



ECEN 1111/306
Introduction to Engineering
Fall 2006



Oral Presentation

November 7, 2006
2:00pm – 2:50pm

Team 1: Engineering in Future Entertainment 2:00-2:10pm

Jonathan Barnes, Cindy Choa, Phoenix Clincy, Andrew Cline

Abstract-

We will discuss the future of engineering in entertainment by terms of 1) gaming (consoles including the PC), 2) home media entertainment (the integration of music + tv and the PC), and 3) world wide ease of electronic connectivity.

Team 2: Engineering in Future Health Care/Medical Technology 2:10-2:20pm

Daryn Cowan, Jamal Hacena, Andrew Harrison

Abstract-

In a world full of disease and plague, where hundreds of virus' and cancers destroy families, friendships, partnerships, and any kind of relationship between two or more people, there is a need and a want of newer, better technology in the prevention and curing of disease, but also in the caring and protection of the old. There is a need to make surgery 100% efficient, where no mistakes are made, where there is very, very little risk that a patient could actually die from the surgery. The future of medicine lies in man's ability to be able to make the future better, and that future will be one where man can live forever without threat of disaster and even the common cold becomes rare. Of some of the advancements that could be made is to make surgery done completely by robots, robots that can make perfect cuts and perfect decisions about how to complete their task according to the situation, to create nanotechnology that would sweep our bodies and clean our bodies of any virus' or disease, to make better cybernetic arms and legs and even organs, and to create devices or machines to create clean environments not only in the hospital, but everywhere to kill virus' in the world. These four things could be part of the future of man's society, but above all, the purpose is to save lives and protect mankind.

Team 3: Engineering in Future Sports Activities 2:20-2:30pm

Kanga-Tharalingam, Taylor Littlefield, Zachary Littlejohn, Brittini Maxson

Abstract-

We are going to show the advances in Sports equipment related to performance and safety. Both categories will have two subtopics which will contain the current technologies and our realistic inventions for the future. The subtopics for performance will be training equipment and equipment used while playing. The subtopics for safety will be injury prevention equipment and first aid equipment. We will explain each topic thoroughly giving you the most recent technological advances and give you our vision as to what realistic advances need to come about in the near future.

Team 4: Engineering in Future Transportation 2:30-2:40pm

Griffin Mouse, Courtney Newman, Anthony Soper, Allen Strickler

Abstract-

Scientists have been working with metamaterials to develop a "cloak" of invisibility. This is important to transportation especially with regards to the military. The B-2 bomber's shell absorbs radio (or light) waves, and then redirects them, making the plane look small as a bird or not even there. The future is now here, but still needs a few adjustments. The metamaterial makes waves curve around the object making it seem as if it is not there. Another form of this is using a camera and redirecting the waves onto a cloak, making the individual wearing the cloak seem invisible.

Team 5: Engineering in Future Weapon Systems

2:40-2:50pm

Michael Taliaferro, Kristin Ward, Marquis Wartley, Alexander Williams

Abstract-

A common definition of a weapon is “a tool which is intended to or is used to injure, kill, or incapacitate a person, damage or destroy property, or to otherwise render resources non-functional or unavailable.” Weapons have existed since the beginning of mankind; however, technology allows unending improvements to be made. These technological improvements and possible future improvements are what will be focused on. Because modern and future weapons is such a broad topic, only land and air based weaponry will be discussed. Land based weapons include devices such as mines, knives, guns, cannons, TASORs, etc. that are used on land or are triggered from land. Air based weapons will consist of apparatuses fired from higher altitudes, usually from planes, such as missiles and bombs. From this discussion of modern weapons and their inconveniences, engineers will learn ways in which they can improve or create more enhanced weapons in the near future.