

LA/OC SMTA Board Visits DeVry University's "TECHNOLOGY DAY" Event

Written By: Kathleen S. Palumbo

On June 2nd, 2004 the LA/OC SMTA board had the distinct pleasure of visiting the Long Beach DeVry Campus during their "Technology Day" event. This event began with the Technical Advisory Committee meeting, which focused on hearing from industry experts on what they felt would be the best up coming curriculum for future engineers. Everything from what previous DeVry grads have accomplished in the work place to up coming new technologies were discussed.

Rodney Moore with Lawrence Livermore National Laboratory (located in Livermore, CA) stated that all of their employees hired from DeVry were outstanding performers and that everyone of them had been so well trained by DeVry in the area of basic electronics and component functionality that they could perform any task put before them. The SMTA board was very pleased to hear this because this actually means that there are still some Electronic Engineering grads who actually understand analog circuit design! This was re-iterated by Dennis Brooks with PanAmSat (located in Long Beach, CA.) who went on to state that nearly 50% of their employees were DeVry grads. Stephen Gill with Sony (located in Burbank, CA) was in agreement with all of this and stated that his DeVry grad employee was such an outstanding performer he wished he had hired more of them sooner.

Immediately following this meeting we were asked to join the DeVry faculty in observing some of their top senior design projects & presentations, and what a delightful experience this was. There were 5 teams from each of their 3 Southern California campus's (Long Beach, Pomona, & West Hills) and all of them had done an outstanding job on their designs and presentations. The professors from each of these campus's (Norm Grossman, Kavian Pour, & Mamdouh Sabet) were beaming with pride as each of their top Senior teams presented their design project. We had the distinct opportunity of being one of the judges during this event, and let me tell you it was no easy task. All of the student design projects were very creative and many could be used in a real world application. The design projects presented were:

Anatomically Relative Mechanics System (A.R.M.S.) - A hand unit that allows the system to track the users hand movement and then translates this movement into a Virtual Reality 3D environment.

Database Music Access Control - A console that allows the user to control the Play of CD titles loaded onto a computer hard drive from a remote location and without needing direct access to the computer hard drive.

Dynamic Light Controller - Allows the user to control different types of dynamic lights without having to program every step, which is currently necessary.

Golf Swing Trainer - A golf club that is capable of tracking your golf swing and then gives recommendations on what corrections your swing needs.

Heart Rate Monitor - Assists the user in finding their target heart rate & maintaining it for maximum benefit while exercising.

MagiKey - A remote keyless door entry system for a dead bolt door...so you don't have to fumble for those keys in the dark of night.

Optical Mark Recognition Data Acquisition System - System automatically reads Scantron forms and then automatically transfers the information from the form into a computer database system. If you have used Scantron forms then you already know what a time saver this is.

Paintball Scout - Assists paintball players in pointing their paintball gun at the right angle while aiming at a specific target.

Railway Control System - Tracks the exact location of a transport medium traveling on a metallic track.

Secure Automatic Filing Equipment (S.A.F.E) - Tamper proof solenoid secured storage drawers that can only be accessed through a Graphically User Interface (GUI).

SMART Parking - Parking structure monitoring system...so you know where the next empty parking spot is.

Talking Hands - Translated sign language movement to visual text and audio speech.

Sound Cancellation System - Canceled unwanted noise from an enclosed environment.

Virtual Reality Environment with Integrated Head Tracking - 3D Environment with a head unit that monitors the user's head movement and translates the movement into a 3D game playing on a console, which ultimately allows the user to interact with the virtual environment in real time.

Voice Activated DVD Player - Allows a physically impaired individual to operate a DVD player through voice activation

As you can see the projects were quite diverse and all were very impressive. Congratulations to each of the students who worked on these projects. You all did an outstanding job! If any of you potential employers out there have a need for a sharp Engineer who is well trained and really knows the science of Electronic Engineering, or would like to attend future DeVry "Technology Day" events then please contact Patricia Holley, Director of Career Services for DeVry University at 562.997.5452. A big thanks goes out to Dr. Amir H. Nilipour (Dean of Technology Programs) and his staff for organizing such a wonderful event! We all had an outstanding time!