You must be able to demonstrate that it works on the ground prior to testing
  - Good idea to make it something that is quick and simple to reset

---

# Flight controller

---

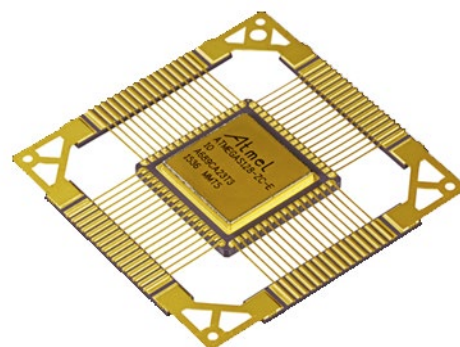
- Your team shall designate a ‘flight controller’, who shall remotely activate spacecraft’s deployment, descent and abort routines, and receive and plot sensor telemetry from the spacecraft.
- If your team includes an External student, the External student *must* take on this role. There will be at most one External student per team.

---

# Space-rated microcontrollers

---

- The space environment requires a space-rated supervisory microcontroller
  - Doesn't have to be an *actual* rad-hardened micro; just show that it comes in a space-rated version
  - All key subsystems must be able to be power-cycled by the space-rated microcontroller



---

# Other things

---

- \$400 budget
- At-home 3D printing is explicitly allowed
- Consider producing multiple functioning hardware systems, *just-in-case*

Full details on restrictions and constraints  
are in the task specification document

---

# Key points

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- Multiple different systems to be developed in parallel – don't short-change any part
  - Each subsystem is harder than it looks!
- This task is intended to be *challenging*
  - Focus on getting readily achievable points first
  - Get a functional proof-of-concept pathway early

**ANY QUESTIONS?**



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# Lead developers

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- Each team member shall be ‘lead developer’ for one key project subsystem
  - It’s up to you how to divide up the projects into subsystems, but they must each be equal loads
- The lead developer is responsible for making key decisions, monitoring progress and ensuring success of the subsystem
- You will be expected to account for your area of responsibility at progress reviews.

---

# Statement of roles

---

- At the first progress review, your team must present a statement of lead developer roles signed by the whole team.
- *Remember:* You shouldn't and don't have to be the only monkey working on that system (and you should also be helping others)!

---

# Submitting parts to the workshop

---

- You must have at least one machined part per team – ie. milled, lathed, EDM'd or water-jet cut
  - Your job will be costed in magical “workshop bucks” charged at \$30 per hour, or quarter-fraction thereof.
- Submit jobs via EAIT Faculty Workshops job request form, as “coursework”:  
<https://student.eait.uq.edu.au/workshops/jobrequest.wphp>
  - Submissions open in Week 6, and close end of Week 10
  - if your part isn't in by then, you're on your own

---

# Printing parts in the makerspace

---

- 3D printing can be done at home or by the makerspace
  - There are no 3D printers in the lab
- ~~You will be given a 500 g quota that will be accounted against for all parts printed.~~
  - ~~— Only parts printed by the makerspace may be submitted for final assessment. Home printed parts are ineligible.~~
  - Home printed parts are ok.
- Nominate *one* student to submit print files to the makerspace

---

# Scoring

---

- Performance will be measured with a point system for demonstrated functionality
- Points will be awarded during scheduled demonstration sessions in Week 13
  - 30 minute total time for set up and test
  - Last 5 minutes reserved for pack-down/marketing

See rules and description document for full details

# Functionality and scoring

|  |                     |
|--|---------------------|
| <b>Build Quality</b>                                     | <b>10/10 Points</b> |
| <b>Basic Functionality</b>                               | <b>40/40 Points</b> |
| The thruster activates on command                        | 10                  |
| The arrest system deploys                                | 10                  |
| The onboard sensors read meaningful data                 | 10                  |
| Telemetry data is received and plotted by ground control | 10                  |
| <b>Landing Precision</b>                                 | <b>30/30 Points</b> |
| Spacecraft lands upright                                 | 4                   |
| Spacecraft lands on landing pad                          | 8                   |
| Spacecraft lands within 0.66 m of target                 | 4                   |
| Spacecraft lands within 0.33 m of target                 | 6                   |
| Spacecraft lands on target                               | 8                   |
| <b>Landing Acceleration</b>                              | <b>20/20 Points</b> |
| Spacecraft does not exceed 16 G                          | 2                   |
| Spacecraft does not exceed 8 G                           | 4                   |
| Spacecraft does not exceed 4 G                           | 6                   |
| Spacecraft does not exceed 2 G                           | 8                   |
| <b>Bonus Functionality</b>                               | <b>10/10 Points</b> |
| Upright, centred, <2 G landing                           | 10                  |

Protip:  
 Passing  
 the class  
 pretty  
 much  
 requires  
 you to be  
 able to do  
 this

---

# The low energy solution

---

- There is often a simple, elegant low-energy solution to an engineering challenge
  - There is no ‘right’ way to solve any problem
  - Some people spend much energy on a complex solution, only to get frustrated when someone else finds a much simpler way
  - The simpler way is **more correct**; if you are struggling with your approach, maybe you need to rethink your assumptions?

---

# The trophy

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Teams that can successfully achieve the bonus functionality shall receive the coveted METR4810 trophy

Only 17 teams have won trophies since 2013



**ANY QUESTIONS?**



---

# PART 2

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# Assessment

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# My philosophy

---

- Engineering is the highest, purest and most noble pursuit of the human experience
  - All else is artifice or drudgery
- You are training to be engineers, and this is a chance to actually practice engineering
- You are not your grade\*
- There will be second chances

\* They make me assign you a grade

---

# On qualitative assessment

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Question: do students need fine-grained numerical feedback to stay motivated, or was the cohort quality different?

---

# On qualitative assessment

---

- In 2019, I experimented with qualitative assessment
  - IE. I set your grade based on holistic observation of your demonstrated achievement
- Result: grades were on par with previous results, but student engagement was noticeably reduced
  - The first and (so far) only year that no team completed 100% of the task and no trophies were awarded
- In 2020, I returned to quantitative assessment: back to business as usual

---

# On qualitative assessment

---

- Thus, A/B testing indicates numerical grades are necessary for student success and achievement
  - Sad but true ☹️
- Personally, I engineer for the sheer joy of it, but I realise I'm not a sensible, ordinary, everyday sort of person
  - Perhaps this course can change how you feel about engineering?

---

# What to expect from this course

---

- Expect to learn new things on your own
  - You need will need to know *more* than just what you've been taught at university thus far
- Expect to apply real effort
  - This course **actively** punishes freeloaders
- Expect to be involved
  - Lots of peer assessment; PAFs can be *vicious*
- Expect change
  - The specifications *will* change (intentionally)

---

# A common theme

---

- Present analysis to justify design decisions
  - Motor torque/power calculations
  - Chassis structural load simulations
  - Clearance and tolerance of components
  - Microcontroller control cycle overhead
  - Decision matrices... and such!

If you can't back up it up with numbers,  
you're really just **guessing**

**ANY QUESTIONS?**



---

# Deliverables

---

- Problem analysis – 10%
- Progress Review 1 – pass/fail†
- Progress Seminar\* – 10%
- Progress Review 2 – pass/fail†
- Preliminary Report – pass/fail†
- Final Product Demo\* – 60%
- Final Project Report – 20%

\* Team assessment with peer and tutor weightings

† More on this later

*All non-project written deliverables to be submitted via Turnitin*

---

# Problem analysis

---

Due 5<sup>th</sup> March– 10% (2 pages max)

- Break down the design problem, determine its scope, key requirements and constraints.
- Describe the key underlying engineering design challenges – what makes this hard?
- Present a candidate solution, and explain how your approach addresses the problem.
  - Analysis is golden.

---

# Progress Reviews 1 and 2

---

Due 15<sup>th</sup> – 19<sup>th</sup> March and 4<sup>th</sup> – 7<sup>th</sup> May

- Tutor-mediated meetings
- Demonstrate your progress in the preceding period with tangible **evidence** of your contributions – eg. prototypes, code, etc
- Pass/fail mark based on quality of work and relative progress towards the goal

**EXPECT NO MERCY.**

---

# Progress Seminar

---

Due 5<sup>th</sup> – 8<sup>th</sup> April (team assessment) – 10%

- Provide a 10 minute seminar outlining progress towards developing a solution to the problem.
  - Focus on the progress, not the approach
  - Each student presents for roughly equal time
- Assessed by an expert panel of hand-picked highly-trained, fully-equipped elite tutors and/or course coordinator

---

# Preliminary Report

---

Due 14<sup>th</sup> May – pass/fail\*

- Describes the methodical analytical approach to solving your subtask, how it relates to the other subsystems within the project and the analytical process that was used in developing the solution.
- Show the formal, disciplined, quantitative engineering process followed, demonstrating the feasibility of the approach taken.

---

# Final Product Demo

---

Due 24<sup>th</sup> – 28<sup>th</sup> May (team assessment) – 60%\*

- The Main Event – show your system works!
- Marks awarded for functionality, achievements and build quality.
- Hand in everything needed to make your system work, including documentation and printouts of design schematics.

**Above all: Convince me you can *engineer*.**

---

# Final Report

---

Due 28<sup>st</sup> May – 20%\*

- Identical to the preliminary report, but incorporating corrections and reflecting any changes from the final two weeks.
- Preliminary report will be returned with comments so that you have an opportunity to revise your work and improve upon it,

*Just like in real life!*

---

# Incremental demos

---

- Spontaneous night-before failure of hardware systems is **brutal and unfair**.

*Just like real life!*

- If your system is sort-of working early, you can have it tested in an incremental demo.
  - If the final demo mark is less than what was scored in an incremental demo, you will be awarded the incremental demo mark.

---

# Incremental demos

---

- Scored just like the final demo, but the marks are capped according to time left in semester
    - Week 7: 25%
    - Week 9: 50%
    - Week 11: 75%
  - Incremental demos are by appointment only\*
- \* Do not attempt a demo with an obviously non-functional system or you may forfeit future incremental demo privileges

---

# Pass/fail penalties

---

- Subpar (or absent) pass/fail submissions incur a deduction from your final grade
  - Project reviews: 5% each
  - Preliminary report: 10%
- These deductions are *cumulative*
  - If you were to fail all of them, your maximum achievable grade for the course would be 80%
  - ... but realistically you'd probably be struggling to pass.

---

# PAF and TAF

---

- A substantial fraction of assessment is peer-moderated; others are tutor-moderated
  - Regularly adjusts results by up to **2 grades**
- It's vital your team recognises your efforts
  - A bitter or frustrated team means a low PAF!
- Ultimately, peer and tutor weighting is mediated by the course coordinator

---

# Peer assessment

---

- At progress reviews, progress seminar and final demo, you will fill out PAFs
- Your demo mark will be weighted by all of the PAFs through the semester:
  - Progress review 1: 10%
  - Progress seminar: 20%
  - Progress review 2: 30%
  - Final demo: 40%

---

# Tutor assessment

---

- TAFs work just like PAFs, except the score is provided by the tutors
- Tutors pay attention to who is working and usefully contributing throughout the year
  - Being present and effective in the lab is a great way of convincing them you're a contributor
  - This is evidence based: we take notes.

The TAF also works as a sort of safety valve for hard-luck students

# Calendar at a glance

You are here →  
Teams assigned here →

| Week  | Dates       | Lecture                                    | Reviews           | Demos         | Assessment submissions      |
|-------|-------------|--|-------------------|---------------|-----------------------------|
| 1     | 22/2 – 26/2 | Introduction                               |                   |               |                             |
| 2     | 1/3 – 5/3   | Principles of Mechatronic Systems design   |                   |               | Problem analysis            |
| 3     | 8/3 – 12/3  | Previous years deconstruction case studies |                   |               |                             |
| 4     | 15/3 – 19/3 | Professional Engineering Topics            | Progress review 1 |               |                             |
| 5     | 22/3 – 26/3 | PCB design tips                            |                   |               |                             |
| 6     | 29/3 – 2/4* | Your soldering is (probably) terrible      |                   |               |                             |
| Break | 5/4* – 9/4  |  |                   |               |                             |
| 7     | 12/4 – 16/4 | Introduction to firmware design            | Progress seminar  | 25% demo      |                             |
| 8     | 19/4 – 23/4 | No lecture!                                |                   |               |                             |
| 9     | 26/4 – 30/4 | Q and A sessions                           |                   | 50% demo      |                             |
| 10    | 3/5* – 7/5  | Q and A sessions                           | Progress review   |               |                             |
| 11    | 10/5 – 14/5 | Q and A sessions                           |                   | 75% demo      | Preliminary report          |
| 12    | 17/5 – 21/5 | Q and A sessions                           |                   |               |                             |
| 13    | 24/5 – 28/5 | Closing lecture                            |                   | Final testing | Final report and reflection |

Pauline on junket! Yay!

Break!  
(Try to work?)  
😊

Madness week

**ANY QUESTIONS?**



# In case of COVID-19...



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# In case of COVID-19...

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## Tentative response plan (subject to change):

- <2 weeks lockdown: Keep calm, carry on.
  - No change to expected assessment schedule, meetings moved online as required – don't worry, we are sensible and fair.
- 3-4 weeks lockdown: Extended design phase
  - Teams may elect to reduce final demo marks to 30%, with marks reallocated to final report (so, 50% final report).
- >4 weeks lockdown: Paper-only design
  - No hardware submission – final demo marks to be reassigned the preliminary report (20%, no longer P/F) and final report (60%).

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## In case of COVID-19...

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- If lockdowns prevent in-person testing of your project, it will be assessed by the course coordinator and tutors in accordance with the best functionality that can be demonstrated via remote operation.

*Pro tip:* Make your system fully remote-operable and easy to set up by ~~complete idiots~~ the tutors and academics!

(These are proposed measures only; actual execution may vary depending on circumstances)

**ANY QUESTIONS?**



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# PART 3

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## Class Organisation

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# Blackboard and splashy website

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- This class has a Blackboard page and a “splashy” outwards-facing website
  - If the two ever differ (which they won’t), the Blackboard page is considered authoritative

Blackboard: [learn.uq.edu.au/](https://learn.uq.edu.au/)

Splashy: <https://metr4810.uqcloud.net/>

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# Weekly schedule

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- Lectures – 2 hours once per week
  - Professional topics and Q&A sessions
- Practicals – 2 hours twice per week
  - Tutors available in lab (but 24/7 access)
- “Contact” – 2 hours thrice per week
  - Time set aside for meetings, demos, etc.

Your team should meet and interact continuously outside of class –  
*at least* once per week

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# Class clashes

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I am aware of some clashes with other classes

- Most notably METR4900
  - This will ruin your life – plan accordingly
- Any others I've missed?

All lecture content will be online

Major announcements go out via Blackboard

... but you'll hear it first in class, by design

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# Lectures

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- Boring, useless lectures help *nobody*
- I will endeavour to provide lectures that are educational, useful and (sort of) entertaining
- Lectures will be student-driven: you tell me what you want to learn about and I'll teach it

---

# Lectures

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- Lecture 1: Introduction to the project
- Lecture 2: Principles of mechatronics system design
- Lecture 3: Previous years' deconstruction case study
- Lecture 4: Professional engineering topics
- Lecture 5: PCB design tips
- Lecture 6: Your soldering is terrible (probably)
- Lecture 7: Introduction to firmware design

Further topics may be nominated by emailing me, and then voted for on a doodle poll

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# Lectures

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- No, you don't *have* to attend lectures, but if you don't you're really missing out
  - Protip: Students who attend lectures historically are more nicely-groomed and do better than those who don't!
- Lectures are the first and most immediate way of hearing about what's happening and getting your questions answered
  - Note: recordings aren't interactive and don't think you're cool

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# Some suggested topics

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- Digital control
- Electromechanical devices
- Radio communications
- Principles of aerodynamics
- Sensor-fusion and filtering
- Schopenhauer and philosophical pessimism

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# Teams

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- Teams will each consist of four people
  - Except for when they don't
- Teams will each be assigned a tool kit
  - Complete kit must be returned *or else*
- Work together! Contact sessions are set aside for team meetings and collaboration

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# Teams

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- You will have to work with people you hate\*  
*Just like in real life!*
- You may email me and request one person with whom you do not want to work
  - Exclusion requests must be in by Friday
- Otherwise, teams will be allocated by *magic*
  - Teams will be assigned in Week 2

\*If you don't hate them now, you will by the time you're done

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# Laboratory space

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- A ~~small high~~ frightening number of students this year – 79 enrollments!
  - It's going to be *packed*...
  - Good idea to work from home if you can.
- Consequence: share and keep it tidy
  - Compact lockers for project work
  - Shared space and resources
  - Get started early; consider how you can work most effectively in the final two crunch weeks

**ANY QUESTIONS?**



<eyeofsauron>

A close-up, high-contrast image of a red, textured eye, likely from a dragon or a similar mythical creature. The eye has a vertical slit pupil and is surrounded by a dense, fibrous-looking structure. The overall color palette is dominated by bright reds and oranges, giving it a fiery or intense appearance.

Hey, about that lab...

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# Laboratory space

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- The laboratories are governed by the UQ risk management policy
- To work in the lab:
  - You **MUST** have completed the induction
  - You **MUST** wear appropriate footwear
  - You **MUST** abide by all safety requirements
- If you do not follow the guidelines you will be barred from the lab

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# Laboratory space

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- The induction session requires you to sign-up via uRite:  
<https://student.eait.uq.edu.au/urite/index.wphp?act=show&schedule=264>
  - The session will be held on March 3<sup>rd</sup>, during the practical slot
  - Also when you'll get your toolboxes!
- If you can't attend that session, you will have to organise a separate session with Jonathan Read.

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# Laboratory space

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- Just in case you forgot:
  - No eating/drinking in the lab
  - No sleeping in the lab
  - No non-METR4810 students in the lab
  - The lab is not for facebook/myspace/whatsapp/tictoc/tindr/grindr/gaming/socialising/having a life etc.
  - I am held personally responsible for the safety and condition of the lab and I get *very* grumpy.

So don't say you weren't told.

# Laboratory space

- Every year, I go out of my way to find ~~people~~ violators to make an example of
  - Don't let this happen to you!



Proposed lab  
management  
policy

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# Laboratory space

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- Keep the lab clean and orderly
- Cleanliness “warning light” system in effect
  - Status noted on Blackboard/class website

**Green:** Full speed ahead

**Yellow:** Clean up needed

**Red:** *Danger, Will Robinson!\**

**Black:** *“Uh oh.”\*\**

\*Lab will go to limited hours until cleaned.

\*\*Lab will be locked until further notice.

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</eyeofsauron>

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Keeping the lab tidy makes for a nicer place to work and makes it easier to get stuff done

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And now a word from our sponsor...

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**A valuable message about safety...**



---

And now a word from our sponsor...

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**Thank you for your attention**

(We're trying these out, tells us what you think!)

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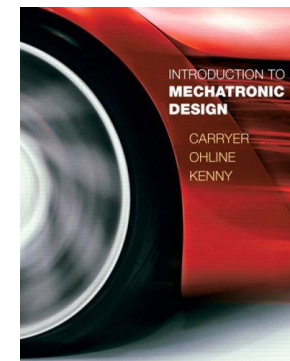
# Resources

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- Website
  - Everything will be posted on the Blackboard class website: ([learn.uq.edu.au](http://learn.uq.edu.au))
  - Better-looking class website will mirror course materials: ([metr4810.uqcloud.net](http://metr4810.uqcloud.net))

- Textbook
  - “Introduction to Mechatronic Design”  
by Carryer, Ohline and Kenny

(recommended but not required)



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# Knowledgeable people

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- Course Coordinator and Professtrix:
  - Pauline Pounds
- Tutors:
  - Will
  - Ben
  - Stewart
  - Henry
  - John
- Technical Staff
  - Patrick Morris
  - Jason Herriot
  - Malcolm Marker
  - Jonathan Read
- Emergency Auxiliary Temporary Back-Up Replacement Stand-in Teaching Faculty
  - Dr. Tyson Phillips
  - Dr. Phil Terrill

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# Contact info

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If anything is bothering you, bring it up *early*

- Rules questions
- Technical issues
- Ordering
- Disenfranchisement with the sociopolitical gestalt
- Assessments
- Group problems
- Enrolment

➤ Serious? Email first to arrange a meeting

➤ No? Just stop on by! (but email is good too)

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## On that topic...

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- I often get comments in the SECaTs about things that *could* have been addressed during the semester if I'd been told about it earlier
- Don't wait until you're angry in Week 13!
  - Tell me about it as soon as it comes up so I can explain it/solve it/fix it/find it/sort it right away
- I'm always happy to help! 😊

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# Contact info

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Who: Me!

Why: Questions, issues, concerns, ennui!

Where: GPS 47-310 or Nanos

When: 11ish to 5ish – by appointment (or drop in)

What: Coffee or coke (either kind)

How: [pauline.pounds@uq.edu.au](mailto:pauline.pounds@uq.edu.au)

Plz preface class-related messages with [METR4810] in the subject line, kthxbye

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# What happens next?

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- Send me group exclusion requests
  - Email me ASAP!
  - Groups will be posted next week
- Attend the afternoon practical session in Hawken c404 Wednesday 3<sup>rd</sup> March
  - Toolbox handouts
  - Room induction

And start thinking about solutions!

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# Tune-in next time for...

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## Principles of Mechatronic Systems Design

*or*

“Striking a Balance is Making Everybody Equally Unhappy”

Fun fact: It took SpaceX 19 launches to successfully land an orbital rocket stage.

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# Questions?

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