ABOUT DEED

WHO WE ARE
The purpose of DEED is to share knowledge, learning and best-practice experience that improves the quality of engineering design education skills within our community.

OUR PRIMARY OBJECTIVES
- Encourage the dissemination of new approaches and effective pedagogy in the area of engineering design education
- Provide a forum to identify problems and needs in the area of engineering design education and explore the means to address those problems and needs

Meet the DEED 2021-22 Board!

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Do you have a job posting, research request or other announcement you would like the DEED community to be informed of? Please email zsiddique@ou.edu with the information to be included in the next InDEED newsletter.

Get Involved!

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2021 ASEE Annual Virtual Conference Highlights

DEED 2021 Conference

We held our conference virtually for the second year in a row and had a great time despite not being able to gather in person. We had 131 abstracts submitted leading to 77 published papers. There were 16 virtual sessions, two workshops, and an invited speaker.

Our Best Paper Award went to Mr. Clay Swackhamer and Dr. Jennifer Mullin. Their paper was titled “Emergency Transition of Intro Communications and Design Course to Remote Teaching.”

Spotlight on Our Three Design Vision Challenge Winners

Working with a team of DEED Directors, Shraddha Joshi, Rachana Gupta, and Kris Jaeger-Helton formulated the Design Vision Competition with a Pre-COVID Theme of Design Disruption. Each of these awardees chose a unique topic and a different medium to present a potential emerging disruptive change or initiative that impacts engineering design and education. Each of them presented in a special time slot in a DEED Session at ASEE 2021!

The three award winners are:
1. Simran Moolchandaney (undergraduate, computer science, University of Notre Dame)
2. John Barham (undergraduate, mechanical engineering, Louisiana Tech University)
3. Leo Brody (graduate, chemical and biomolecular engineering, North Carolina State University)

Special Invited Speaker

Dr. John Gero gave a talk titled “What Happens in Minds and Brains During Design: Design Cognition and Design Neurocognition.” Dr. Gero covered four paradigmatic approaches to studying designing and designers that have been used over the past 60 years and discussed the study of design cognition (understanding a designer's mind) and design neurocognition (understanding a designer’s brain).

ASEE 2022 Annual Conference

The Design in Engineering Education Division (DEED) invites abstracts for papers to be presented at the 2022 ASEE Annual Conference to be held June 26 - 29, 2022, in Minneapolis, Minnesota. Abstracts may be submitted on topics related to the role of design in engineering education.

Abstract Submissions Open – October 11th, 2021
Abstract Submissions Due – November 8th, 2021
Draft Paper (for accepted abstracts) Due - February 7, 2022
The 2022 Conference Authors Kit is available on this link: https://www.asee.org/annual-conference/2022/paper-management/for-authors

Mark Your Calendars

Seminar: From 2D to GD: How CAD Technologies Are Transforming Design Education
October 5th, 2021, 2:00-3:00 CDT
See page 3 for more information

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**Special Seminar:**
Tuesday, October 5th, 2021 at 2:00-3:00 CDT
Speaker: Dan Banach
Zoom link: [https://autodesk.zoom.us/j/97622491879](https://autodesk.zoom.us/j/97622491879)

**From 2D to GD: How CAD Technologies Are Transforming Design Education**
In this session, we’ll discuss how design and engineering skills have evolved from the drawing board, to 2D, to 3D, and now to Generative Design. We’ll also discuss the skills that students will need to stay competitive in future careers in design and engineering.
Generative Design functionality harnesses the computational power of the cloud and machine learning to develop numerous solutions to a design and engineering challenge. Generative Design connects students’ knowledge in Design and Engineering, Materials Science, and Statics to develop new solutions to a problem.

**Dan Banach - BIO**
Dan is a Senior Technical Program Manager at Autodesk - Education where he helps schools implement Autodesk mechanical and manufacturing solutions. Dan is a nationally recognized instructor, a longtime speaker at Autodesk University and many other education events, and is a guest speaker at many universities. Before joining Autodesk, Dan worked at an Autodesk reseller where he provided CAD solutions and training to clients for 19 years. He has also authored 25 books on Autodesk 3D mechanical design software.

Image of Generative Design done by JPL

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