



Indian
Institute of
Technology
Mandi

Scaling the Heights

Curriculum Innovation for Design Engineers

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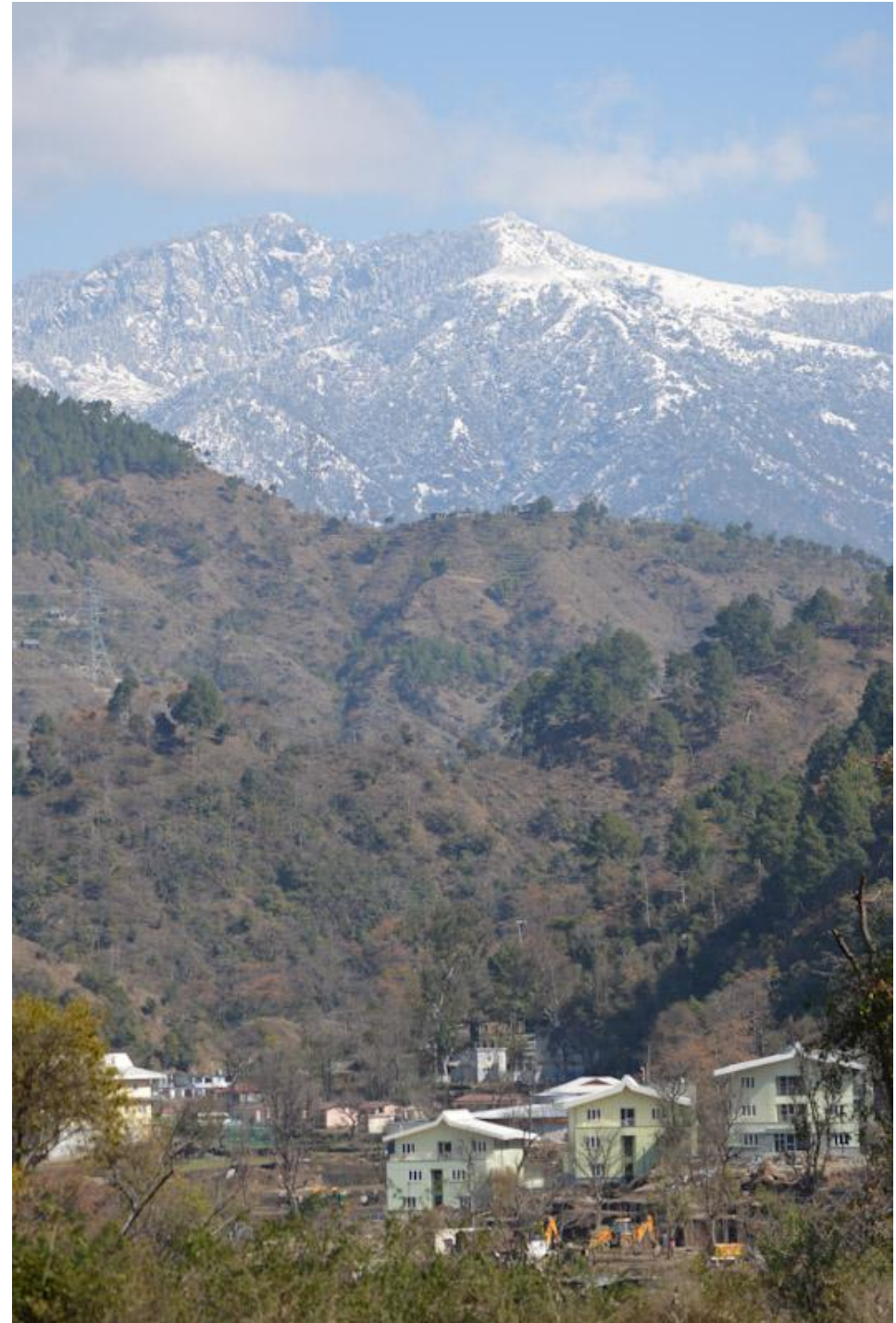


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Outline

- *Need for innovation for India's tomorrow*
- *Evolution of engineering*
- *BTech curriculum for design and innovation*
- *Conclusions*





Services vs Intellectual Property

- *Manufacturing and services: earnings proportional to effort*

→ *linear growth (e.g. Infosys, TCS, Maruti...)*

- *IP: one time effort for design, earnings thereafter with minimal effort*

→ *exponential growth possible (e.g. Google, Microsoft...)*



Service vs IP

- *IT services @Rs.10 lakhs/person-yr:
2 lakh programmers/operators = Rs.20,000 cr/yr*
- *IP on 2G cellphones @3% royalty:
200m cellphones/yr = Rs.1,800 cr/yr*
- *IP on 4G cellphones @15%:
200m cellphones/yr = Rs.24,000 cr/yr*

*IP created by a
few 100
engineers*

*Prosperity for all Indians in a short time requires
exponential growth*

→need ownership of IP

*→need engineers who can make **India**
the Design House for the world*

Evolution of Engineering

*The Middle Ages to early 20th century,
design as an art:*

- *Leonardo da Vinci*

- *Italian polymath: artist, sculptor,
painter, engineer, inventor...*

- *Robert Fulton*

- *American artist, mechanical inventions as a hobby*
- *First commercially successful steamboat*

- *Samuel Morse*

- *painter until age 34*
- *turned to long distance communication when wife died*
- *co-inventor of telegraph and Morse code*





Engineering Education

- *Engineer as an artisan*
- *Apprenticeship to acquire skills and experience of a master*
- *Development of handbooks with numerical tables, designs, rules of thumb*



Engineering and World War II

- *Pre-WW-II, lip-service to science to give respectability*
- *During WW-II, true science base grew*
 - *Development of radar, sonar, radio*
 - *Encryption and code-breaking*
 - *Operations research for logistics*
 - *...*



Education Post WW-II

- *Strong push towards science-based engineering curriculum, especially in US*
- *Driven by MIT, Stanford and other research Universities*
- *Spurred by generous funding from US Government (Military and NSF)*
- *Maths-based (analytic) courses gained higher status than design-based (synthesis) courses*
- *Dependence on computer simulation/design without understanding its limitations*
- *Japan, Germany and Netherlands retained strong emphasis on practice*

Successes

Space Shuttle



Failures

Challenger Space Shuttle explosion: *failure of an O-ring seal*



... Failures



**Tacoma Narrows
Bridge:** collapsed due
to a modest 70 kmph
crosswind





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Technology Ups and Downs

- *Cause of these spectacular failures:
design flaws that could easily have been avoided*
- *Successful design requires a judicious mix of science, computation and hands-on experience*



The Pendulum Swings Back

- *Shift back to including design in engineering education*
- *Conceive-design-implement-operate (CDIO) initiative in UG education, by MIT*
- *Incubation of technology product companies by IIT Madras since 1992*
 - *>200 startups by IITM faculty, students*
 - *students work on industry projects*
- *Design & Innovation curriculum in IIT Mandi BTech*



Innovation at IIT Mandi

Teaching and research culture to foster Design & Innovation





... at IIT Mandi

Inter-disciplinary culture in teaching & research

Unique Design-oriented B.Tech. curriculum

Practicum: Practice before theory

Self-motivated students learn on their own, become leaders

Others appreciate theory when it is taught later

Design & Innovation Stream in B.Tech.

- *Inter-disciplinary teams with assigned partners*
- *Systematic, documented working including*
 - *Problem definition*
 - *Demo of working product/prototype*
 - *Weekly reviews with minutes of meetings*

Innovation Stream in B.Tech.

Year 1: Reverse engineering

- *Random, inter-disciplinary teams*
- *Study existing products, eg. Fan, toaster, ...*
- *Disassemble and document its design*
- *Reassemble*



Year 2: Design practicum

- *Practice before theory*
- *Design and build prototype product for real-world problem*
- *Random, inter-disciplinary teams*

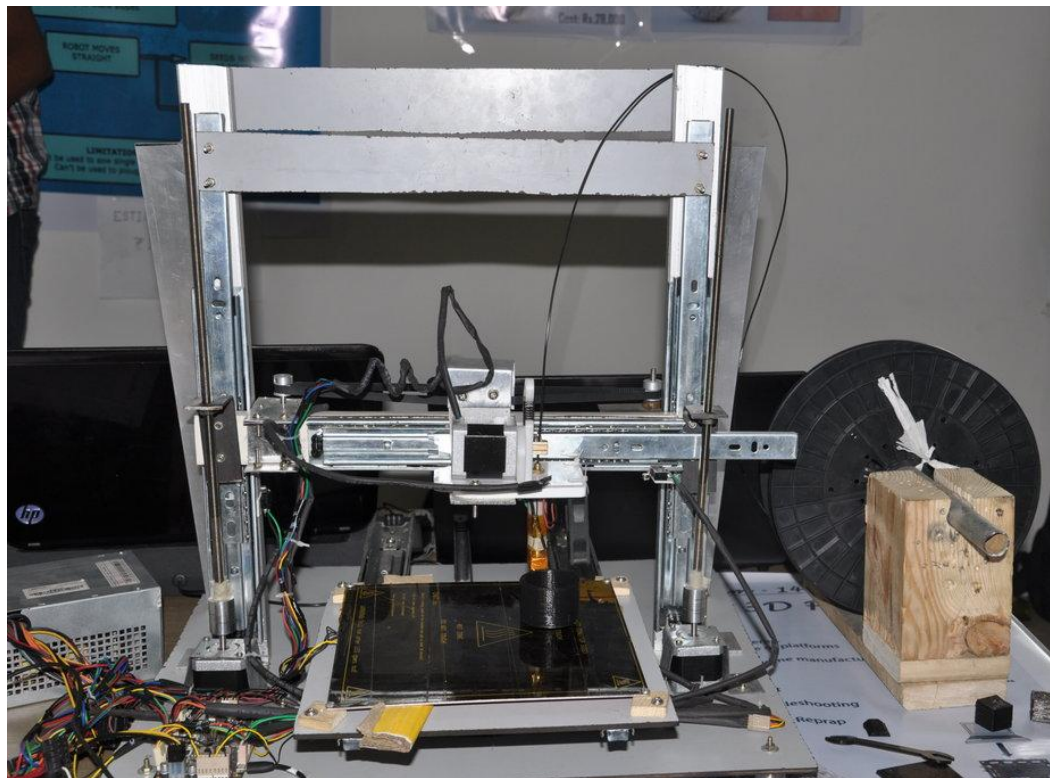
Projects by 2nd B.Tech. students

- *Temperature-controlled magnetic liquid stirrer for research labs*
- *Voice-controlled wheelchair for quadraplegics*
- *Cellphone charger driven by leg while walking*
- *Drip irrigation system* →



... Year 2: Design practicum

Low-cost 3D printer, gas-leak detector, smart board, clothes drier, *oil-spill remover*, ...





Yr 3: Socio-Technical Practicum

3rd BTech Practicum

Projects on social impact of technology, market research

15-25 UG students from WPI, US resident in

Kamand for 3 months/year



- Direct solar lighting for village houses
- Quality of milk
- Irrigation in the Himalayas →
- Hill farm mechanisation
- Womens education
- ...



Water Bottle Solar Light





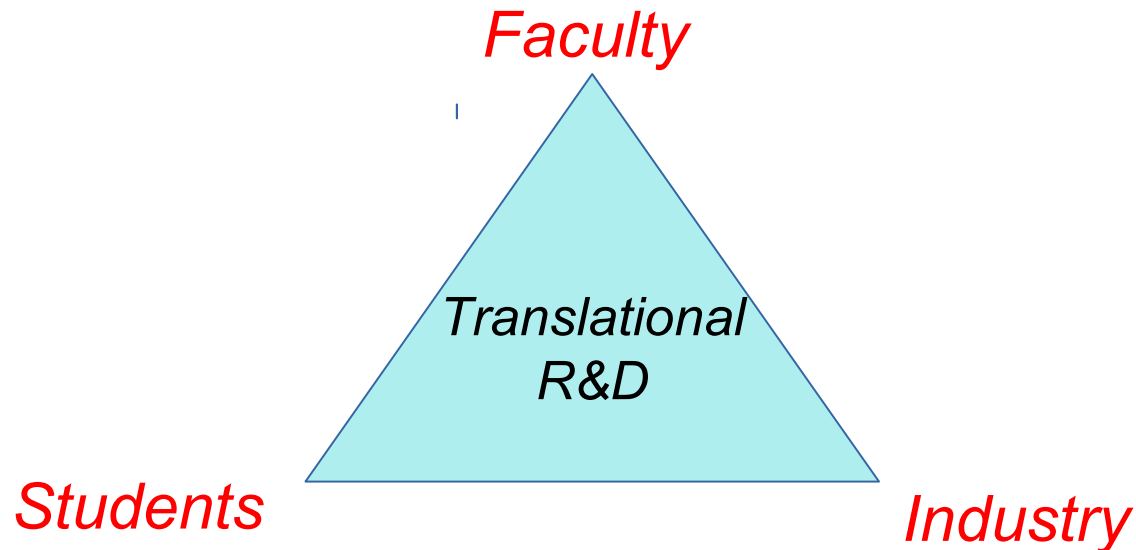
Year 4: Major technical project

Year 4: Major technical project

- *Capstone of the 4-year programme*
- *Major technical contribution in the discipline*
- *Individual or self-chosen team*

Industry Interactions

- *Industry engineers as guest/adjunct faculty*
- *Industry-sponsored research projects*
 - *Applied product-oriented R&D with deliverables*
 - *Flexible IPR agreements to suit the needs*
- *Entrepreneurship*
 - *Virtual student companies, IIT as the customer*



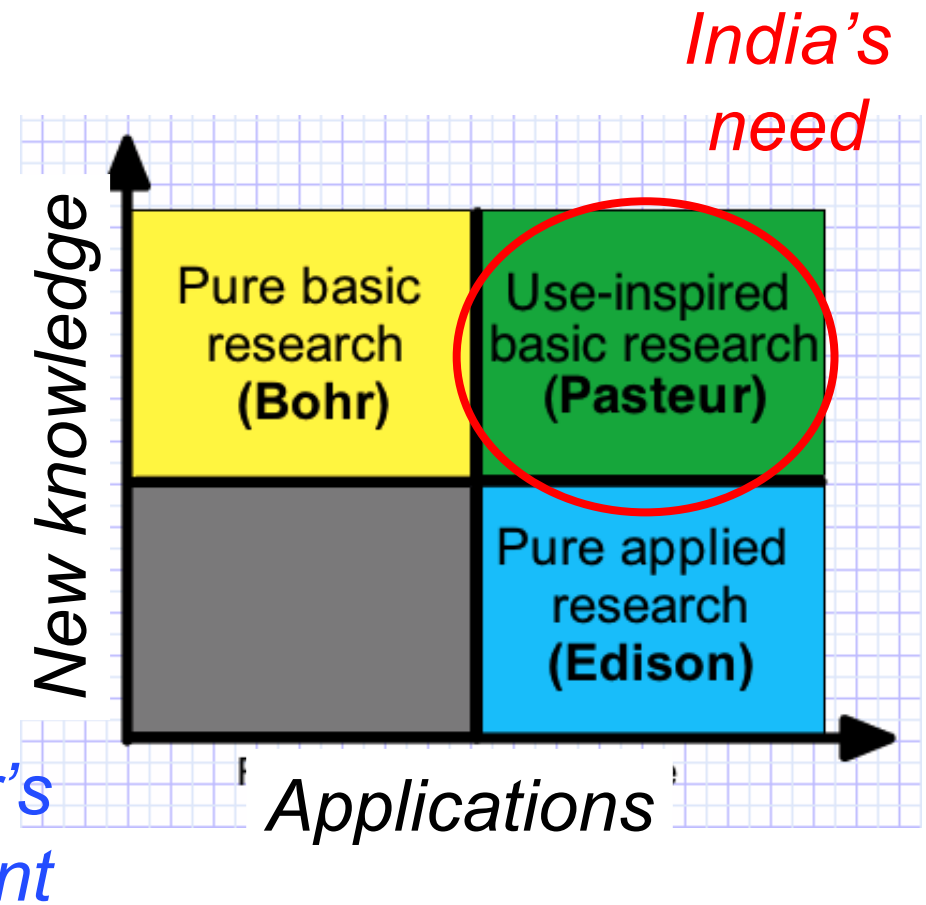


Outcomes at IIT Mandi

- **IIT Mandi web-site** designed by 1st B.Tech. students, run by them from 2010-2015
- **Online Faculty Application** portal designed and run by 2nd B.Tech. students, used for 6 years
 - Used by some other institutions
- **Competitive successes**
 - Pradeep Seervi, 1st in GATE(EE) 2015, Aather Khan 2nd in Civil Services in 2015, Nitesh Kumar, Gold in Int'l Parabadminton
- **Placements**
 - Microsoft, Amazon, Infosys, Nucleus Software, Samsung, DRDO, HPCL, Tata Motors, ...
 - Universities: CMU, Toronto, Penn State, Georgia Tech, IITs, TU-Munich, ...
- **Start-ups**
 - IITians Tech (2014), The Solar Labs (2017), Kriger Campus (2018)

Conclusions

- *Prosperity for all Indians requires design by Indian engineers*
- *Design is an art, acquired by teaching+learning combo*
- *We have taken the first steps, results promising*



W. Brian Arthur, *The Nature of Technology: What it is and how it evolves*, 2009

Eugene S. Ferguson, *Engineering and the Mind's Eye*, MIT Press, 1992

Charles Vest, *Pursuing the Endless Frontier*, 2004

Johnson, S., *Where Good Ideas Come From: the natural history of innovation*, Penguin, 2010

<http://www.iitmandi.ac.in>

<http://www.tenet.res.in>

<http://www.cdio.org>