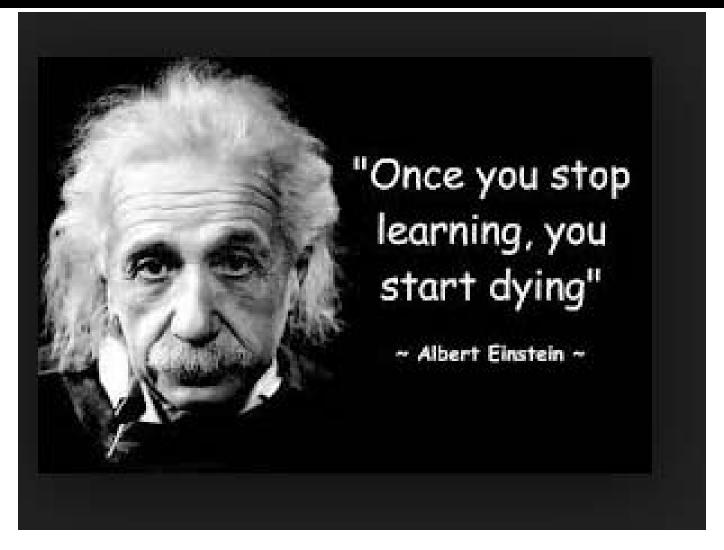
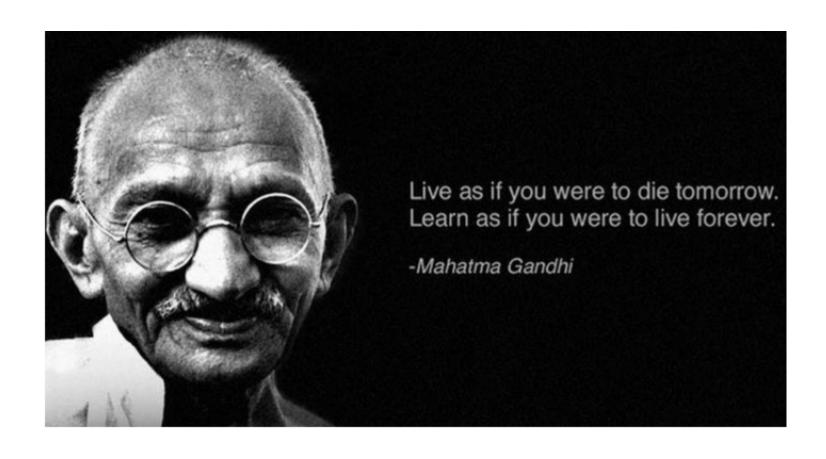


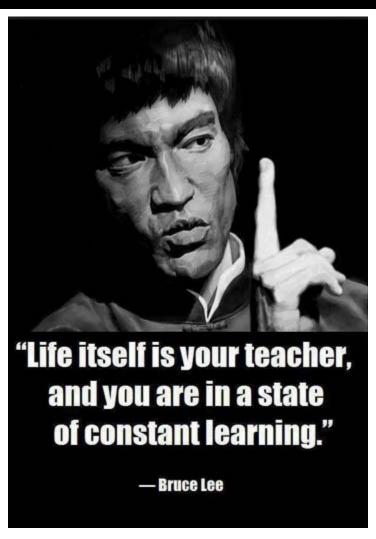
Senior Design I

Electrical Engineering and Computer Science Dr. Charles Kim

www.mwftr.com







### Lifelong Learning – What?

- Boundless Learning
  - Not confined to classroom
  - Learning in a range of situations
  - Life-Long:
    - Learning throughout life
    - Entire life cycle ("from the cradle to the grave")
  - Life-Wide:
    - Embedded in all life contexts and situations
      - School, Home, Workplace, Group, Team, Community,
      - Web, Online, Remote learning
    - 24/7 Schooling
      - "Anywhere anytime"
      - Learning in daily interaction with the world around

### Lifelong Learning –Why?

- Background:
  - Knowledge-based economy
  - Growing speed of technological changes
  - Globalization of all influence
  - Needs to improve/update skills and competences.
- Ongoing, voluntary, and self-motivated pursuit of knowledge for the purpose of
  - Personal or professional development
  - Enhancement of social inclusion and active citizenship
  - Enhancement of self-sustainability competitiveness and employability

## Contexts of Lifelong Learning



## Contexts of Lifelong Learning

- Home schooling
  - Development of information learning patters
- Adult Education
  - Acquisition of formal qualifications for work or leisure skills
- Continuing Education
  - Extension or non-credit courses
- Knowledge Work
  - Professional development and Job training
- Personal Learning Environment
  - Self-directed learning using range of sources and tools including online or web learning and trainings
  - E-Learning for individual learning
  - Massive open online course (MOOC)

## Benefit of Lifelong Learning

#### Individual

- Updated knowledge, skills, values, attitudes, and understanding
- Sharpened mind, interpersonal skills, and career opportunities

### Community

Productive and innovative workers

#### Economy

- Stronger economy through the skilled, knowledgeable, and able individuals
- Enhanced life (well-being) for all members

The capacity to learn is a gift; The ability to learn is a skill; The willingness to learn is a choice.

meetville.com

Brian Herbert

## **Timeline**

Date	Activities
Week of Oct 22 - 28	<ol> <li>From today, each member individually generates a solution concept/idea.</li> <li>Bring it to a weekly team meeting</li> <li>Discuss the individual concepts/ideas in the team meeting</li> </ol>
	Incubation period – 1 week
Week of Oct 29 – Nov 4	<ul> <li>Team meeting</li> <li>Discuss individual ideas and develop into 2 team Solution</li> <li>Concepts/Ideas</li> <li>Describe [type] the ideas with figures to 2 conceptual designs.</li> </ul>
W 11/8/2017	Submission of (1) all individual concepts/ideas and (2) (2a) Team Conceptual Design #1 (2b) Team Conceptual Design #2
W 11/15/2017	Submission and Presentation of the Analysis of 2 designs and Selection of the Top Design
W 11/29/2017	Presentation of Solution and Conceptual Design
F 12/1/2017	Submission of (1) Peer Evaluation (via email) (2) Individual Project Note, (3) Team Project Binder
W 12/6/2017	Final Exam (10 am – 12 noon)