

# **The Wonder Factory STEM Display B – Team 15**

## **Background Report**

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## **DISCLAIMER**

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# 1 BACKGROUND

This section provides information on the client, The Wonder Factory, and explains the company's goals for the local community. The client's project description is delivered along with how this project's objective will correspond with The Wonder Factory's aspiration for the community of Flagstaff, Arizona.

## 1.1 Introduction

The Wonder Factory is a learning center that integrates art into science, engineering, and technology and provides interactive experiences for the young and young at heart. The Wonder Factory STEM Display B – Team 15, which will be referenced as “the team”, has the opportunity to generate learning through play. The Wonder Factory staff, along with the team, feel passionately that the next generation must be given opportunities to have hands-on, interactive experiences to take their positions as the thinkers, makers, and creators of the future. Northern Arizona University will be sponsoring the project and will offer financial support up to \$1500. Once the team is finished with the project, there is a possibility that the project will be on display at The Wonder Factory, Inc. (TWF) in Flagstaff. Upon completion, children and students will have more incentive to visit TWF because the project will give them a safe, interactive, meaningful, and enjoyable experience. The frame of the project takes a complex scientific theory and breaks it down to a simple level. Because of this, the younger generation in Flagstaff, regardless of experience, will be able to enjoy and learn science in a way that they may not have been able to before.

## 1.2 Project Description

The following is the original project description provided by TWF:

Your task is to generate lots of interactive display ideas and to ultimately design build and test one final display ready for public consumption. Your final design must:

- Must be safe to all users per applicable safety standards. Safety is your first priority!!
- Must be ready upon completion of this capstone sequence
- Should generate up to 100 ideas – including existing, new, wacky, and off the wall concepts
- Must select, design, build, and test one final unique idea
- Should test the interactive display in a similar setting to expected everyday use
- Must raise some of the funds required to finish the project
- Must interact with the clients in order to maintain parity with their expectations [1]

## 1.3 Original System

This project involved the design of a completely new interactive display. There was no original system when this project began.

## **2 REQUIREMENTS**

The team analyzed the project description and met with the client to create the customer requirements (CRs). These CRs specify and clarify the overall project objectives and were given a weighting based on importance. The team determined the engineering requirements (ERs) needed to evaluate the potential designs and future final design. The ERs were designed to be verifiable with target values with tolerances with their respective justifications. Testing Procedures (TPs) and Design Links (DLs) were created to evaluate the engineering requirements and determine how they meet the targets and tolerances are explained.

### **2.1 Customer Requirements (CRs)**

The CRs for this project include: portability, safety, ability to have multiple users, ability for users to project themselves into the role, aesthetics, and simplicity. Additionally, the project must have tactile, auditory, and visual aspects and must enable the users to "feel smart". These projects are meant to be used by children to learn scientific, technological, mathematical and engineering principles. Therefore, one of the paramount requirements is that the device should be safe. The safety aspect of the project is achieved by covering the moving parts. The customers expect the device to be portable by having wheels or being light. A light project can be obtained by using light materials, such as using aluminum instead of steel. The customers need multiple users to be able to use the device. This requires the project having features such as adjustable height. The customer also expects the device to be functional, in that children should use it effectively to learn scientific, technological, mathematical and engineering principles. The functionality of the device is achieved through features such as tactility, visibility, and auditory. The STEM projects are expected to be aesthetically pleasing. This feature motivates children to use the projects for their learning purposes. The last requirement by the customers is that the devices should be simple in construction and operation since they are meant to be used by children.

Each CR was given a weight based on importance. The most important requirements are given weights of 5 while the least important requirements are given weights of 1. The prioritized requirements are summarized in the House of Quality in Table 1 of Section 2.

### **2.2 Engineering Requirements (ERs)**

The ERs were designed to provide a way to objectively measure specific parameters or conditions based on the CRs. Each ER was assigned a value along with a justifiable or rationale tolerance. In regards to portability, which has been gauged based on weight, fixtures, and durability of the components, a score of 5 shows that the designed object moves with ease, and the motion does not affect the functionality. Given that there is a range of area of portability, a score of 5 has been attained for an area of less than 200 ft<sup>2</sup>. Here, tolerance reduces outside the stated area of 200 ft<sup>2</sup>. Regarding safety, the precautions include weight, power, and exposed faces. Here, the highest score of 5 is attained when the weight is low and no sharp parts are exposed. Regarding usability by multiple individuals, a system that accommodates at least two users has been regarded as multi-user. The highest score is given when more users can be served at the same time. Tactility is a measurement of the extent to which the product can be handled by human hands. In this case, the rating is based on the ergonomic aspect of the exposed parts as well as the power consumed. Also, the presence of sharp edges, which could injure the user, is a negative aspect thus would result in a lower rating. In regard to auditory and visual aspects, which majorly encompass the comfort of the user, based on how the product affect the hearing and the vision of the user, the rating depends on the power consumed and the higher the power consumed, the lower the above two aspects, given that there are audio and visual noises that affect the user negatively. The project attains high rating when it has an interactive display and offers an educational value during the use of the product. Finally, how smart the user feels and simplicity

of use are two aspects regarded in this case too. In this case, the simplicity is determined by the display and educational aspect of the product.

### **2.3 Testing Procedures (TPs)**

Testing of the designed product shall be done per the set of parameters, which must comply with customer and engineering requirements. In this case, the system shall be tested for conformity, with a rating of each aspect derived from the initiated HoQ measurements. Here, the testing procedures include the power rating of the system, system weight, combined operation of the parts, visual and ergonomic aspect of the prototypes and the final design. As such, each of the Engineering and customer requirements shall be investigated, based on design links. The team had separated the project to seven parts to test if each part is working well.

- 1) Power generator: The team will clamp the generator into a mill and test the voltage and current output at various RPM with a multi-meter
- 2) Assembled Set and Racetrack: The team will weigh one assembled set and the racetrack by weighing one team member on a home scale without holding anything and again with the team member holding the assembled set or racetrack. The difference will be taken to calculate the weight of the assembled set and of the racetrack. Each assembled set will contain the crank arm, gears and gear mount, generator, and circuit puzzle
- 3) Design Size: The team will take an initial measurement with a student-owned tape measure using a full-size cardboard prototype. A second measurement will be taken of the operational, full-size prototype and of the final design.
- 4) Operation: With all stations being used, the slot car racetrack will be visually inspected for proper operation.
- 5) Gear box: do test with plastic material, then check if we can use this material or not.
- 6) Visual display added: The plexiglass material must be made for a cover to assure that users can see how the gears rotate. The display must be visual.
- 7) No exposed sharp edges: We will touch all the areas and angles of the materials to make sure that the materials will not injure hands

### **2.4 Design Links (DLs)**

For this section, the team worked on how the design meets each Engineering Requirements. Voltage tests were conducted where the team decided to use a power generator, and test whether the system will adequately and safely operate using the grid power, rated 220V AC power from the mains. Weight and balance of forces tests entailed investigation of the total weight of the system and thus be compared to the set limits on the House of Quality (HoQ). Design size test entailed the overall surface area of the system. The system should operate simultaneously. Thus, the operation test was conducted. Gear box test was fundamental since the gears are made of plastic material, the applicability of this material to the set workload was also tested. Another test is the visual test which entails visibility of the operation process of the system, through the cover of the system. Finally, ergonomic of the system shall be tested to ensure the safety of the users.

- 1) Power and voltage requirement: If the power output is within the target with tolerance, no action is needed. If the output voltage is too low, the part will be returned and exchanged for a new generator.
- 2) Weight: If each assembled set/racetrack weigh less than 150lb, no further measurements will be made. If anything is over 150lb, the team will begin to research using plastics and/or lighter metals to reduce weight
- 3) Set-up Area: If the assembled design area is within the target with tolerances, no further action is necessary. If the design area is too big, the team will reduce the number of users to fit in the set-up area.
- 4) Simultaneous Operation: If all stations are not able to operate their individual slot car, further inspection of the slot car track will be taken to allow each user to operate the track at the same time
- 5) Reach 1000RPM: check which gear set can be reached 1000 RPM (+/- 200 RPM) when we give 70 RPM as an input.
- 6) Visual display added: The plexiglass material must be made for a cover to assure that users can see how the gears rotate. The display must be visual.
- 7) No exposed sharp edges: When we cut and designs all the parts together, we have to make sure the parts do not have sharp edges



## **2.5 House of Quality (HoQ)**

In this section, House of Quality is completed by doing customers' requirements, engineering requirements, absolute technical importance, relative technical importance, targets, tolerances, testing procedures and design links. When testing power and voltage requirements, the power generator shall be clamped into a mill and the current and voltage requirements tested using a voltmeter. The power must be between 200 W and 300 W, given that the mains voltage is 220V. Then the range of Current rating shall be 0.909 and 1.36 A. Since the attained power ratings were within the range above, there was no need to redesign the system. Weight and balance of the system shall be done too. Here, the system shall be assembled, where the gear mount, race track, crank arm, gears, generator and the circuit board shall be assembled. One member's weight shall be measured without holding the assembled parts. The member shall then hold the assembled race track and step on the weighing balance again. Then, the difference between the two measurements shall be recorded as the weight of the assembled set and race track. The system must have a maximum weight of 100 Lbs., with an allowable tolerance of +/- 50 Lbs. This test required the redesign of the crank as the weight was above 150 Lbs. Set-up Area entailed the size of the designed assembly, which was measured using a tape measure, where the first measurement shall include the full-size cardboard prototype, full-size prototype, and the final design. The system total surface area must range from 100 to 200ft<sup>2</sup>, failure to which the system must be redesigned. In this case, the system size was within this range. Thus, the test was passed. Simultaneous Operation: The assembled system shall be set on the operation mode and then checked for its performance. In this case, the operation entailed recording the number of parts that move simultaneously, such that the failure of one part was regarded as a need. The system parts moved simultaneously. Thus, the test was passed. The output of the gear rotation must attain 1000 RPM when the input speed is 70 RPM. This test showed that a combination where the pinion was largest, enabled the system to attain a 1000 RPM, for the gear. Visual display: Visual test involved incorporation of a plexiglass cover, which must enable visualization of the operation of the gear mechanism. The plexiglass cover was put in place, and all gears could be seen rotating. Thus, this test was passed. The geometric and ergonomic test was done to ensure that the angles of the materials used do not harm the users. After cutting the gears and other components, they were inspected to ensure that there are no sharp edges. In this case, a few sharp edges were found and consequently, removed. Each of these requirements are in detail above.

Table 1: House of Quality (HoQ)

Customer Requirements (1 - 9):		Engineering Requirement																		
		Weight	fits in set-up area	low total weight	low cost	meet power/voltage requirement	no exposed sharp edges	visual display added	multiple, simultaneous operation	educational level	meets required RPM									
1. Portability	5	-	5																	
2. Safety	5	-		4			3	4		1	2									4
3. Multiple users capable	3	-									5									
4. Tactility	3	-					2	4												
5. Auditory	2	-					2													
6. Visuality	3	-					2													3
7. Project into role	4	-								5										
8. Feel intelligent	4	-								4										2
9. Simplicity	5	-								3										2
Absolute Technical Importance (ATI)	-	-	25	40	0	31	32	56	25	61	47									
Relative Technical Importance (RTI)	-	-	8	4	9	6	5	2	7	1	3									
Targets: with Tolerances			100 ft^2 total; <200 ft^2 total	90lb/assembly; <150lb/assembly	\$1200 total; <\$2000 total	20V & 1A; +/- 2V & < 1.5A	1/8" radius; > 1/6" radius 1/16" chamfer; > 1/14"	1 display; 1-4 total	4 users; +/- 2 users	tailored to age 10; > 6 years old	1000RPM: +/- 200RPM									
Testing Procedure (TP#)	3	2	2	5	1	7	6	4												
Design Link (DL#)																				

## **3 EXISTING DESIGNS**

This section details the research conducted on the current processes used by other science centers and available interactive displays. The team evaluated several science museums/centers to gain information on what type of information is delivered to their visitors and how it was delivered. The team then went into further detail by examining interactive displays and how they communicate information to their users.

### **3.1 Design Research**

With TWF being a learning center that provides interactive experiences using STEM integrated with art, the team researched other science museums and centers around the country. The team conducted this research by attending science events in Flagstaff where TWF was a participant and by investigating other centers of science utilizing their official websites. The team chose four science centers in the United States to evaluate and determine what kind of information is provided to their visitors, what type of exhibits are available, and how information is delivered to the visitors. At the subsystem level, the team found four different interactive displays or exhibits that are either currently operating in a science center or could potentially be an interactive exhibit. These four subsystems were assessed to establish a benchmark on what is currently being used in the industry and what information is provided through each exhibit.

### **3.2 System Level – Science Centers**

The research conducted at the system level was aimed to find what type of information is provided by other centers and how they deliver it to their visitors. This allowed the team to understand some what kind of information is provided by science museums along with current methods used to communicate it. The team investigated four different science centers in the United States: the Oregon Museum of Science and Industry in Portland, the Pacific Science Center in Seattle, the Arizona Science Center in Phoenix, and the Exploratorium in San Francisco.

#### **3.2.1 Existing Design #1: Oregon Museum of Science**

Museums are known for educating the community by researching and collecting information. One of the most known museums that have followed this path of offering education to the community in the United States is Oregon Museum of Science and Industry [2]. Oregon Museum is found in Portland and aims at providing both engaging educational exhibits that focus on STEM. OMSI is the largest organization in the United States that provides education programs to families, children, adults, schools, etc. through presentations. The museum also offers financial assistance to students so that they can complete their scientific projects. The museum is about 219,000 square feet with about five halls that have numerous scientific exhibits and displays, a submarine display and a planetarium. The sections are the USS Blueback, the Featured Exhibit Hall, the Turbine Hall, the Life Sciences Hall, and the Science Playground

The USS Blueback is a submarine located in the museum and used to educate the public about propellers. This display offers daily tours and visitors how the option to sleep over. The Featured Exhibit Hall is used to display temporary exhibits. The exhibits may be produced by the museum personnel or may have been purchased from other institutions [2]. The exhibits found in the Turbine Hall are projects that apply the principles of engineering, physics, chemistry, and technology. The chemistry lab located in the turbine hall and has six stations that allow visitors to perform experiments that test nature of matter biochemistry, chemical reactions, etc. The hall also is equipped with a physics lab, Laser/Holography, and Vernier technology laboratory. In the physics lab, exhibits such as electrical circuits, magnetism, motion detectors, etc. are displayed. The Laser/Holography lab is used to generate holograms and is opened one hour in a day. In the Vernier laboratory, the visitors get to learn the effects of technology on the society by

investigating various technologies such as communication technology, robotics, and biomedical technology among others [2].

The Life Sciences Hall is located on the second floor of the museum and is divided into Life science hall and Earth science hall. The life science hall allows the visitors to study a wide variety of animals. Also, there is an aging machine that enables visitors to create a picture of themselves as they age. The earth science hall displays the geology – orientations. The Earth science hall has a Watershed laboratory that allows the visitors to investigate on erosion cycle using a river model and the Paleontology Laboratory gives the visitors an opportunity to see the excavation process. The Science Playground is an area located on the second floor of the museum and serves children up to six years old. The science playground gives children security and allows them to learn scientific principle through play [2]. Examples of science exhibits found in these locations include; giant sandbox, reading area, etc. In the science playground, there is a discovery laboratory, which gives children an opportunity to develop their cognitive behavior. Other sections of the museum are the planetarium and an Auditorium. The planetarium is used for the purposes of astronomy shows while the auditorium used for holding events such a science fair.

### **3.2.2 Existing Design #2: Pacific Science Center**

The Pacific Science Center in Seattle, WA, is a science museum that “brings science to life”. The history of this science museum consists of very interesting milestones and dates. The Pacific Science Center began as the United States Science Pavilion during Seattle’s World Fair during 1962. After millions of people had come to visit this place over the years, eventually the science pavilion was given a new life as a not-for-profit Pacific Science Center as we now know it today. This created history as it was the first U.S. museum founded as a science and technology center. Some interesting aspects of this science museum are that it contains programs for people of all ages, ranging from toddlers to adults, and exhibits for the everyday visitors [3].

Examples of some of the programs for the children and toddlers consist of many labs, camps, and clubs that they can join. Children can join anything from the “Preschool Family Play Lab” which gives the parents the tools to teach their young children some interesting science ideas through themes and songs, all the way to the “Scouts in the Wild” which gives children an after-school option to learn about badges, wilderness, and various other outside team building activities [3].

Some of the major exhibits that exist at the Pacific Science Center are “The International Exhibition of Sherlock Holmes”, “The Studio”. With “The International Exhibition of Sherlock Holmes”, visitors are given the chance to discover how Sherlock Holmes used various observations and science techniques to solve crimes that were, at the time, considered impossible, and learn about how many of his techniques are still in use today. “The Studio” offers visitors the chance to observe and view current health related research that is occurring in the area [3].

### **3.2.3 Existing Center #3: Arizona Science Center**

The Arizona Science Center in Downtown Phoenix is a great example of science made fun. The science center is split up into permanent exhibits mixed in with an ever-changing cast of rotating educational science shows. Many of their exhibits are hands on and give people and kids a first-hand experience with the science being shown. The presentation of their exhibits is eye catching and hard to miss.

Their permanent exhibits are split up into nine different sections. Each section talks about a different aspect of science in a way people can understand. Their Nine exhibits are: All About Me, American Airlines Flight Zone, Evans Family SkyCycle, Forces of Nature, Get Charged Up, Making Sense of Your Dollars and Cents, My Digital World, Solarville, and The W.O.N.D.E.R. Center. The All About Me Exhibit is a

showing of how the human body works and shows things like surgeries and how they are done by professionals. The learning is not all just visual; people are also given the opportunity to hear and smell what it is like to digest food.

The Forces of Nature exhibit is a great meteorology learning experience. People can experience the “Magic Planet” Which allows you to see the last six weeks of weather patterns around the planet. You will also be able to see the cloud and air patterns that create major storms around the world [4]. Their non-permanent exhibits also look very interesting. One of them is called “Alien Worlds and Androids”. The exhibit asks if humans are alone in the universe and talks about A.I., Robots, and Aliens. This is a more interesting exhibit than it is educational, but it still has the science feel to it. Besides their exhibits, the Arizona Science Center also provides training and development courses for students and teachers. These courses are more STEM orientated and look like very good opportunities to learn STEM skills.

### **3.2.4 Existing Center #4: Exploratorium**

The Exploratorium in San Francisco, California consists of six museum galleries which focus on different areas of exploration. All their exhibits are interactive and allow their visitors to touch, feel, and operate various displays. The six galleries are: South Gallery: Tinkering, East Gallery: Living Systems, Osher West Gallery: Human Phenomena, Bechtel Central Gallery: Seeing and Listening, North Gallery: Outdoor Exhibits, and Fisher Bay Observatory Gallery, Observing Landscapes.

The Tinkering Studio allows visitors to “think with their hands and explore your creativity” by using exhibits such as the marble machine, a non-electronic “tinkerer’s clock” that is full of chimes and a device that counts the rotating put into while you explore your own participation and patience [3.2.4]. Inside the Living Systems gallery, the visitors can learn about to learn about life around them such as the hourly height of the tidal of the San Francisco Bay, the various plankton in different parts of the ocean, and view different life forms under a microscope. The west gallery allows visitors to “experiment with thoughts, feelings, and social behavior” by discovering more about the science behind sharing, building an arch and exploring the science behind it, and walking through a completely dark dome where the visitors can explore their different senses [5].

The gallery of seeing and listening provides the visitors with options to experiment with light and sound through exhibits such as the monochromatic room that is colorless, standing in front of the “giant mirror” and by playing an instrument that the user can vary its pitch [5]. The outdoor exhibits of the north gallery allow visitors to “investigate forces shaping the City, Bay, and region” by observing how the wind and tide affect the exhibits. Some of the exhibits include a 27-foot tall harp that uses the wind to create sound and watching how the tide flows by watching arrows in the ocean change [5]. The Fisher Bay Observatory Gallery provided an opportunity to view the geography, history, and ecology of the San Francisco Bay area by having an exhibit that is a large-scale relief map of the area and seeing what kind of data is being collected by the environmental field station project.

The museum also hosts public events where exhibit designers and special guests talk about their contributions to the museum and current science events. The museum’s website also provides links and videos to events around the world such as solar eclipses and live deep-sea exploration. There are sections that give teachers opportunities to conduct in-class learning sessions, as well.

## **3.3 Subsystem Level**

The team went into further detail by examining interactive displays and projects. We evaluated four designs: “my five senses”, a strandbeest, a radiation concentrator competition, and a marble machine. These designs are either currently used in science museums or are capable of being an interactive display. The goal was

to gain an understanding of how a smaller system delivers information to its users and what the user can learn from them.

### **3.3.1 Existing Design #1: My Five Senses**

OMSI plans events whose is to provide a platform for young students. In this case, the students are provided with hands-on, exiting and explorative activities. As such, the students manage to enjoy and develop the urge to engage in the scientific learning process. In this case, the projects are organized as events, where the scientific world is presented in a simplified manner, f or the young students to understand. Among the projects planned is “my five senses.” [2]

“My five senses” is a project whose aim is to provide students with an environment that enable them to learn the science behind the five human senses. These senses include hearing, sight, impulse, taste and smell. In this case, the organizers provide the scientific equipment, which can replicate our senses. As such, the students attain a scientific perspective towards the subject thereof.

Theoretical background of the design is the biology of human sensory organs. In this case, the parts of the sensory organs, how the organs function and their relationship to our daily activities are studied. Then, the theoretical aspect is redesigned and fabricated to present visual and audio presentations, which provide a more elaborate and comprehensive learning environment [2].

Having the project done by the students themselves provides the students with a platform for direct involvement in the systematic process of research<sup>3</sup>. As such, the students develop a positive attitude towards science and the practical nature of the subject. In addition, the students can engage with their instructors in a different environment, which breaks the monotony of theoretical lessons.

The five senses project provides also enables the students to relate the lessons they learn about human senses, to the scientific thinking and design process. The students are required to make the sense organs using the provided materials and organize them to serve the roles of the human organs. Here, the relation is derived from the systematic disassembling and assembling of the models of the human sensory organs. As such, the students manage to attain lessons that they can apply in other areas of study. Also, the students can ask questions, which is a critical step in STEM and overall, the scientific study and research process [2]. It is also noteworthy that the students also gain interest in following a systematic process in the study, which includes problem statement, statement of constraints, the definition of method of implementation, following a set procedure and finally analysis and presentation of results.

### **3.3.2 Existing Design #2: Strandbeest**

There are so many different types of this product and this figure is one of the many works by Theo Jansen. This work does not use any motor or engine to function, but instead uses only the simple resource, wind, to power it.



*Figure 1: Strandbeest Machine [6]*

The basic concept of this product is getting energy from wind and changing it to linear and rotational motion, so it will move forever unless the wind stops. This product is showing a good example of the how legs will normally cycle when in motion.

### **3.3.3 Existing Design #3: Radiation Concentrator Competition**

This design takes some inspiration from our heat transfer class and want to try to teach these kids about solar radiation. The systems would be small and the team would provide different materials for the kids to build their concentrator with. The goal would be to heat up a temperature sensor as fast as possible using only a source of heat radiation and many different types of materials. They could use the sun or try to capture as much of their radiation source as possible.

This project would let the kids think and design their own solar concentrator. This is the type of project that needs to be made for TWF. Not this exactly, but something that there is no one right answer for. Their only limitations should be their imagination and our materials.



*Figure 2: Solar Concentrator Thermal Power Plant [7]*

Something like this, but on a very small scale. Safety would be a key factor. There will be a sensor that will shut off the radiation source before unsafe temperatures are met.

### 3.3.4 Existing Design #4: Marble Machine

Inside the Exploratorium in the gallery called the Tinkering Studio, there is an exhibit called the marble machine. This studio is “an immersive, active, creative place where visitors can slow down, become deeply engaged in an investigation of scientific phenomena, and make something – a piece of a collaborative chain reaction – that fully represents their ideas and aesthetic” [5]. This area correlates closely with the goals of TWF in the sense that both places want to encourage their visitors to engage their minds and learn while having fun. Inside the Tinkering Studio is an exhibit called the marble machine.

The marble machine is a creative ball-run contraption, made from familiar materials, designed to send a rolling marble through tubes and funnels across tracks and bumpers until it reaches a catch at the end. This marble machine uses a peg board as a stand and allows the user to create an infinite number of possible runs while using problem solving skills combined with trial and error to get the marble from the top to the bottom.



Figure 3: Marble Machine [5]

This machine engages the user’s mind and gives them the freedom to use any of the parts any way they choose. The marble machine is an example of an interactive display that is fun, simple, and the complexity can be defined by the user.

## 3.4 Functional Decomposition

Functional decomposition is a diagrammatic representation of a process, which entails the components and how they interact to achieve a defined goal. In this project, functional decomposition has been employed to represent an engineer’s pit race display. In this case, the aspects represented include the components involved, which include hand, circuit, gears and the CRT display.

Here, the hand-actuated the electric circuit, which activated the conversion of electric energy to kinetic energy, which could initiate the motion. Also, the hand activated the gear mechanism, which was recognized as human energy. Conversion of human energy is to potential energy and then to rotational energy. The combination of the two energy types initiated the motion of the hand, with some energy losses as heat and sound. All the processes could be displayed on a CRT display. Thus, the process could be monitored. The developed functional model is shown in Figure 4.

Given that the issue entails interaction of processes, the user's hand must be placed on the counter for the race to start. The functional model could help the members to visualize this interaction. Here, the energy is used to move the gears, which rotates to start the race. The losses of energy could also be visualized, and they included heat and sound.

Also, the developed functional model enabled the team to define the specific interaction of processes and components in an engineer’s pit race design. Then, the energy transformations that took place in the process were also established. Also, the outcome of each process, as well as how it affected the overall system was determined. It can, therefore, be concluded that the functional model is a visual aid enabling the establishment and improvement of interacting processes and components in the engineer’s pit race design.



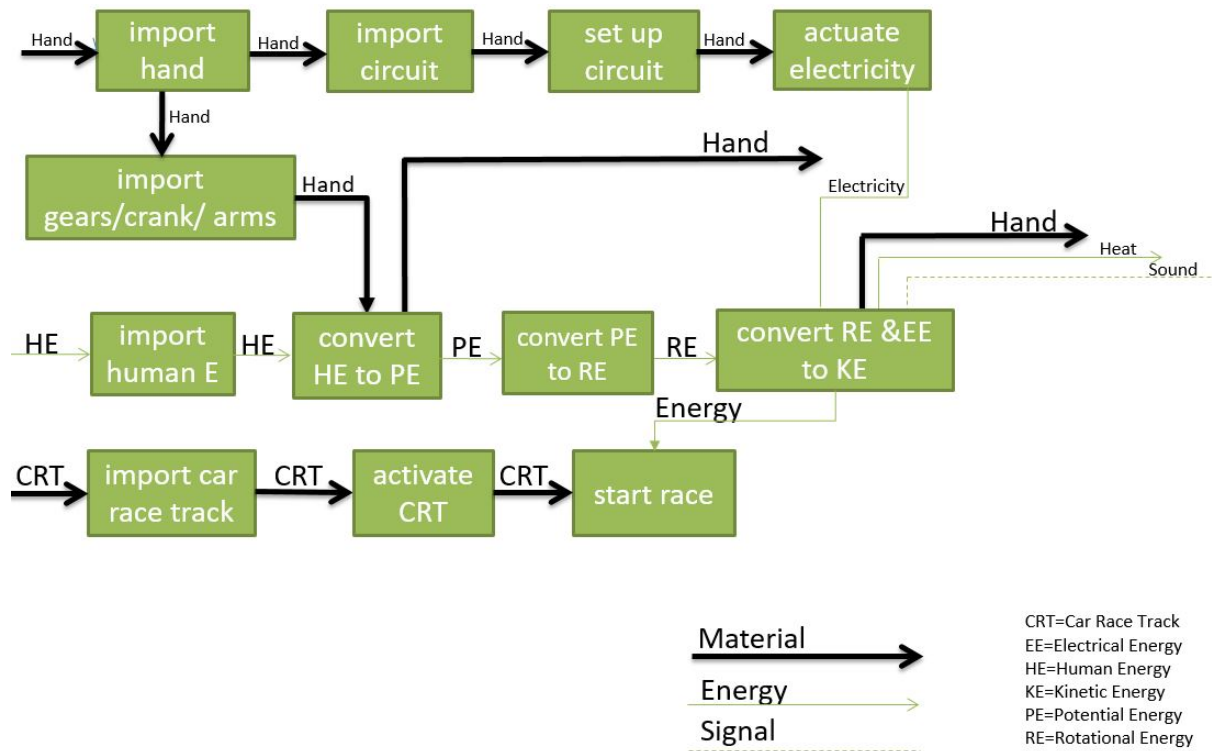


Figure 4: Function Decomposition of "An Engineer's Pit Race"

## 4 DESIGNS CONSIDERED

The initial designing phase of the project was difficult because of the amount of designs required from the group. The clients requested 100 ideas. The Wonder Factory wanted a large variety of ideas to pick from. For the beginnings of the design selections, our team used many different methods for creating designs. We incorporated the C-sketch, and the 4-1-2 methods. Throughout the process our group took inspiration from many things to help us come up with quality ideas. Eventually after coming up with many ideas together we went and each thought individually, and came up with the rest of the ideas individually. The engineering requirements were always kept in mind during design creation to help guide thinking. The pros and cons of the designs were decided based on the customer requirements.

### 4.1 Compressed Air Organ

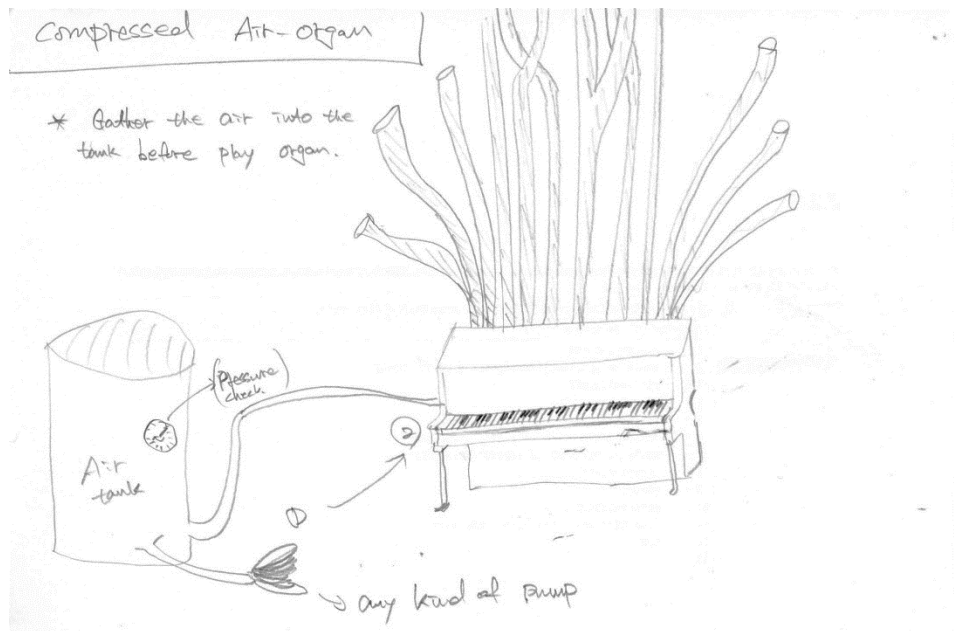


Figure 5: Compressed Air Organ Concept

The basic concept of this design is showing how air can make sound. Kids need to keep pressing air to play the organ while the kid play. In case there are more than two kids, another kid can compress the air for player.

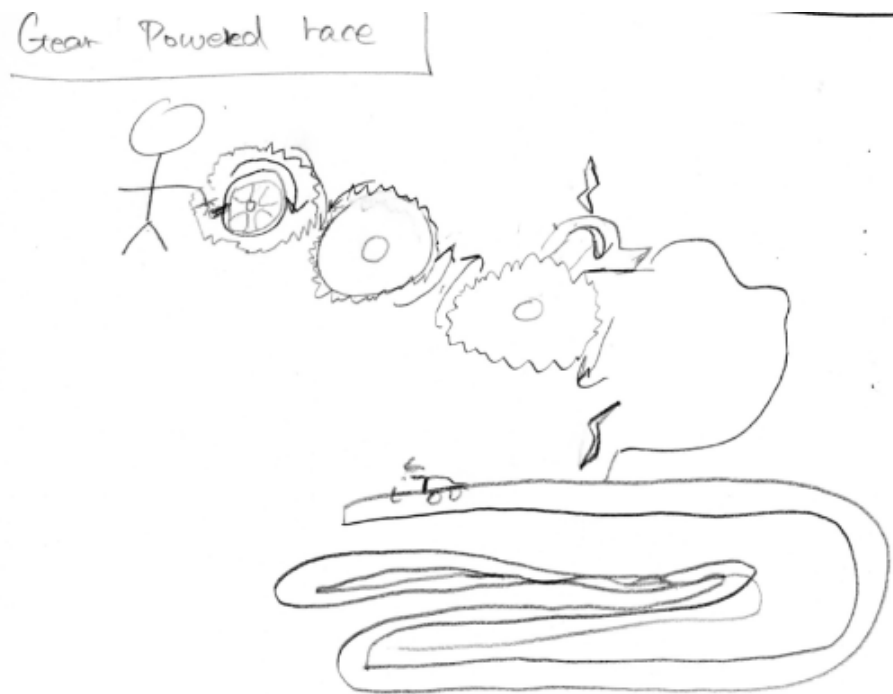
#### Advantages

- Simple
- Safety
- Extremely Auditory

#### Disadvantages

- Not Very portable

## 4.2 Gear Powered Race



*Figure 6: Gear Powered Race Concept*

The concept of this design is how kids can generate power efficiently to race the car faster. In other words, if kids can generate more power by understanding how gears work, the racing car will go faster.

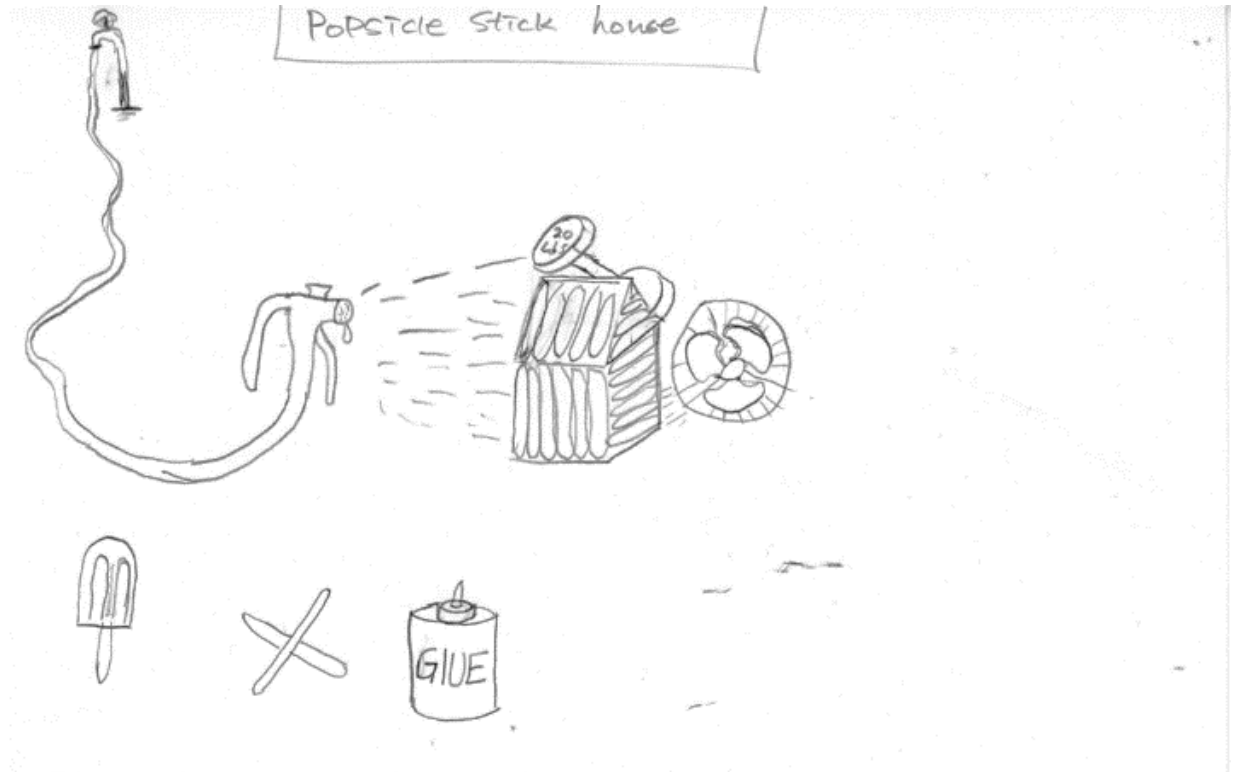
### **Advantages**

- Simple
- Visual
- Project Into Role Easily

### **Disadvantages**

- Not as Portable as others

### 4.3 Popsicle Stick House



*Figure 7: Popsicle Stick House Concept*

This design asked kids to come up with their own design for a house that could withstand weight, water and air effects. The kids would get glue or some other form of adhesive and popsicle sticks for creating their homes. Depending on how well their houses did their name would be recorded and they would get a picture of themselves with the house they designed and built.

#### **Advantages**

- Project Into Role
- Safety

#### **Disadvantages**

- No Auditory element

## 4.4 Music Water Cups

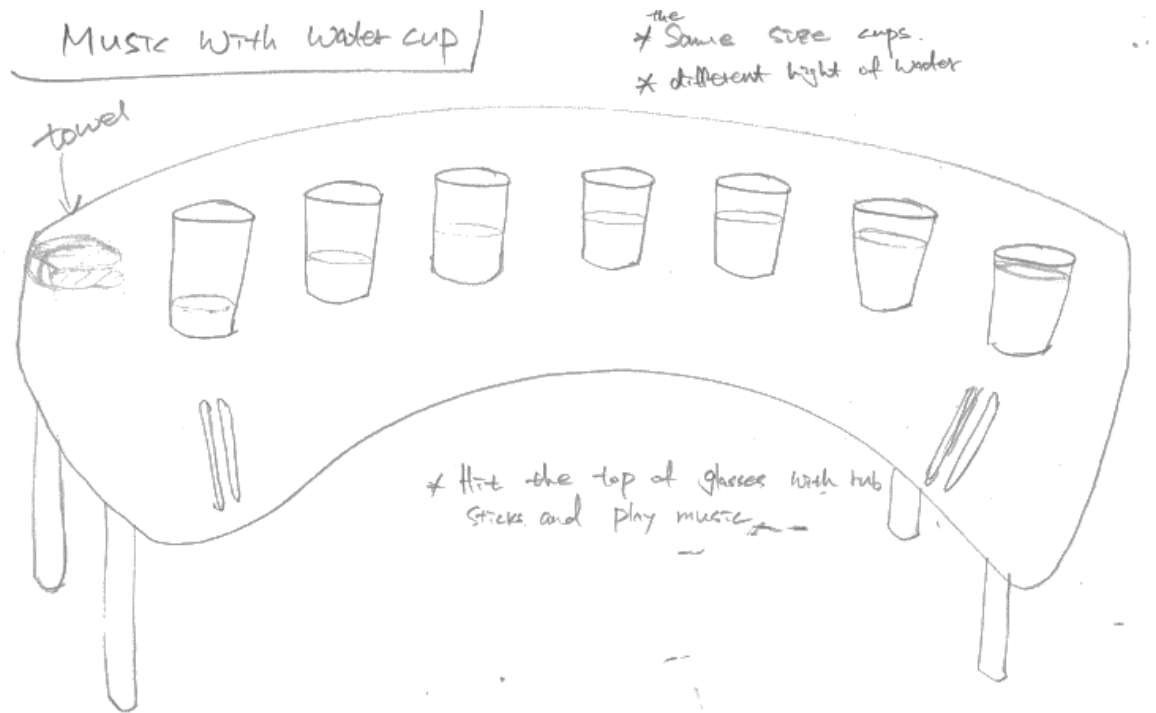


Figure 8: Music Water Cups Concept

This design will teach kids that the water filled in the cup can change its vibration frequency. Also, each cup has its own sound so that kids can play any music they want. There is measure line on the cup so kids can adjust the sound they want.

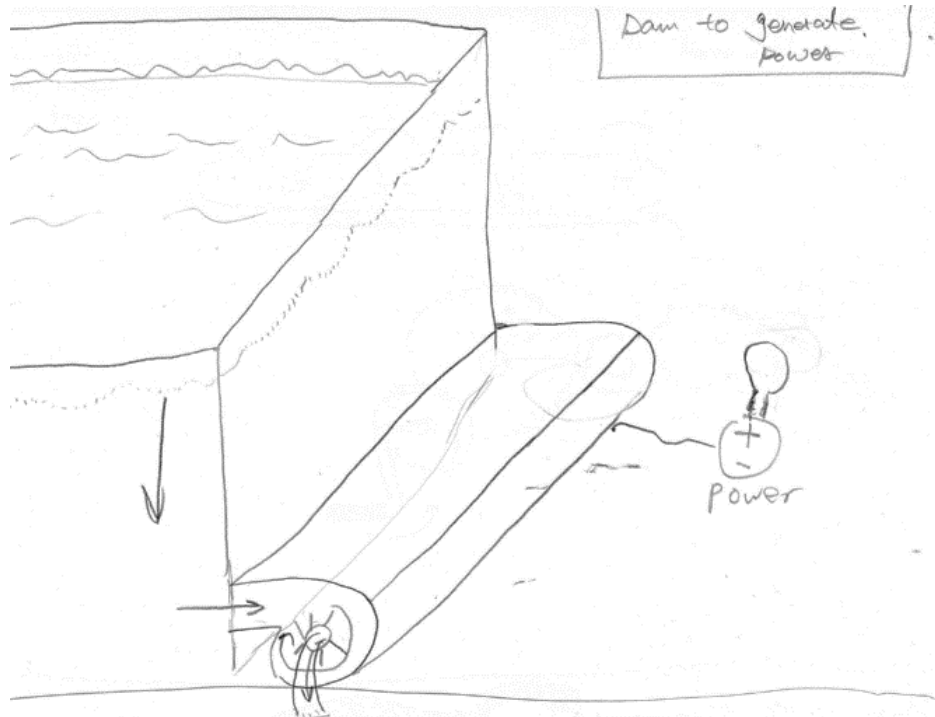
### Advantages

- Simple
- Auditory

### Disadvantages

- Not many users at once

## 4.5 Dam To Generate Power



*Figure 9: Dam to Generate Power Concept*

This design was meant to show the kids how water from dams produce electricity. Using a big clear container full of water and a small hydro generator near the bottom of it, the machine would let water through the generator and produce electricity. The kids would be able to fill as it drained and see what happened if they add more or less water.

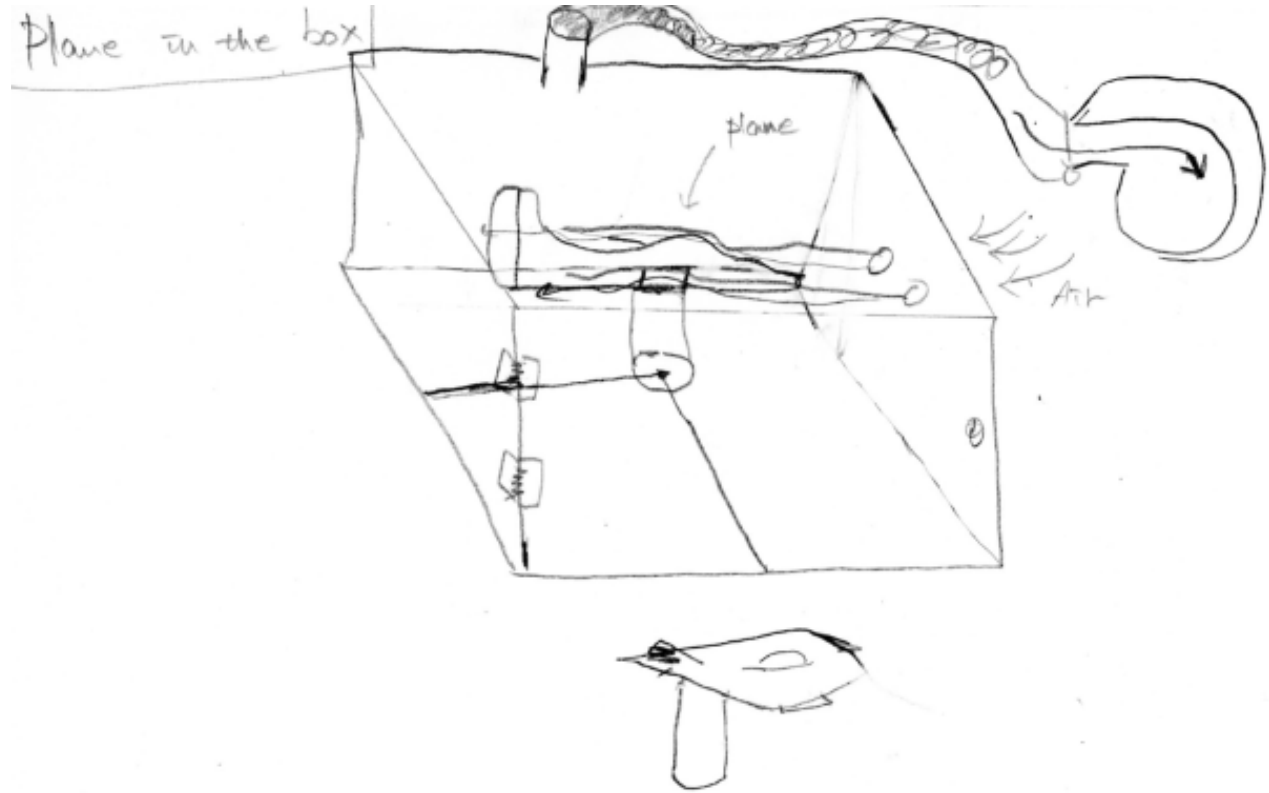
### **Advantages**

- Simple
- Visual
- Multiple Users

### **Disadvantages**

- Not Very Portable
- No Auditory Element

## 4.6 Plane In a box



*Figure 10: Plane in a Box Concept*

This design is showing the force 'Lift' by wings in flowing air. The box would have some smoke lines that would flow over wings of some premade aircraft and if the kids wanted to they could design some of their own and see how the lines flow over their aircraft.

### **Advantages**

- Visually Great

### **Disadvantages**

- Not Very Simple and may be too complex

## 4.7 Gear Puzzle

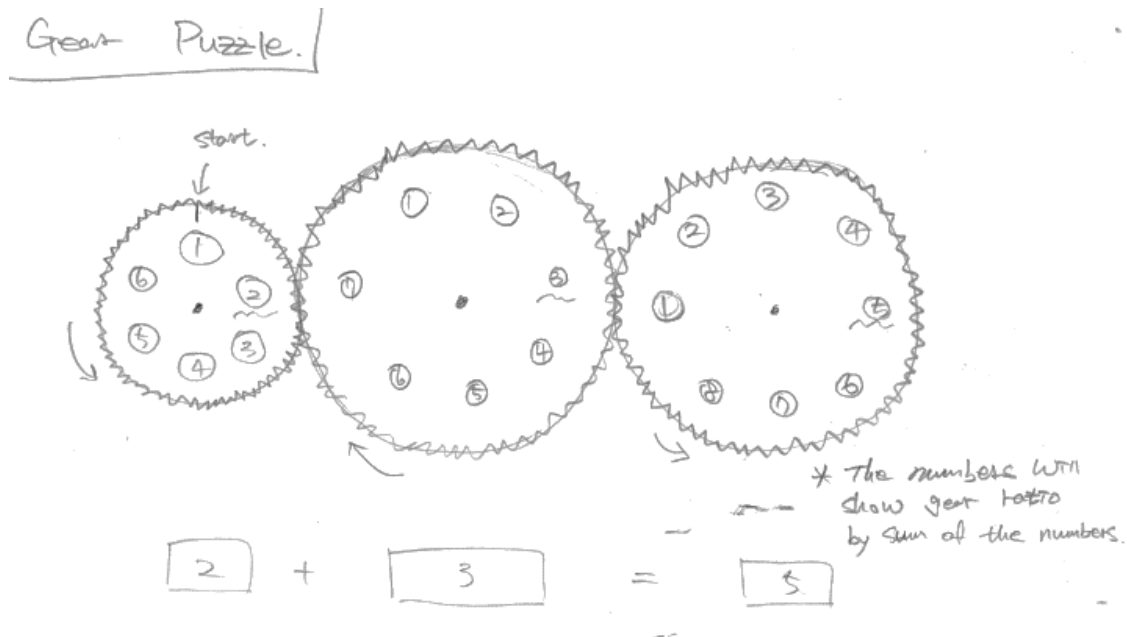


Figure 11: Gear Puzzle Concept

This design will be useful device to understand gear ratio. Basically, there is numbers on the gears, and it will show what final gear indicates a number. Kids are, also, able to change size of gear and it will help kids understand ratio more.

### Advantages

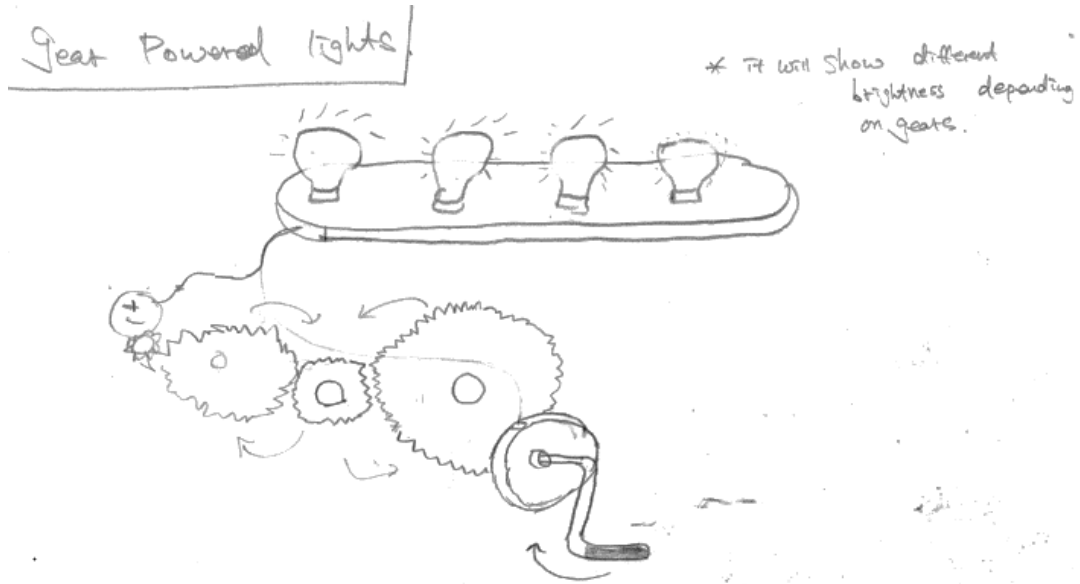
- Portable
- Tactile

### Disadvantages

- Not Very simple



## 4.8 Gear Powered lights



*Figure 12: Gear Powered Lights Concept*

This design is similar with gear powered race but this will show how much power generated directly with 4 bulbs. Kids can change size and order of gears, then they will figure out highest efficiency of gears. The faster they turn the crank the more lights that will turn on.

### **Advantages**

- Simple
- Visual

### **Disadvantages**

- Not as Safe as other ideas

## 4.9 Bridge Design and Build

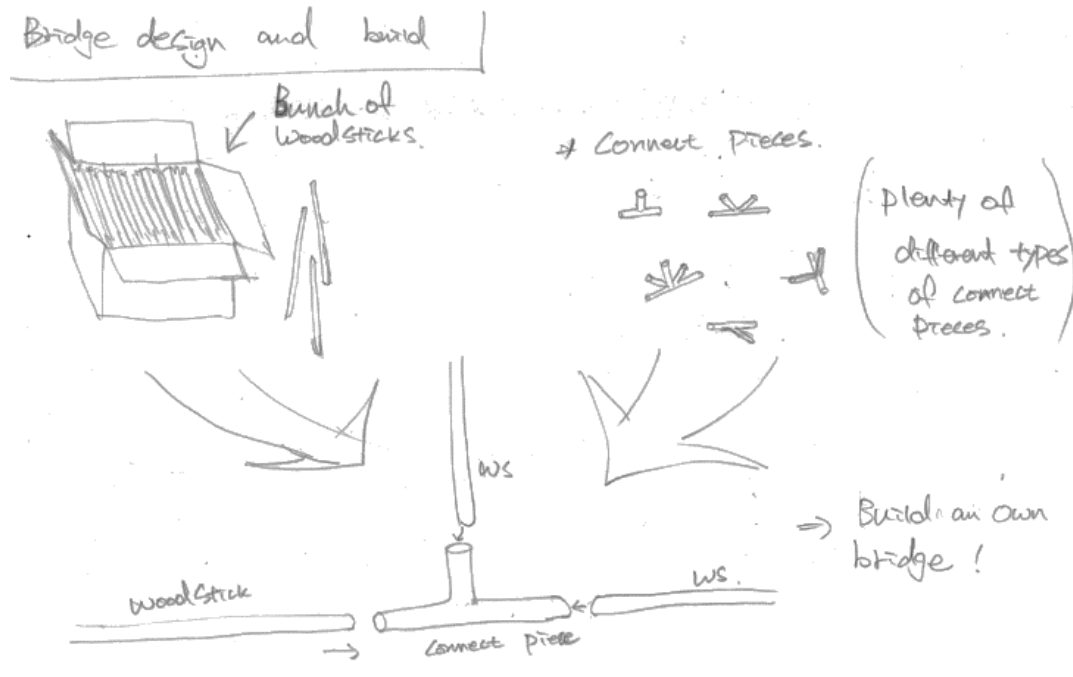


Figure 13: Bridge Design and Build Concept

Building bridge design will help kids to understand the theory of weight and the distribution of it. There are bunch of wood sticks and different shape of connecting pieces. By building their own bridge with these components, they will get which shape will be strongest.

### Advantages

- Make the kids feel smart
- Project themselves into the role of civil engineer

### Disadvantages

- No Auditory Element

## 4.10 Moment Machine

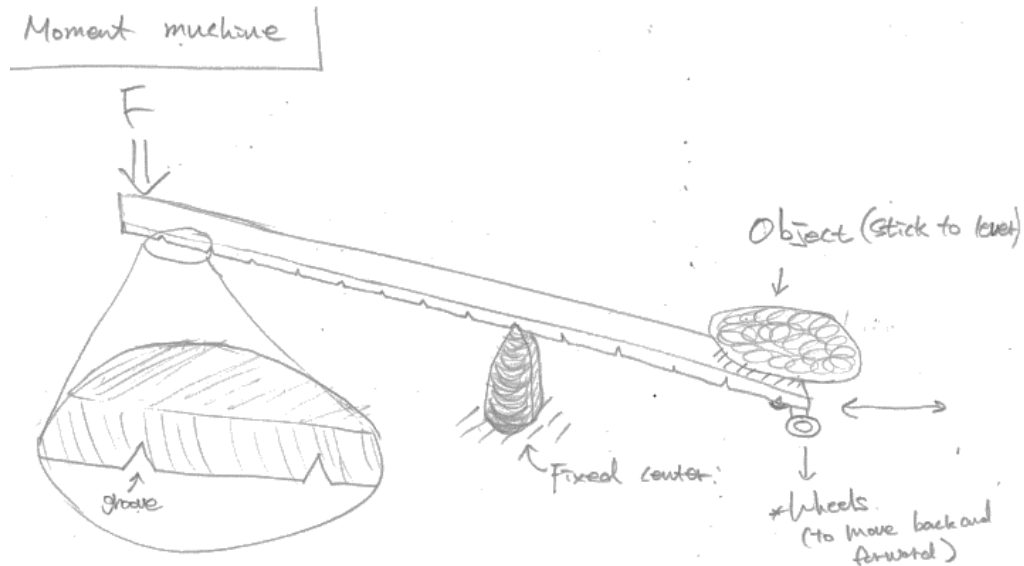


Figure 14: Moment Machine Concept

This design is lever basically. Kids can move the wood plate back and forward to experience that which distance between center and object is easy to lift.

### Advantages

- Simple
- Tactile

### Disadvantages

- Not Many Users

## 5 DESIGN SELECTED

Although the team developed 100 ideas, only 20 of the ideas were further evaluated. The team used a Pugh Chart to determine which ideas met most of the CRs. The team decided to critique the top four ideas and instead of choosing one of the four, the team created a new design.

### 5.1 *Rationale for Design Selection*

The team used a Pugh Chart to evaluate 20 designs that the team developed, which can be seen in Appendix B. The Pugh Chart uses a datum (an average idea) to compare the other ideas against it. Each idea was given a +1, 0, and -1 based on if the idea met the CR better, the same, or worse, respectively relative to the datum. The team assessed how many +1s, 0s, and -1s and total sum each design idea received. The team then took the top four ideas from the Pugh Chart and further evaluated each idea's strengths and weaknesses.

The team decided to create a new idea based on the strengths of these ideas that would meet all the CRs better than the datum. The new design developed is what the team is calling "an engineer's pit race". In this design, the users are counted down to start the race. Each user must determine which gears and crank arms they want to use based on how much power they want, how difficult the crank will be to turn the power generator, and which gears will mesh with each other. The users will then complete an electric circuit "puzzle" which will allow power to be transmitted from the generator to the racetrack. The users will finish by operating a racecar and competing against the other users to get to the finish line first.

This new design concept will meet all the CRs in the following ways:

- A setup that allows the client to disassemble the design for transport, without being bulky or having too many parts, will meet the portability requirement.
- Careful steps will be taken to make sure the design is safe to operate by not having any sharp edges, exposed electric components, or exposed crush or hinge points.
- The new design will allow at least two "players" to use it to compete against each other and this design could potentially have more than two players or teams. This satisfies the "multi-user" requirement.
- With this design, all the participants will be able to use their senses of touch, sight, and hearing while operating or observing this concept which will meet the tactile, auditory, and visual requirements.
- The users will be able to project themselves into the roles of the project through feeling like a manufacturer, engineer, and even a remote-controlled racecar driver while operating this concept.
- Lastly, this design will be simple enough to operate while also providing an exciting, interactive learning experience.

### 5.2 *Design Description*

This section provides the analytical analysis' completed for each subsection of the design. Each team member individually evaluated four separate sections of the proposed design to justify mathematically the viability of the project. Each report describes the size of each component, the materials used, and other specifications. The four subsystems evaluated were: cover and safety mechanism, gears and gear mount, power generator and overall mounting with wiring, and electrical circuit puzzle and slot car racetrack completed by Ali, Kevin, David, and Carlos, respectively. The SolidWorks drawing for the design can be found in Appendix C.

### 5.2.1 Cover and Safety Mechanism

Power transmission can be achieved through various methods, which include gears, wheels, and belts as well as other engineering components of a system. Given that power transmission will be determined by the intrinsic factors of the design, the factors considered during selection of the method thereof may vary [8]. Thus, it is prudent to document the factors considered during the design process in the 'engineer's pit race' project.

Power transmission method selected shall depend on the magnitude of the compression and bending forces expected, as the crankshaft is used to transmit the force from the arm of the user to the gear system [9]. As such, there is a system of measures to be considered too, which include safety, powering and achieved torque too. In this project, a detailed analysis of the factors that affect the selection and set up of the crank arm, selection and implementation of the crank arm, implementation of a covering mechanism as well as a system of implementation of user safety measures shall be discussed in details.

The system design entails a set of gears, whose motion is triggered by the manual application of force by the user [8]. As such, there needs to be a design that will facilitate the attainment of maximum torque, given that the users of the system are within a young age bracket [9]. As such, the selected crank arm mechanism shall also include a length that shall accommodate the maximum size of the expected hand of the users. Finally, the set of gear, attachment method shall be considered, with the safest system being selected. Type of crank selected shall be the L-crank, given the setup of gears and the configuration of the system.

Considering that there shall be another mechanism responsible for the motion of the gears, the timelines for the force application shall be short, as the motion of the gears shall trigger a secondary mechanism, which includes the connection of the electrical circuit [8]. The force required to move the gears is also affected by the material used. Thus, the same material for gears shall be used for the case of the crank arm [9]. In this case, the material used to make gears for the project shall be steel, given that the gears are not transmitting high torque. The handle shall be improvised. To improve the ergonomic and safety of the user. In this case, the handle shall be covered with rubber, which shall also serve to improve the grip.

Based on further evaluation of the difficulty and price of manufacturing the handles and cranks versus purchasing, the team decided to purchase the crank arms and handles from a local bicycle shop.

The crank mechanism entails moving parts. In this case, the gears, the arm of the crank and even other rotating parts may harm the user, if there is no coordination of events. Here, the major concern is the starting of rotation, where set up is connected and fixed to the right position. As such, there shall be a need to establish perfect fit points in the system, such that there shall be motion when the cover is in place [8]. In this case, this aspect has been attained by the introduction of a hollow, through which the arm of the crank must pass and lock in position, for the motion to be started [9]. At the same time, there is a need to ensure that the cover does not come out during the rotation. This aspect has been considered paramount, as the moving parts can cause a lot of harm, when the cover is disengaged during the actual motion. As such, the fixing of the lid in position, and the introduction of a groove shall serve to secure the user from harm as motion will only begin when the cover is locked in place.

In conclusion, the design outcome has considered a different aspect of the operation of a crank to drive the gears. At the same time, a system of measures meant to ensure the safety of the user has been considered. In this case, the crank has been designed to perfectly mesh with the gears and the material selected for the crank is the same as the open for the gears. As such, there shall be no wear due to friction [9]. Then, a cover which forms a perfect fit with the gear mechanism has been designed. The outcome depicts an adequate measure to ensure that the user will not be at risk of having the crank move without the cover. Regarding the ergonomic aspect, the user, who is required to apply force to the arm, to rotate the gears, shall hold on the rubber handle. Thus, the user shall be able to drive the rotor without compromise of their safety. It can,

therefore, be concluded that the crank mechanism has attained the expected HoQ and ERs as stated in the earlier sections.

### 5.2.2 Gear and Gear Mount

This individual report is about the gear part converting input work to generator in certain rpm. The Wonder Factory project is showing scientific theories to kids in an easy way and let them try the devices by hand. This gear part is one of the main parts of our project to show kids how we can generate electricity efficiently. To choose appropriate gears, I considered basic customer needs and engineering requirements which are safety cost efficiency, sound, wornness, and strength.

To choose the material, I need to consider all basic customer needs and engineering requirements. This is because all those needs and requirements will change depending on the gear's material.

Safety: Since the team is going to use safety lock on the gear box cover, I didn't really need to think about safety of gears. The only thing I needed to care about safety was the mount clip for holding gear.

Cost efficiency: Since the team is not going to use most budget to gear, I picked these materials that cost is relatively lower. Moreover, you can see other advantages of these materials.

Table 2: Various Metals

	Relative cost	Other advantage
Ferrous		
Cast irons	Low	
Cast steels	Low	
Alloy steels (400)	Medium	Highest strength and durability
Nonferrous		
Aluminum alloys	Medium	Noncorrosive, light weight
Brass alloys	Low	
Bronze alloys	Medium	Low friction, excellent machinability
Nonmetallic		
Delrin	Lower	Wear resistant, long life, low noise
Phenolic laminates	Lower	Quiet operation, highest strength plastic.

Strength: For the strength, we need to know how much force is influence on a gear. We didn't know minimum power to generate electricity but let's assume it is starting from 9.8N, which is holding a 1kg dumbbell, with 70RPM (=1.8326 m/s for 0.125m radius of gear). Also, I assumed the shaft is 20cm long. Then, the torque ( $T = F * r * \sin\alpha$ , F-force, r-radius,  $\alpha$ -(angle between F and r)) will be 1.96Nm(J). this will be transferred to gear and stress on outside of gear will be 15.68N (radius of gear is 0.125m). it will rotate 70rpm, then it can generate 28.73 W which is enough to operate generator. There is an equation to figure out how much stress gear can handle.

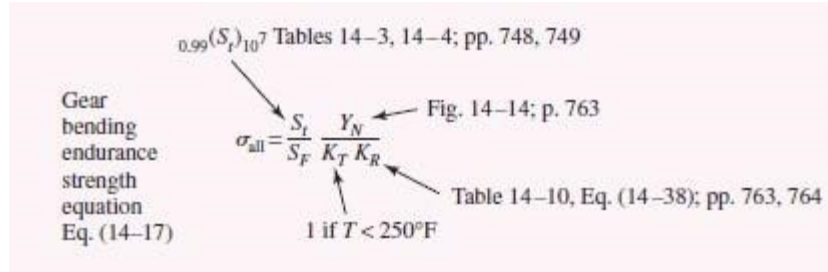


Figure 15: Gear bending endurance strength equation [10]

In addition, there is all equations to get factors in that textbook. However, our gear box's stress and momentum on the shaft and gear are small. Thus, we don't need to use that equation.

To figure out the number of teeth of gears, we can use the calculator. For the input, I picked 25cm for center distance and 1:1, 1:2 for the gear ratio. For the ratio 1:2, I got these values. First column is the number of teeth and second one is circular pitch.

Table 3: Number of Teeth [11]

# of teeth	Circular pitch
<b>33 X 66</b>	<b>CP= 0.625</b>
<b>55 X 110</b>	<b>CP= 0.375</b>
<b>59 X 118</b>	<b>CP= 0.349</b>
<b>103 X 206</b>	<b>CP= 0.200</b>
<b>131 X 262</b>	<b>CP= 0.157</b>

This is one of the examples of choosing appropriate the number of teeth. It will change depending on the gear ratio. To choose the best one, I need to calculate efficiency of the gear. However, we can pick any of them because the stress on the gear is much smaller than its own elasticity. This is the most important part of gear box we are going to use. For operating our device, the generator must create 20-22V which is 700RPM-1100RPM at generator. Assume 70 RPM for input and we need 700 – 1100 RPM.

$$n_3 = \left| \frac{N_2}{N_3} n_2 \right| = \left| \frac{d_2}{d_3} n_2 \right|$$

where  $n$  = revolutions or rev/min

$N$  = number of teeth

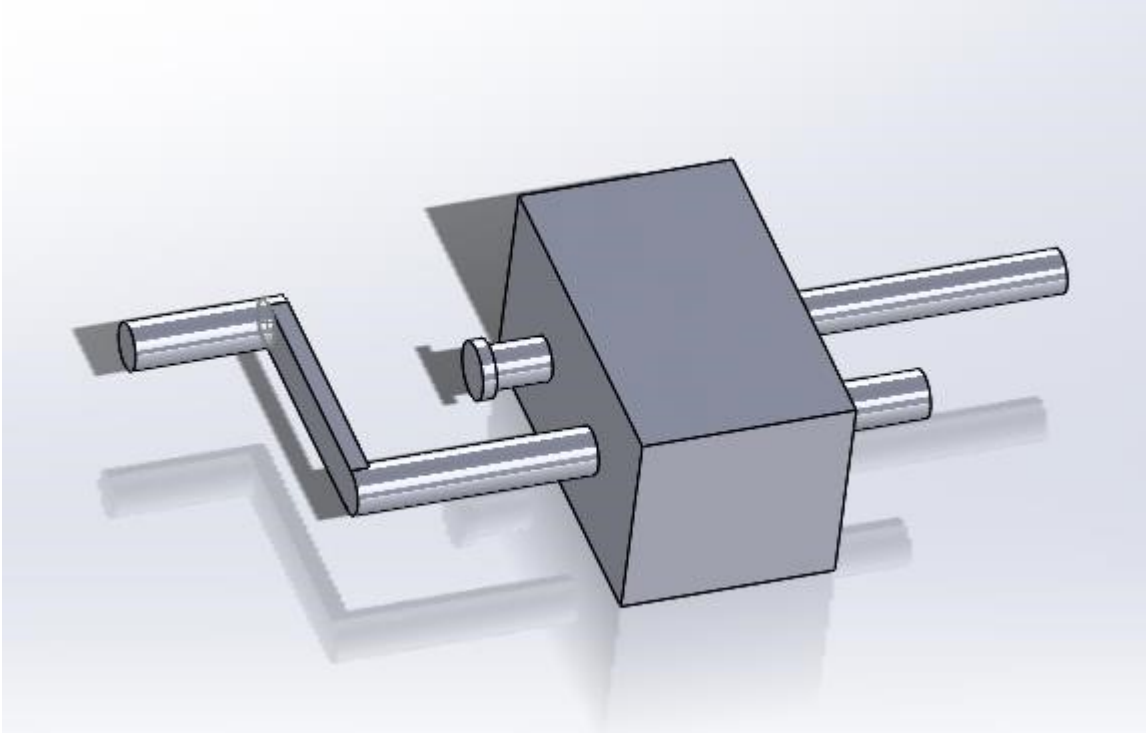
$d$  = pitch diameter

Figure 16: Finding Gear Ratio

In figure 2,  $n_2$  is starting gear's velocity. To get 700 RPM, the gear ratio should be 1:10 (10 for first gear). There is equation to get gear ratio based on velocity. For 1100 RPM, it will be 16:1. If these ratios of gears

are hard to manufacture or do not work well, we will add another gear in gear box or right next to generator.

This is the final shape of gear box. Both shaft can be pulled out and kids can change gears while the cover open. The first shaft which has crank arm is input and second one will be connecting to generator.



*Figure 17: Final design of gear box*

### **5.2.3 Power Generator and Overall Mount with Wiring**

Flagstaff, Arizona is America's 1<sup>st</sup> STEM community that assists and collaborates with the 28 local schools to provide STEM education for young students in the area [12]. The Wonder Factory currently participates in several local events throughout the year that provide STEM education in a fun learning environment. The goal of The Wonder Factory is "to lead the next generation of young minds into their place as the thinkers, the makers, and the creators of the future through hands-on interactions with science, technology, engineering, art, and mathematics" [13]. The Wonder Factory is presently a traveling science museum with plans to have a local facility in the future. Our project will allow The Wonder Factory to provide another interactive display at STEM events and at their future facility. Part of our team's objective is to assist The Wonder Factory and Flagstaff STEM City in achieving their goal of integrating STEM into the community. In this memo, I will report the progress of my team's design and present an analytical analysis of one of the subsystems.

I will address the analytical analysis of the power generating subsystem. This analysis will provide information about what type of power generation system will be used. I began by researching what kind of devices could produce power from rotational motion. Based on the input and output requirements for this subsystem, I found two things that could be used in our project: an alternator and a generator.

The first idea for a power creation system is an alternator. An alternator would need a minimum of about 2100RPM input which is about 35 revolutions per second (Table 5) [14]. I timed myself turning a fictional crank and determined that the user will rotate the crank arm at about 1 revolution per second or 60RPM



(Table 5). Based on this test, the minimum gear ratio should be 1:35 since an alternator has a built-in output regulator. Alternators produce 12 VDC with an average RPM of 2100-10000RPM [14]. This would provide a constant voltage to the slot car track so each car would be set at the same speed. A concern with this concept is that it eliminates the competition component of the slot car race. Another downside I found with alternators is that they need power to create power since they do not have permanent magnets [14]. This may pose a problem if The Wonder Factory is not able to provide power to the display or batteries may need to be inserted into the design which will require occasional maintenance. Additionally, every alternator I found would require a base to be manufactured for our design since all of them were created to be mounted on an engine block.

*Table 4: Revolutions per Minute to Revolutions per Second Conversion*

RPM (revolutions per minute)	Conversion to revolutions per second
X [rev/min]	$X * 1\text{min}/60\text{sec} = Y [\text{rev}/\text{sec}]$

Next, I considered utilizing a generator as the power system. A generator produces DC or AC voltage (depending on the model) but has permanent magnets. Therefore, it does not need an electrical input to create power [15]. The generators I researched did not have an output regulator so the faster a generator is turned, the higher the output power (see Figure 17) [15]. This will allow the slot cars to go slower with less voltage and faster with higher voltage, creating more of an actual race. The output power will be based on the input rotational speed from the crank through the gears and to the generator. If the slot car track cannot handle low or excess voltage input, the generator output can still be regulated. The RPM requirement is also lower, so this design could use an approximately 1:15 ratio and power the slot car based on Figure 17. I was able to find generators that have integrated base mounts which would reduce labor time and material costs if a base needed to be manufactured specifically for the generator.

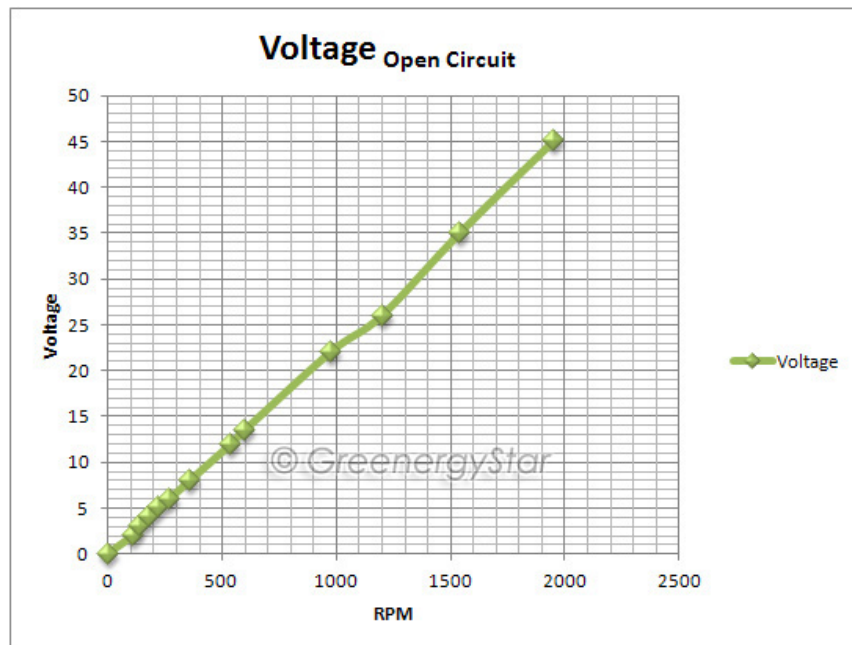


Figure 18: Generator RPM input vs Voltage Output [15]

Based on this research, a generator will be the best solution. The most significant obstacle is that they cost at least \$150 where as an alternator can have a price as low as \$35 [15, 16]. Although the price is higher relative to an alternator, our team decided that allowing the user to increase the speed of the slot car based

on the input rotational speed was more important than budgeting for a higher priced part. Also, the total price of this choice will be reduced by not having to manufacture a mount for an alternator.

For the overall mount, a 10-gauge, hot-rolled steel plate (24" x 24") would be used to attach the gear mount, generator, and circuit puzzle. Using this material would be cost effective with a price of \$14/sheet [17]. This mount would be elevated to allow the wires to run on the underside. For the gear mount, the generator has a threaded input shaft [15]. The final shaft that attaches to the generator will need to be a female threaded design. Further information on the shaft design will be discussed by my colleague in a separate memo. To wire each the power generator to the puzzle and to the racetrack, 12-gauge wire will be used.

Based on my final results, I am proposing to purchase the following items: WindZilla 12 V DC Permanent Magnet Alternator Wind Turbine Generator PMA Gearbox from Greenergy Star to create the electricity, plates of steel for the overall mount from Shapiro Alloys, wiring from Home Depot, and bolts and nuts from ACE HomeCo.

#### **5.2.4 Electrical Circuit Puzzle and Slot Car Racetrack**

One of the 2 problems assigned to me was picking a track that suited our needs. We needed a track that wouldn't be too hard to power, was not too big, was not too expensive, and could run at most 4 different cars at the same time.

At first we thought we had found a track in phoenix that came with a really nice wooden stand that supported the whole thing. Unfortunately, by the time we contacted them they had already sold the track and were offering the track at the same price as getting a new track. We decided against buying from those vendors and instead searching for a better deal.

I started my search and found that [www.rcsuperstore.com](http://www.rcsuperstore.com) had some good deals compared to other retailers. I searched through their selections and found many different 2 car tracks. I proposed to the group that we get a 2 car track instead of a 4 car track to save some money. We decided that 4 would be better because we may end up just setting up 2 different stations, but that in the future the clients could add more with our instructions and money.

Once I found some tracks I started looking at the specifications that the tracks needed to run. It turns out that each car runs at around 20-22V and at 1 Amp. I gave this info to David and Kevin so they could calculate rotational speeds and design gears for our generator. [18]

Once it was decided to get a 4 car track I was able to make a decision easily. We got the less expensive of the 4 car tracks. [19]

Once the track comes in we will be able to run calculations on it and be sure about what kind of current and volts we need in order to make sure it can run safely. 22V and 1 Amp may be good to run it, but we may need to lower either input to make it safe or to make the design easier and put less strain on gears and shafts.

## **6 PROPOSED DESIGN**

For implementation, the team will need to work on the four main sections of the project. 2 of the sections will be able to be worked on in tandem but the last part will need the other 2 parts to be finished beforehand. A Gantt chart detailing the information below can be viewed in Appendix D. A Bill of Materials (BOM) can be viewed in Appendix E. Proposed design drawings and exploded views can be found in Appendix C.

### **6.1 *Prototype Phase (Nov 26 - Nov 29)***

A few gears will be created for the prototype. Either cardboard or 3D printing will be used to create some gears and a display that can showcase our whole project. The prototype will be a lite version of our final project and will show us the feasibility of the gearing setup that we have chosen. It will also be able to convey what exactly our project is to someone who looks at our project for the first time.

### **6.2 *Gearbox Phase (Jan 15 - Feb 24)***

Gearbox construction will begin at the beginning of the winter semester.

We will first create a box that will support our gears and make it so that once the box is opened nothing will be spinning and it will be safe for kids to try to change the gears. The outside of the box will also need to be made of a material that is clear so that the user will be able to see inside and watch the gears move.

### **6.3 *Electrical Puzzle (Jan 15 - Feb 24)***

The Electrical puzzle will also need to be worked on as soon as the semester begins. The base of the puzzle will be made of wood. The puzzle crosses will be either 3d printed or made of something that is easy to make and doesn't transfer electricity well. Inside the puzzle crosses there will be a diode that will be connected to springs that will connect to ball bearings that will be connecting each piece.

### **6.4 *Wiring Track (Feb 25 - March 1)***

As soon as the other 2 are completed the track will be able to be wired up and tested to make sure that losses along the wires aren't too large. If losses end up being too big a battery connected at the end to supplement the power being generated should be enough to help power the system. If power is too large, then a few resistors can be added to help lower the current or voltage. We hope to have at least 2 stations made before March 6 so we can show it at the science fair and see what our clients think of it.

## 7 REFERENCES

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## 8 APPENDICES

### 8.1 Appendix A – Client Approvals



David Rankin <dl555@nau.edu>

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#### ME 476C Sect 2 - The Wonder Factory Stem Display B - Team 15

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Jackee Alston <thewonderfactoryflagstaff@gmail.com>

Fri, Sep 30, 2016 at 10:21 AM

To: David Rankin <dl555@nau.edu>

Cc: Ali Alkhaiyat <aa3363@nau.edu>, Yongseok Park <yp68@nau.edu>, Juan Shields <js2762@nau.edu>

Hi David,

This looks great to me. Thanks! Keep up the good work!

~ Jackee

On Wed, Sep 28, 2016 at 10:44 AM, David Rankin <dl555@nau.edu> wrote:

Hello Jackee,

We have put together your requirements along with our understandings of them and the relative weightings we thought were appropriate in the chart below. Would you be able to review them for approval, please? Feel free to make any adjustments that you deem necessary and we will make the changes.

#	Customer Requirements	Descriptions	Weight
1	Portable	Easy to move, setup, transport, etc.	5
2	Multiple users	Possible to have more than one user at a time	3
3	Project into role	User feels like an engineer, scientist, artist, etc.	4
4	Feel smart	Display allows user to learn from the experience	4
5	Tactile	Users are able to touch, move, and explore the display	3
6	Auditory	Display has integrated sounds for the user	2
7	Visual	Display is appealing and attracts visitors to use it	3
8	Simple	Not so complex that the user gets frustrated and quits	5
9	Safety	Anyone can use the display without injury	5

Scale is 0-5 with 5 being the highest importance. Please let me know if you have any questions or concern. I appreciate your assistance in this matter.

Figure 19: Client CRs and Weightings Approval Email



David Rankin <dl5555@nau.edu>

**ME 476C Sect 2 - The Wonder Factory Stem Display B - Team 15**

The Wonder Factory <thewonderfactoryflagstaff@gmail.com>

To: David Rankin <dl5555@nau.edu>

Cc: Ali Alkhatyat <aa3363@nau.edu>, Yongseok Park <yp68@nau.edu>, Juan Shields <js2762@nau.edu>

Sun, Oct 30,

It looks great, gentlemen. Thanks!

- Jackee

Sent from my iPhone

On Oct 28, 2016, at 1:11 PM, David Rankin <dl5555@nau.edu> wrote:

Hello Jackee,

Thank you for the link! We are excited about the "Engineer's Pit Race" design concept and we are glad that you like it, too! We have made some changes to the engineering requirements and targets with tolerances that are more tailored to this design. May we please get your approval on these?

**House of Quality (HoQ)**

Customer Requirements (1 - 9):	Weight Engineering Requirement									
	5	4	3	2	1	0	1	2	3	
1. Portable										
2. Safety										
3. Multiple User										
4. Flexible										
5. Visible										
6. Usable										
7. Project into role										
8. Fast smart										
9. Simple										
Absolute Technical Importance (ATI)	25	40	0	31	32	56	35	61		
Relative Technical Importance (RTI)	7	3	8	6	5	2	4	1		
Targets, with Tolerances										

100 R^2 < 200 R^2  
 90lb < 150lb  
 \$1200 < \$2000  
 18V; 14V & > 20V  
 1/8" edge chamfer < 1/8"  
 1/16" edge chamfer < 1/8"  
 1 display; > 3 total  
 4 users; 2 & > 6  
 tailored to age 10-6 <

Let me know if you have any questions or concerns.

Best Regards,  
David Rankin

Figure 20: Client ERs Approval Email

## 8.2 Appendix B – Pugh Chart

Customer Requirements	Design Ideas																			
	air cannon	light shadow	smoke manipulation	mirror room	music with water cups	moment machine	clay car build and race	engineering puzzle	popsicle stick house	bridge design and build	compressed air organ	dam to generate power	plane in a box	treadmill candy machine	gear puzzle	gear powered lights	programming game	bicycle power video game	catapult game	
Portable	0	-1	0	-1	0	-1	0	0	-1	0	0	0	0	-1	-1	0	0	0	0	-1
Safety	-1	0	-1	0	0	0	-1	0	0	0	0	0	-1	0	0	0	0	0	0	-1
Multiple Users	-1	0	-1	0	0	0	-1	1	0	1	1	1	1	0	1	0	0	0	1	
Tactile	0	-1	1	1	-1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Auditory	1	-1	-1	-1	1	1	-1	-1	-1	-1	0	-1	1	1	0	1	1	0	-1	
Visual	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Project into role	0	-1	0	-1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	0	
Feel smart	0	1	-1	0	1	1	1	0	1	1	0	0	0	1	0	1	1	0	0	
Simple	1	1	1	1	1	1	1	1	-1	1	1	1	1	0	1	1	-1	1	1	
Positives	3	3	3	2	5	5	5	4	5	7	7	7	7	5	3	3	6	5	4	
Negatives	2	4	4	4	0	4	2	1	1	0	1	1	2	0	4	0	0	1	2	
Same	4	2	2	3	4	0	3	3	1	1	2	1	2	6	2	3	4	4	3	
Total	1	-1	-1	-2	5	1	2	0	4	6	7	6	3	3	-1	6	5	3	2	

Figure 21: Pugh Chart (20 Ideas)

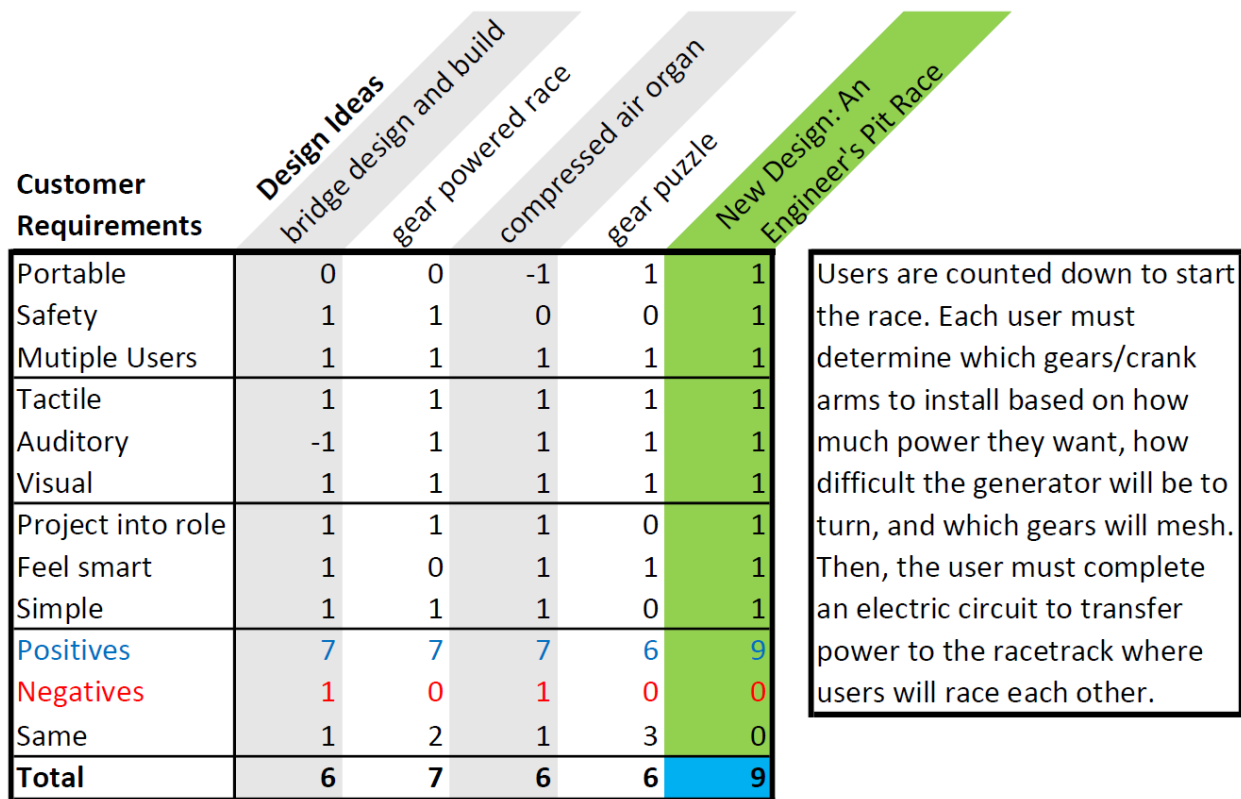
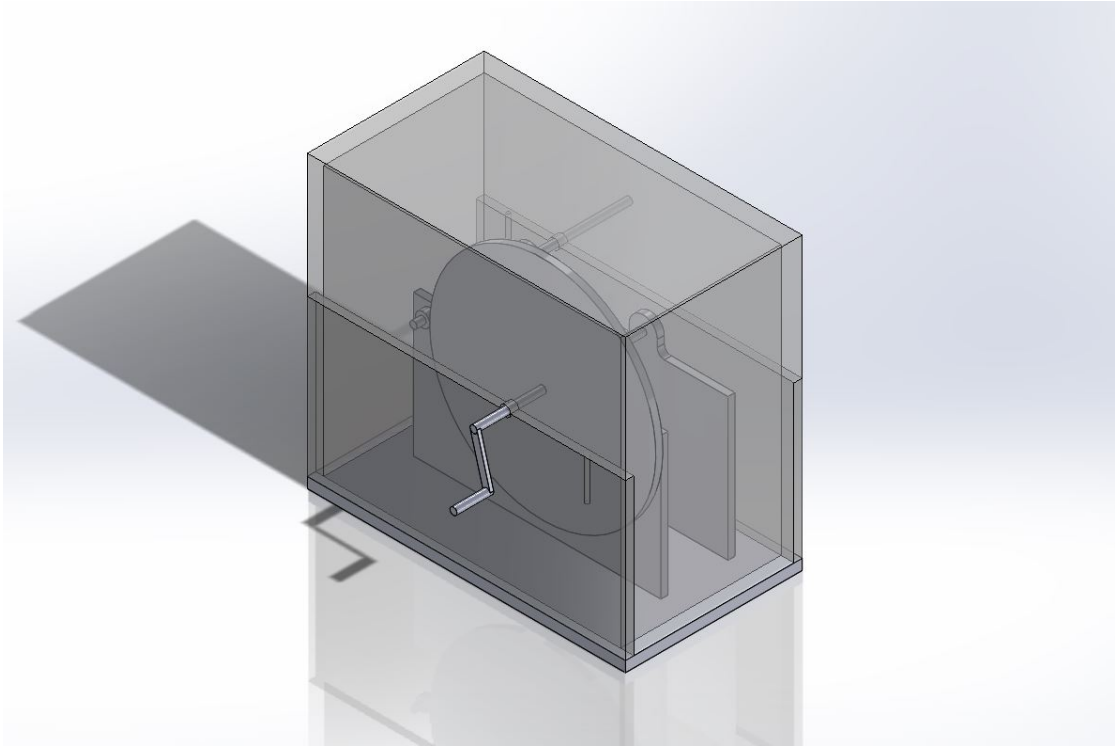


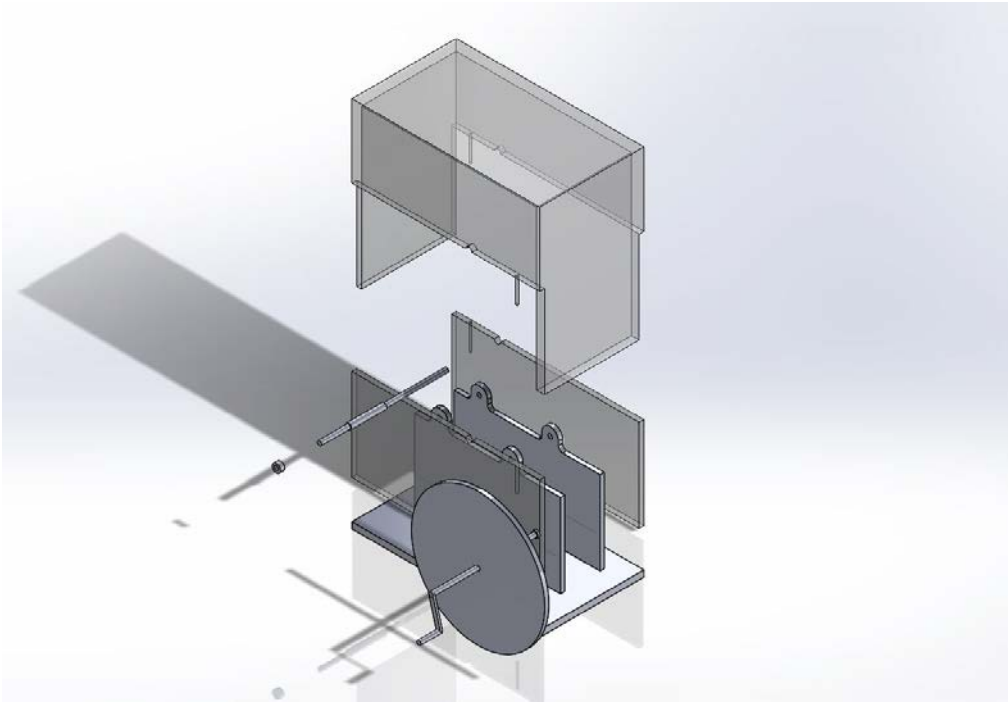
Figure 22: Pugh Chart (Top 4 Ideas and New Design Concept)



**8.3 Appendix C – Design SolidWorks Drawings**



*Figure 23: Gear Box Assembly*



*Figure 24: Exploded Gearbox View*



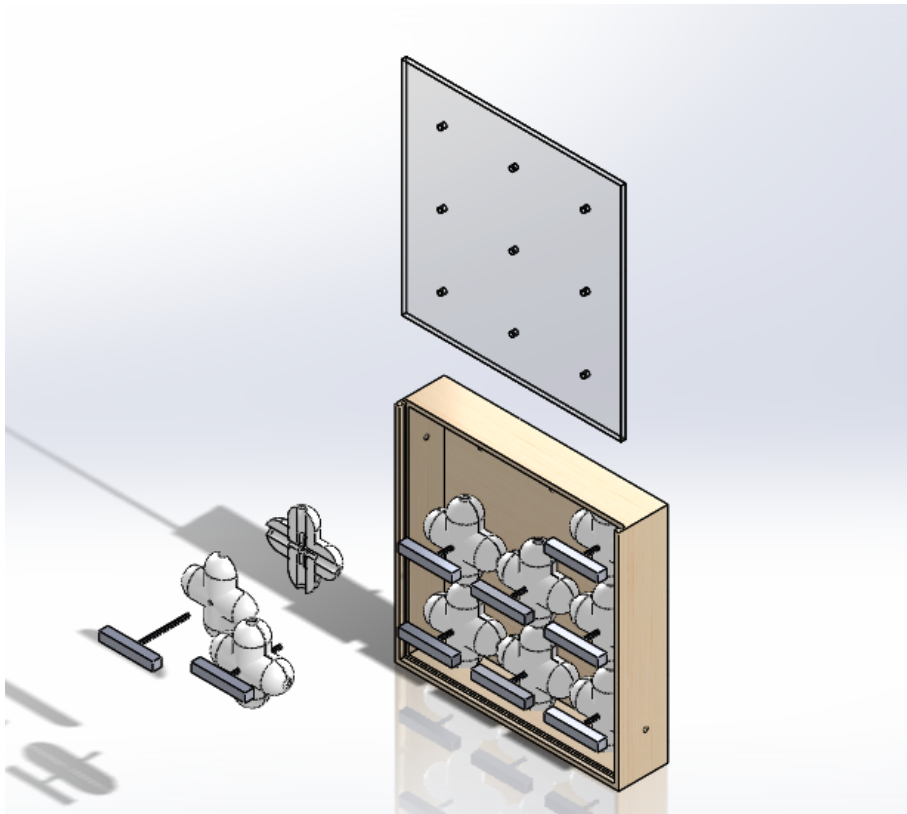


Figure 27: Exploded Circuit Puzzle View

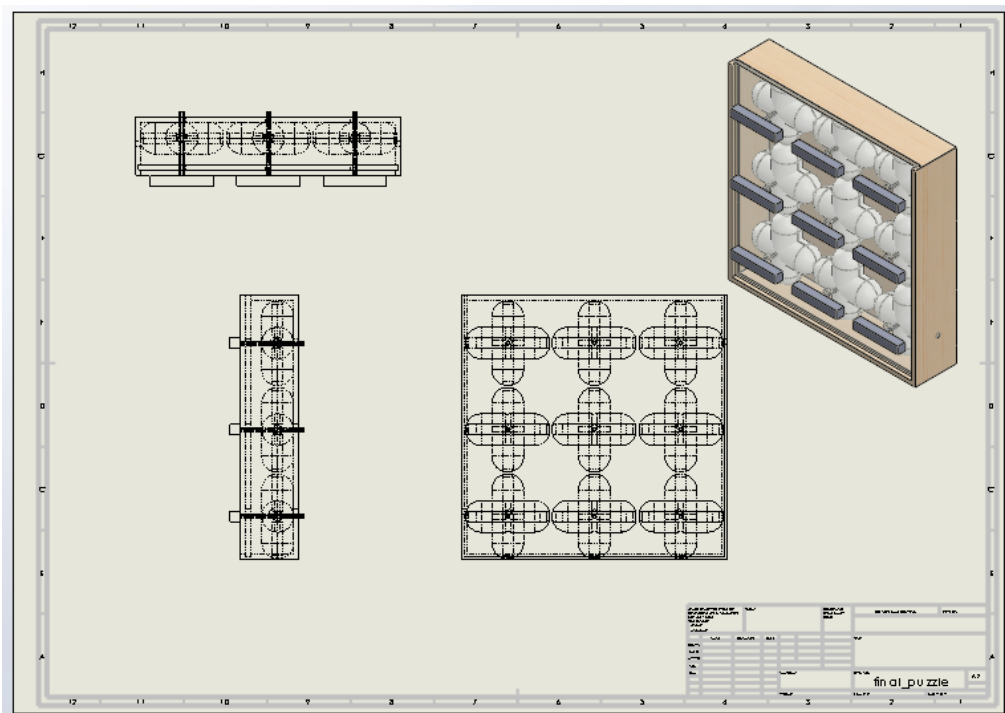


Figure 28: Circuit Puzzle Drawing

## 8.4 Appendix D – Gantt Chart

Table 5: Fall 2016 Gantt Chart

	Start Date	End Date	Duration	Accountable
Final Presentation	24-Nov	30-Nov	7d	Team
Team Meeting Minutes Week 14	30-Nov	30-Nov	1d	Team
Team Meeting Minutes Week 15	5-Dec	5-Dec	1d	Team
Wonder Factory Meeting 4	6-Dec	6-Dec	1d	Team
Staff Meeting 4	7-Dec	7-Dec	1d	Team
Final Prototype	1-Dec	9-Dec	8d	Team

Table 6: Spring 2017 Gantt Chart

	Start Date	End Date	Duration	Accountable
Team Meetings Week 1	16-Jan	16-Jan	1d	Team
Staff Meetings Week 2	23-Jan	23-Jan	1d	Team
Individual Post Mortem Week 2	23-Jan	30-Jan	7d	Team
Progress Presentations Week 3	30-Jan	30-Jan	1d	Team
Team Meetings Week 4	6-Feb	6-Feb	1d	Team
Hardware Review 1 Week 5	13-Feb	13-Feb	1d	Team
Staff Meetings Week 6	20-Feb	20-Feb	1d	Team
Team Meetings Week 7	27-Feb	27-Feb	1d	Team
Midpoint Report Week 7	27-Feb	27-Feb	1d	Team
Midpoint Review Presentations Week 8	6-Mar	6-Mar	1d	Team
Hardware Review 2 Week 9	20-Mar	20-Mar	1d	Team
Team Meetings Week 10	27-Mar	27-Mar	1d	Team
Staff Meetings Week 11	3-Apr	3-Apr	1d	Team
Draft of Poster Week 11	3-Apr	3-Apr	1d	Team
Presentation walk-throughs Week 12	10-Apr	10-Apr	1d	Team
Final Poster Week 12	10-Apr	10-Apr	1d	Team
Final Product Testing Proof Week 13	17-Apr	17-Apr	1d	Team
Draft of Operation/Assembly Manual Week 13	17-Apr	17-Apr	1d	Team
UGRADS presentations Week 14	24-Apr	24-Apr	1d	Team
Operation/Assembly Manual Week 14	24-Apr	24-Apr	1d	Team
Team Meetings Week 15	1-May	1-May	1d	Team
Final Report Week 15	1-May	1-May	1d	Team

Appendix E – Bill of Materials (BOM)

Table 7: Bill of Materials

**Bill of Materials for TWF Display**

Assembly Name :	An Engineer's Pit Race
Assembly Number :	Custom
Assembly Revision :	11/23/2016
Part Count :	533
Total Cost :	\$2,868.84

Part #	Part Name	Description	Qty	Units	Picture	Unit Cost	Notes	Cost
Greenergy Star	Power Generator	WindZilla 12 V DC Permanent Magnet Alternator Wind Turbine Generator PMA Gearbox	4	1 per station		\$ 155.00	tax included	\$ 620.00
Shapiro Alloys through Ebay	Steel base plate	10 gauge Hot Rolled Steel Plate 24" x 24"	4	1 per station		\$ 25.00	tax and shipping included	\$ 100.00
J.W. Winco, Inc.: 352.2-51-41-3/8-55	Rubber foot for plate	GN352.2-51-41-3/8X16-55 RUBBER BUMPER - 1 TAPPED HOLE	16	4 per station		\$ 4.28	free shipping	\$ 68.48
Home Depot: 22964199	Southwire 12 Black Stranded	Southwire (By-the-Foot) 12 Black Stranded CU THHN Wire	60	20 feet per station		\$ 0.39	pickup at store	\$ 23.40
Ace Home Co	Bolt for rubber feet, install power generator	3/8"-16 x 3/4" Grade 2 Zinc Finish Hex Cap Screw	48	12 per station		\$ 0.15	pickup at store	\$ 7.39
Ace Home Co	Nut for bolts	3/8"-16 Zinc Finish Grade A Finished Hex Nut	48	12 per station		\$ 0.09	pickup at store	\$ 4.18
Ace Home Co	Washer for bolts	3/8" x 0.812" OD Low Carbon Zinc Finish Steel SAE General Purpose Flat Washer	48	12 per station		\$ 0.06	pickup at store	\$ 3.03
Flagstaff Bicycle Revolution, Forged	Steel Crank arm	Steel arm that has to connector, one is for the shaft and one is for the pedal. It is 8 inch long	4	1 per station		\$ 27.23	tax included/pickup at store	\$ 108.92
Flagstaff Bicycle Revolution, COMMONALTY	Plastic pedal	Plastic pedal that has a shaft connetor to the crank arm. It is 4.75 inch long	4	1 per station		\$ 10.90	tax included/pickup at store	\$ 43.60
eplastics	black acetel sheet	0.375" X 12" X 24" wall plate to hold shaft	4	1 per station		\$ 35.88		\$ 143.52
VXB Product Code: KIT18641	P000 Bearing	10mm bore, Miniature Pillow Block Mounted Bearing	16	4 per station		\$ 7.77		\$ 124.32
Online metals	Cold Finish 2011-T3 Aluminum Round Rod	0.5" diameter, 3ft long	4	1 per station		\$ 7.34		\$ 29.36
Rcsuperstore.com Product code: 4523448	Race Track	4 person race track, 22v 1A input,	1	1 for project		\$ 229.95		\$ 229.95
Rushgears, Amazon	Spur gear sets	1:16 ratio, outer diameter 8" 1:10 ratio, outer diameter 7.7"	4	1 set per station		\$ 50.00		\$ 200
Home Depot: 205351353	Clear Acrylic Sheet	48 in. x 96 in. x 1/8 in	1	4 per station		\$ 90.00	tax included/pickup at store	\$ 90.00
XiKe: 15012X	Ball bearings	150 1/2 inch ball bearings	150	36 per station		\$ 0.07		\$ 10.50
uxcell: a13111900ux0464	Diodes	100V 5A 10 Piece	40	9 per station		\$ 0.46		\$ 18.20
3d printing	Puzzle Pieces	3d print plastic parts for puzzle Cline library rate	72	18 per station		\$ 13.00	Slim down or make it out of	\$ 936.00
Home depot	Puzzle frame	Some scrap wood to make the puzzle frame	4	1 per station		\$ 25.00		\$ 100.00
Amazon	Clear Vinyl	54inchX36inch	1	12inchX12 per station		\$ 7.99		\$ 7.99
<b>Total</b>			<b>533</b>					<b>\$ 2,868.84</b>