Fundamentals Of Systems Engineering Mit Opencourseware

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Fundamentals Of Systems Engineering Mit
General introduction to systems engineering using both the classical V-model and the new Meta approach. Topics include stakeholder analysis, requirements definition, system architecture and concept generation, trade-space exploration and concept selection, design definition and optimization, system integration and interface management, system safety, verification and validation, and commissioning and operations.

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Additional concepts such as tradeoffs between performance, cost and system operability will be discussed. Systems Engineering standards and selected journal articles serve as a basis for readings, and individual homework assignments will apply the concepts from class. Both aeronautical and astronautical applications are covered.

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Fundamentals of Systems Engineering, a “door opener” to this important and evolving field Ideal for graduate students (1. st, 2. nd. year of masters program) Some advanced undergraduates or returning professionals can also benefit Taught in format of a SPOC (Small Private Online Course)

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Readings based on systems engineering standards and papers. Students apply the concepts of systems engineering to a cyber-electro-mechanical system, which is subsequently entered into a design ...

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Lectures follow the "V"-model of Systems Engineering, including needs identification, requirements formulation, concept generation and selection, trade studies, preliminary and detailed design, component and subsystem test and integration as well as functional testing and delivery and operations.

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Systems Engineering is a discipline whose aim it is to coordinate all design and management activities during technical projects in a way that the outcome meets requirements and that these requirements satisfy stakeholder needs. In other words systems engineering is about designing and managing the parts,...

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The systems engineering process is applied to each level of system development, one level at a time, to produce these descriptions commonly called configuration baselines. This results in a series of configuration baselines, one at each development level. These baselines become more detailed with each level.

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"Design: Creating something with your mind that frees endorphins" - A. Slocum . These tools were developed over the years to facilitate rapid design and evaluation.

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