Welcome to New Initiatives III
1013 DOW – 6:30-7:30 pm
Sign-in code: jellybeans
Wrappers go in normal trash.

I. Welcome and Dinner (6:30-6:40)
  A. Purpose: to discuss and implement new ideas to better the chapter
  B. Structure: split into discussion groups, discuss not only ideas but ways to execute
II. Topics of the Day (6:40 – reconvene 7:10)
  A. Cub Scouts Day feedback
    1. Module Updates
      a) Circuits:
        (1) Make more interactive
        (2) telephone, battery/lights, hearing range test, EMG
          (a) hook up EMG to speakers
        (3) Coordinated well with material in class
          (a) Look into this
        (4) Include backyard brains
        (5) Thoughts: Could connect ideas better
      b) Catapults:
        (1) include information on how to connect KNex
        (2) Like presentation, include video of real catapult
        (3) Get rid of ancillary pieces
        (4) Very short on time
        (5) First to reach distance gets prize; didn't work
        (6) dont know how to start -- need instruction
        (7) large groups (3,4 Scouts / group, 10 total per group leader)
          (a) need more kits
      c) Egg Drop: McFarmie and Kevin are MIA
        (1) include presentation
        (2) Reduce material
      d) Bridges
        (1) get rid of straws
        (2) spitballs
        (3) LIMIT TAPE
        (4) Make bridge designs more complicated
        (5) Prize for creativity
        (6) Exclusively paper bridges
    2. Group Leaders

  a) Complaint: Get rid of grid in center: have schedule, leave it up to group leaders

  b) Object to coming together only to break apart

  c) Other like grid, keeps things organized

  d) More group leaders per group, smaller groups overall

    (1) get two kits of material per group while in module, similarly to egg drop

  e) Try and set level of parent involvement, sometimes too much, other too little

  f) Inconsistent group sizes: some larger, some smaller

  g) SEnd out parent email the night beforehand

3. Paced really well

  a) Some egg drop finished early

  b) others finished almost too late

4. Start time inconsistency

  a) remove dead time at beginning

    (1) Do worksheet

5. Bug council on appropriate forms, maps

6. Lunch and Registration went late, events were not: shifted around modules

  a) Include larger snack

  b) During setup, not just the allocated lunch

7. Formal starting, finishing ceremony

  a) Flag ceremony

8. Reconsider prizes for event

9. Include module instructions in group leader packet,

  a) Include list of ways for group leaders to participate in modules, suggested designs

  b) Come up with better bridge instructions

  c) Remove tape from bridges module, significantly less tape

10. Buy more lacrosse balls

11. Extended group leader talk to training/instructions

12. T-shirts? definitely for group and module leaders, group numbers

13. Better group folders, hat/flag

  a) hat with spring and spinners

B. Engineering curriculum feedback

1. Michelle's group

  a) advisors tell incoming freshmen to take only 13 credits first semester, but a lot of awards require 14 credits and most students can handle more than 13

          (1) also require that 12 of them be graded (keep in mind for pass/fail)
- b) MSE is a lot of joke classes
  - (1) poor structure, learn nothing
  - (2) joke or impossible, no inbetween
- c) BME scattered, unrelated, unstructured courses
  - (1) lots of premeds
  - (2) not really engineers(ish)
  - (3) too much biology
  - (4) Too many "me too" courses, specifically
    - (a) 211
    - (b) 221
    - (c) 231
    - (d) 241
    - (e) 418
- d) EECS 314 (Replace with 215, but 314 is broader)
  - (1) a lot of busy work
  - (2) class is not required to succeed, so iClickers should not be required
  - (3) multiple choice exams
  - (4) Better teaching style
    - (a) important and relevant class for non-EECS majors, but important to actually learn the material, current format isn't working
- e) ENG 100
  - (1) all sections should build stuff!
  - (2) Design in the Real Word has no structure
  - (3) large difficulty variation across sections
- f) ME
  - (1) lots of tech electives, but no way to determine which should be taken for a certain focus
  - (2) no directions for a focus (especially in grad school)
    - (a) can't find syllabus for a lot of them
2. Sarah's group
   - a) ENGR 101
     - (1) Objective: problem solving and algorithms
     - (2) MATLAB isn't covered well enough
       - (a) 101 isn't the place to do that?
       - (b) Provide in-depth MATLAB course?

            (3) 101 students are underprepared for EECS 280

            (4) Big variation depending on who is teaching

                 (a) Standardized now… make sure it stays standard

            (5) Python

                 (a) easy… can learn general concepts instead of syntax

            (6) Increase interest

                 (a) Make projects relevant/real-life

                 (b) Drowning right at the beginning is a big turnoff

      b) Multidisciplinary design

            (1) many majors only get design experience freshman and senior year

                 (a) CHEME

                 (b) EECS

            (2) focus on the hands-on learning

                 (a) project-based courses

                 (b) at least transition lab experiments into design problems

            (3) rebuttal

                 (a) EECS has a variety of different options for MDE. don't want to lose that

      c) Learning tools

            (1) Piazza should be encouraged

            (2) Encourage profs to **actually learn CTools (or Canvas)**

      d) General skills we want

            (1) Taking the initiative to meet professors

            (2) Learning things by yourself

            (3) Having a general knowledge and then just go learn something specific

                 (a) Step 1: know what you need to know

                 (b) Step 2: learn it

C. Service feedback (projects, website sign up, amount, etc)

    1. Projects on website

      a) consistency on events with multiple dates/shifts

      b) make category sort necessary in order to view events

            (1) this isn't helpful when events are mislabelled, like Elections currently is

    2. Amount (# events)

      a) More for people who are less fortunate in our community

      b) Elderly Assistance

       c) good to have mix of repetitive and one time events

       d) variety of long and short

       e) more long term impact events

   3. Timing of events

       a) change wording in initial email "Plan the project between..."

   4. Website sign up

   5. Preventing no shows

       a) email reminders

       b) penalty for missing, have to "make up" an additional hour

       c) automatic reminder for project leaders to send out reminder emails

          (1) maybe with templates

       d) Project Leader send emails earlier as an introduction, reminder

       e) Meeting for project leaders, there weren't many questions

   6. Project leader experience

       a) making assigning hours easier

       b) completing project report easy (easy to access and edit)

          (1) overlapping content, confused on where to put certain information

       c) want to enter sentence for cost, not just an integer

       d) brainstorm questions for project report, which ones are necessary, what questions would be useful

   7. Prepare volunteers for activities out in the communities

       a) Different backgrounds, how do you relate and approach them

       b) IGR or ginsberg spokesperson for second or third gen

III. Topics for future?

   A. Semester in review

   B. What you want as alumni, sticking around this summer, etc

   C. Include planning hours for service projects

IV. Sign up for Skyzone with Ohio Zeta (Toledo)