ME349 Student Comments

Spring 2012

Try hard and then try harder because if you think things just about overwhelm you than you know you are working at the absolute limit of your abilities. That’s the point at which you prove yourself or fall apart.

Work ahead! Even though its annoying at first, it will pay off! Lots of groups (including mine) had post-spring break project panic.

Do a lot of work at the beginning, otherwise after spring break you will realize you have a lot to do in a short amount of time!

Even if you can’t stand you group members, don’t ever have a confrontation with them. It will make things worse and not better. This is an important lesson for work too!

Don’t waste time. Don’t wait until the last minute to start your project.

Start early! The end comes sooner than you think, and you will be scrambling at the end.

Don’t spend too much time on concept evaluation and selection. Its better to pick a concept early and have some time for design development.

Start developing your prototype ASAP so that you have it for testing and further development/improvement of you design.

Don’t stress about it too much. You’re working on a very short schedule and you can't produce a perfect design.

Choose some design aspects to focus on instead of trying to make everything perfect. Use your “recommendations” section to talk about what you didn’t focus one.

Start early and don’t slack ever. If you keep up w/your work you won’t have to pull all nighters at the end.

Ask questions from Manner, there are things he will expect you’ve done, make sure you know them early on! (His office is always open)

It’s not that bad, there’s beer at the end.

Do a project you enjoy, you’ll spend a lot of hours on it. Don’t be afraid to voice your opinion.

Find you resources and use them...campus, community or anyone else.

Make friends with your team, they are on your side (go to a bar together as early on as possible, you’ll bond after that)
Have fun, you’re almost graduated!

Choose a project that truly interests you.

Manage time well. Work your ass off at the beginning.

Go out with your team early on to get to know each other.

STAY POSITIVE!

Choose a project that is relevant to you, so you’ll enjoy it and get something out of it.

Go to class.

Work a lot outside of class.

Delegate TASKS! Don’t let the leader micromanage.

They say it don’t be like it is, but it do!

Relax and enjoy it.

We are all friends here. Have your group bond over a week, w you will have some of your best ideas.

It is a great class and don’t overthink your project.

Make your project something you will all get on board with.

Enjoy your senior year. Take time to do the best of Madison.

Team build with your team doing activities outside of class. Not necessarily having anything to do with the project.

Learn as much as possible about working in a team and balancing personalities and workloads.

Make sure the scope and cost of the project are within before you get too far down the road on the project.

Choose a project that you are interested in and are[sic] relevant to your life.

Try to recognize the strengths and weaknesses of each person in your group.

Exploit those strengths.

Start work early, not kidding!

Finish final report a week beforehand

Trust Prof. Manner, but still go w/your guts.
Go to Jordan’s Big10 on Mondays with your group for $.60 tacos. Take 370 1st semester senior year. Have fun!

Brewery tour is awesome!

More design reviews, not enough feedback. Would have liked more. Ask for advice.

Frontload your work.

Come up with a cool product!!!

If you are not happy with product, make your group aware. I was not happy with what we ended up with and it made me miserable.

Keep up with this class and set expectations early on. A lot of the projects were only done by only a few people. It would probably be the best to split the team into group and give specific parts of the project to each.

You should pick a project based on what you want to learn. If you want to learn more about circuits and electrical design, pick an electrical project. If you are interested, the class will be more fun.

Lastly, become friends with your team and don’t stress too much. You will get through the class, you will graduate. Concentrate on enjoying your last semester as a Badger.

Definitely go to the brewery tour.

More feedback would have been helpful throughout the class.

Think of ideas right away.

Don’t push off deadlines.

Stay ahead of homework.

Work in groups, no matter how shitty you think the other members are.

It never gets better, but its worth it in the end.

Take Manner for 349

Get on your shit. Don’t wait.

Start on your paper right away so you don’t need to pull an all-nighter.

Get along with your group, no matter what.

GPA means nothing. Personality and experience are everything.

Go to the brewery tour.
More design reviews would help. Feedback on weekly reports.

Make sure you are able to make a decent prototype.

Consciously be thinking of what you final design will be like.

Take advantage of your time and start right away.

Get your shit done early.

Start early, work will pile up at the end of the semester.

Pick a project that interests you, it makes it much easier to work on.

Don’t eliminate project ideas because you don’t feel like you know them well enough. You can find help from professors and learn a lot from projects that you haven’t already mastered.

Don’t stress out over the work load. There will always be times you won’t think your project will work, but in the end if you put in the work your project will turn out fine.

Bond with your team, if your [sic] friends with your team it will make your life much easier.

Go one the brewery trip. Best thing ever!!

This may be your last chance to do something cool, come up with a cool electro-mechanical design, it will be worth it.