



Design-Build-Test projects

- Design and prototyping an integral part of our engineering education.
 - Tackle open-ended problems in teams
 - A hybrid of problem-based and project-based learning
 - Producing physical artifacts









Motivation

- A curricula in transformation
 - Traditional technical knowledge and engineering skills
 - Interpersonal skills, critical thinking, creativity and design
- Educating the engineering student of today for the reality of tomorrow
 - Life-long learning, self-directed learning
- Adopting to prior knowledge and experience of our students



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Benefits

- Creative confidence
- Self-directed learners
- Understanding the role of an engineer
- Experiencing the iterative nature of design
- Putting previously acquired knowledge to use

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BTH

Enablers





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Challenges

- Assessing process versus delivered solution
- Assessing individuals compared to assessing the team
- Some student groups struggle
- Laboratory access (resource problem)
- Fear of the unkown

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Recommendations

- Request detailed project plan => Follow up on it
- Milestones/stage-gates (including presenting prototypes in several generations)
- Reoccurring "Design meetings"
- Faculty as guides and moderators
- Enable experience sharing and learning between teams
- Test and follow up on testing prototypes regarding set requirements