ISDN 2400

Physical Prototyping

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Hong Kong University of Science and Technology

Division of Integrative Systems and Design

ISDN 2400 – Physical Prototyping

Course Vector: 3

Course Description:

The aim of this course is to take design concepts to reality. Students will convert their concepts that were created using sketches or 3D design software to tangible prototypes. Quick prototyping using various materials will provide hands-on experience. The course will also provide knowledge on various 3D prototyping technologies so that students can explore the most suitable means to generate functional and aesthetically pleasing prototypes. Hands-on experience with assembly to generate complete prototypes will be emphasized.

Course Learning Outcomes:

At the completion of the course you will be able to:

1. Use manual and computer-aided prototyping technologies to build physical prototypes
2. Validate and develop proof of concept models
3. Acquire skills to assemble parts into an assembled product
4. Acquire skills to change concepts to desirable, feasible and viable alternatives

Grading:
Course participation	15%
Labs/Assignments	25%
Quiz	15%
Project	45%
	100%

Late Policy: All assignment are due @ 11:59pm, They may be submitted late by no more than 48 hours (weekend and holiday included). The penalty for late submission is 50% of the score. No score will be given for submissions after 48 hours.