Outcomes* for Undergraduate Systems Engineering

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*Covey: "Begin with the end in mind"

Observations

- Industry SEs characterized by ability to accommodate competing technical and programmatic criteria (Chief Engineer role)
- Bias exists regarding having >10 years experience in engineering prior to becoming an "SE"
- Key question: How to replace ">10 years experience" during undergraduate curriculum?



WWI fighter propeller



Model of Rotterdam barrier

What "Experiences"?

- Design
 - Using different engineering domains (ME, EE, SWE, etc.)
 - Interacting with other people and systems
 - Interfaces, organizations (supplier/acquirer/associate)
 - Balancing competing factors
 - Performance, cost, producibility, reliability, human factors
- Lifecycle design, test, production, operations, support (maintenance, logistics, training), upgrades, disposal
 - Project execution, planning, management
 - New technology, and constraints of old technology interfaces and allocations of functionality
 - Documentation/reporting/configuration management

Valuable Characteristics

- Technical credibility
 - Technical depth in selected engineering areas
 - Knowledge of vast technical areas (physics)
- "Heads up" personality Expansive view of problems and stakeholders
 - Focus on problem definition and solution outcomes, not just the solution
 - Ability to work in and lead teams
- Consideration of *more* than the technical elements

University of Arizona*



Sophomore Year

Introduction to Systems Engineering Calculus III Physics II Numerical Methods Economics

Probability and Statistics Differential Equations Physics III Economic Analysis Engineering Science Elective Psychology

Senior Year

Simulation Methods Control Systems Departmental Elective Technical Elective Humanities or Social Science Elective

Human-Computer Interaction Senior Design Projects Technical Elective Free Elective Humanities or Social Science Elective

* Bahill, et al., "**30 Years of Systems Engineering at the University of Arizona**," Proceedings of the National Council on Systems Engineering, 1992 (Seattle, WA)

"computers, modeling, and project courses"

More "communications, labs"

SIMILAR* – What SEs do!

The SIMILAR Process

State the Problem

Investigate Alternatives

Model the System

Integrate

Launch the System

Assess Performance

Reengineer the System

Systems Engineering Consensus Understanding customer needs, Stating the problem, Discovering system requirements Validating requirements Defining quantitative measures Exploring alternative concepts, Sensitivity analyses Designing and managing interfaces, System integration Functional decomposition, System modeling, System design, Configuration management, Risk management, Reliability analysis, Total quality management, Project management, Documentation Prescribing tests, Conducting design reviews, Total system test

Special emphasis in SE

* Bahill and Gissing, "No Matter What The Application, It **Is Still Systems** Engineering," Proceedings of the International Council on **Systems** Engineering, 1997 (Los Angeles) 6

Career Risks

- Failure to identify the unique *technical* contribution of SE
 - Counter: technical excellence in at least one area
- "Process" focus become technically irrelevant
 - Counter: emphasis on "xx systems engineer", e.g., "RF Systems Engineer"
- "Management" focus become sidelined into "xxx management" tasks
 - Interface management
 - Requirements management
 - Risk and Issue management
 - Counter: emphasis on design, verification, and other "technical" process areas (ISO/IEC 15288, INCOSE SE Hdbk),

Discussion

Is it possible to instill SE capability in an undergraduate?

- What characteristics are most valuable for
 - Immediate hiring
 - Career progression
 - Technical
 - Management