CE1: Hands-On Computer Engineering
Research Problems 6

1. If you haven’t yet, briefly write about any SOE event, meeting, or seminar you attended. Would you attend again? Was it about interesting things? How could the meeting or event be improved?

2. How did your midterms go? Briefly write about each one.

3. What was your Scribbler project? How did it work? What problems did you run into? How would you improve the scribbler?

4. There were not enough Scribblers for everyone, so some of you had to do these labs in teams. Real life is in teams too. If you worked in a team, how did your team function? If you did not work in a team, would you have enjoyed working in a team, or dreaded it, and why do you feel that way?

5. The scribbler is a type of autonomous system – a system that (once programmed) runs on its own and does what you told it to do. If you were creating a new company or starting a new project, what sort of autonomous system would you like to have, spec, design, or build?

6. What is the computer game rogue and what is the local connection in its history?

7. This question is more a warning about what will be due in two weeks: Each of you will have to interview a student in CE118 (Introduction to Mechatronics) and ask them the following questions:
   
   A. Why are you taking this class?

   B. What is the class project?

   C. Why do you think your preliminary design is going to be successful?

   D. What is your plan for when your preliminary design doesn’t work?

   E. What do you think the most challenging aspect of the final project is?

   F. How do you plan to deal with it?