# **Balancing the ECE Curriculum** with the Kolb Learning Cycle\*

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### **Overview**

Introduction

- Kolb/4MAT learning theory
- Introduction to Robotics pilot course
- NSF curriculum planning grant
  - Reordering of systems core with signal processing first
  - Kolb/4MAT introduced into these courses
  - Design of "curricular threads" including robotics, software-defined radio, and core electronics
- NSF curriculum implementation proposal



### Introduction

- We are undergoing a curricular change in the ECE department to "reach, reinforce and challenge all students"
- Pedagogy updated to reflect modern research in how students learn
- Proposed curriculum change to add "threads" of content through a cross-section of the program to add coherence
- Re-structuring of systems core to introduce signal processing concepts early on



### Teaching & Learning Center

Active Experimentation (*Doing*)

### Pedagogy: Kolb Learning & 4MAT

### Learning styles: Perception (taking things in) and Processing (making it part of yourself)

#### Concrete Experience (Sensing/Feeling)

Quadrant 4: What if?

Open–ended problems/ laboratories Capstone design/ undergraduate research Group problem solving/ project reports Think tanks/ student lectures Problems prepared by students

Homework problems/ guided laboratories Computer simulation/ demonstrations Objective examinations Individual report Computer-aided Instruction



#### Quadrant 1: Why? —

Role playing/ journal writing Field trips/ simulations Motivational examples/ stories Interactive discussion/ lecture Class/ group discussion

Formal lecture, visual aids, notes Textbook reading assignments Instructor problem solving/ demonstrations Professional meeting/ seminar Independent research/ library search

Quadrant 2: What? <

Abstract Conceptualization (Thinking)



# Teaching & Learning Center

### **Pilot Course: Intro. to Robotics**

- A team-based engineering design and competition course at the freshman level:
  - Excite students with engineering
  - Give them a feel for a real engineering project
  - Get them "hooked up" with other students
  - Aid retention and give non-engineers an engineering elective course
  - A new experience for us using Kolb/4MAT
- <u>Use</u> technology to <u>learn</u> technology, preparing to <u>design</u> technology



# **Technology Used**

- Use LEGO Mindstorms Robotic Invention System as a basis for an engineering design course that includes hands-on labs and a final competition
  - 8-bit on-board microprocessor
  - 3 sensor inputs and 3 actuator outputs
    - Outputs: Motors up to 8 speeds, 2 directions
    - Inputs: 10 bit A2D—Rotation, light, touch
  - 4 on-board timers
  - IR link for bidirectional messaging
  - Sound generator, clock, multi-tasking
- Funded by ECE Department, UCCS Teaching and Learning Center, UCCS Instructional Fee









#### Course is 50% lecture; 50% hands on

Lecture Period		H a nds-on Lab Period	
1. Getting started		1. Nobot	8/25/04
2. The RCX		2. Tankbot	
[Labor day holiday]		3. Bumpbot	9/8/04
3. Introduction to NQC		4. Bugbot	9/15/04
4. Intro. to NQC (cont)		5. Linebot	9/22/04
5. Robot construction		6. Scanbot	9/29/04
6. Robot construction (cont)		7. Steerbot	10/6/04
7. Basic control		8. Diffbot	10/13/04
8. Basic control (cont)		9. Quiz on NQC. Work on project	10/20/04
9. Basic electronics		10. Quiz on construction. Project	10/27/04
10. Basic sensors		11. Quiz on control. Project	11/3/04
11. Basic sensors (cont)		12. Quiz on electronics. Project	11/10/04
12. Microprocessor designs		13. Quiz on sensors. Project	11/17/04
13. Microprocessors (cont)		[Thanksgiving holiday]	11/24/04
14. Cybernetics	11/29/04	14. Quiz on microprocessors. Project	12/1/04
15. Robot qualification trials		15. Final competition (8:00am)	12/10/04

#### Evaluation: "prelabs," quizzes, lab reports, project

### Nobot, Tankbot, Bumpbot, Bugbot, Linebot, Scanbot, Steerbot, Diffbot

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### Final Design Project

### Engineering design under severe constraints



Regions shown as gray will be painted flat black.

Regions shown as white will be painted glossy white.

Regions shown as yellow will be painted gray. That is, the region around each hole will be painted gray. There will be two gray stripes, 1 in. wide, as shown

Cups at hole locations are 3.5 in. tall, and 4 in. in diameter.

All dimensions assumed to be accurate to within ± 0.5 inches.

A sturdy wall, at least 3 inches but not more than 4.5 inches taller than the playing field, will surround the entire area.

This is indicated by the dashed line in the lower drawing.





Quadrant 1: The "Why?" question

 Motivating stories, news items, point to advanced courses

### Quadrant 2: The "What?" question

- Formal lectures, reading assignments, demonstrations
- Quadrant 3: The "How?" question
  - Eight team-based guided laboratory exercises
- Quadrant 4: The "What if?" question
  - Team-based robot design project for final competition

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### Outcomes 1:

Instructional goals accomplished!
Students with backgrounds only in high

- Students with backgrounds only in high-school Math and English are:
  - Writing their own computer programs
  - Building robotic structures and mechanisms
  - Designing feedback control systems
  - Learning about the theory of electronics, sensor design, and microcontroller-based systems
  - Cooperating in inter-disciplinary teams
  - Writing proper lab reports (with attention paid to correct grammar, spelling, word usage)



### **Outcomes 2:**

- Surveys and quiz results showed a very high level of learning
  - Significant improvement in technical knowledge
  - Moderate improvement in non-technical components of the course
- Every student completed all labs successfully
- All design teams qualified for final contest
- Contest winner was able to beat professordesigned robots (!)





### **Ongoing Change...**

- Received NSF planning grant proposal to "balance" ECE curriculum
  - New courses: Introduction to Signals and Systems, Circuits and Systems I, Circuits and Systems II
  - These courses will comply with Kolb/4MAT
- Submitted NSF implementation grant proposal to restructure entire systems area of curriculum (pending)
  - Will introduce Kolb/4MAT to remainder of systems core
  - Will allow improved hands-on exercises in "threads"
  - Will aid retention efforts



# **Signal Processing First**

### Course re-ordering rotates sequence:

- From: Circuits I, Circuits II, Linear Systems
- To: Intro. to Signals & Systems, Circ. & Systems I,II
- We feel that present students better understand CD-players and iPODs than electric circuits
- Allows CpE/ Bio/ etc/ engineers to learn DSP concepts
- Courses will be taught with Kolb/4MAT compliance





### **Curricular Threads**

Improve coherence of BSEE (systems) by "weaving" specific concrete engineering applications or "threads" through the curriculum

♦ We have identified: ROBO<sup>T</sup>, SWIR<sup>T</sup>, CEL<sup>T</sup>

**Robotics thread (ROBO<sup>T</sup>) example:** 

- Early exposure at concept level in Intro. to Robotics
- Build resistive sensors, op-amp motor drivers, A2D, D2A, PWM, and PID control in Circ. and Systems I, II
- Build H-bridge motor drivers and active sensors in Electronics I, II
- Introduce advanced concepts in new course "Embedded Mobile Robotics"



# TEOCHING & LEORNING Center

### **Proposed Curriculum Changes**

### NSF Curriculum Implementation proposal

Kolb/4MAT and structure changes to systems core

Implementation of ROBO<sup>T</sup>, SWIR<sup>T</sup>, CEL<sup>T</sup>



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### Summary

- The UCCS ECE Department is revising its BSEE curriculum to "reach, reinforce, and challenge" all students
- The Kolb/4MAT system is central to the change
  - Our pilot course has been very successful
- NSF curriculum planning grant to continue work
  - Reordering of systems core with signal processing first
  - Kolb/4MAT introduced into the three new courses
  - Design of "curricular threads" ROBO<sup>T</sup>, SWIR<sup>T</sup>, CEL<sup>T</sup>
- NSF curriculum implementation proposal to complete this phase of work





- ECE Dept. grant to purchase LEGO kits (\$4,500)
- UCCS Teaching and Learning Center grant to develop Introduction to Robotics course (\$4,000)
- UCCS Instructional Fee grant to purchase additional LEGO components to allow campuswide elective (\$9,000)
- NSF Curriculum Planning grant to design new curricular changes (\$100,000)