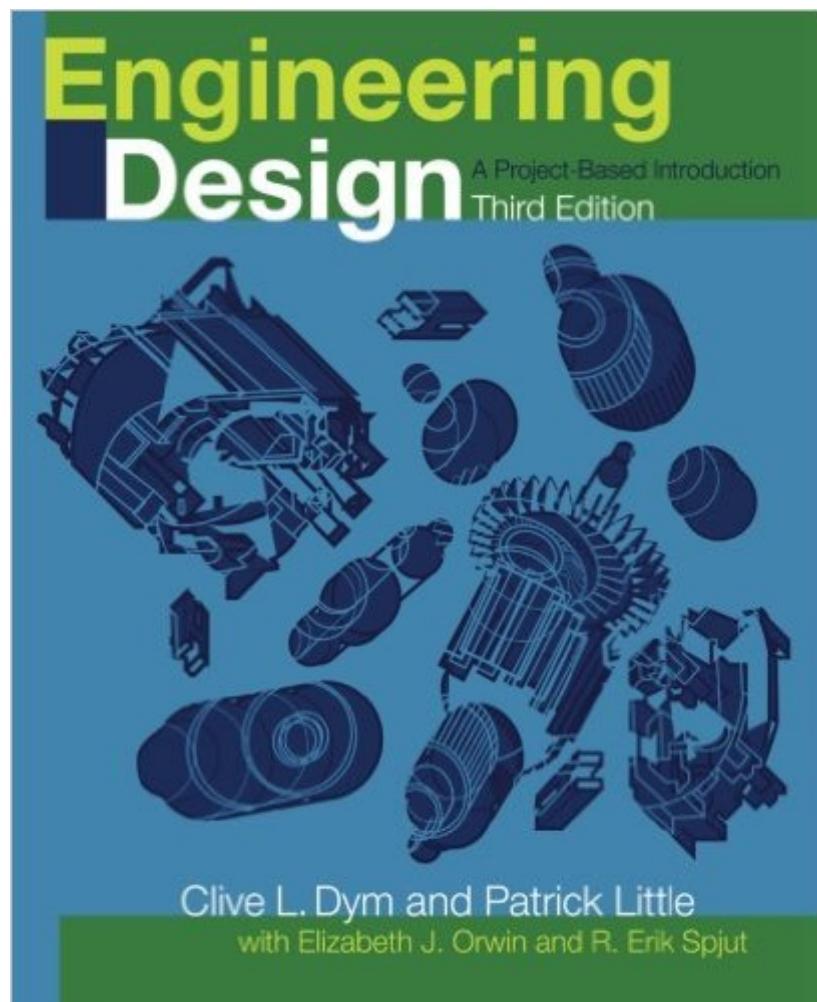


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# Engineering Design: A Project Based Introduction



## **Synopsis**

Engineers continue to turn to Engineering Design to learn the tools and techniques of formal design that will be useful in framing the design problems. Insights and tips on team dynamics are provided because design and research is increasingly done in teams. Readers are also introduced to conceptual design tools like objectives trees, morphological charts, and requirement matrices. Case studies are included that show the relevance of these tools to practical settings. The third edition offers a view of the design tools that even the greenest of engineers will have in their toolbox in the coming years.

## **Book Information**

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## **Customer Reviews**

I have been teaching mechanical engineering design subjects at Universities for almost 16 years now (as a lecturer / professor). Overall assessment: Very dry, dull, boring and long-winded (too wordy, too verbose). The book does not even emphasize the importance of understanding components and how they can be connected together into systems or circuits or schematic diagrams! Reading this book will either (A) Put you to sleep very quickly; (B) Kill all your initial enthusiasm for wanting to be an engineer, let alone a designer - because it presents design as being like a rigid procedure of completing certain steps; (C) Teach you very little about what real design engineers do; or (D) show you how to waste huge amounts of valuable time before actually starting any serious design work. Check out the uspto.gov "US Patents and Trademarks" database website (today), search for any inventions or patented products created by the lead author, Clive L. Dym, and I am sure you will find none listed (from 1976 until now). This textbook was used by

students at my University for over 4 years. Most have not even bothered to read it, and many have complained about how boring and dull it is to read. I have read the entire book myself, and I totally agree. It really is hard to keep your eyes open and stay motivated, while reading this book, because it is written in a very lifeless and uninspiring style - not much more interesting than reading a phone book or an encyclopaedia describing hundreds of pages of tax laws and policies. It does cover some basic definitions to help designers gather some important information before starting a design project (like identifying the main problems and defining objectives, functions, constraints, requirements, etc.

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