

COURSE OUTLINE

1. GENERAL

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SCHOOL	ENGINEERING		
DEPARTMENT	PRODUCT AND SYSTEMS DESIGN ENGINEERING		
LEVEL OF STUDY	GRADUATE		
COURSE UNIT CODE	MSCCAD23	SEMESTER OF STUDY	2 nd
COURSE TITLE	Reverse Engineering and Prototyping		
		TEACHING WEEKLY HOURS	ECTS Credits
Lectures		3	6
Laboratory Exercises			
COURSE UNIT TYPE	Specialised		
<i>general background, special background, specialised</i>			
PREREQUISITES :	none		
LANGUAGE OF INSTRUCTION/EXAMS:	Greek/English		
COURSE DELIVERED TO ERASMUS STUDENTS	Yes		
MODULE WEB PAGE (URL)	https://eclass.uowm.gr/		

2. LEARNING OUTCOMES

Learning Outcomes
On successful completion of this module the learner will be able to: <ol style="list-style-type: none"> 1. Know the basic stages of Reverse Engineering 2. Know the steps of Prototyping 3. Use appropriate software (interface, tools, etc.). 4. Scan models from real life environment. 5. Prototype models for real life environment.
General Skills
On successful completion of this module the learner will have: <ul style="list-style-type: none"> • Understanding the reverse engineering stages. • Knowledge of principles of prototyping. • Knowledge of the properties and applications of 3d scanning and prototyping software.

3. COURSE CONTENTS

<ul style="list-style-type: none"> • Principles of Reverse Engineering. • Principles of Prototyping • Software Interface & Software tools. • Exercises (Reverse Engineering). • Exercises (Prototyping).

- Exercises (Character Design).

4. TEACHING METHODS - ASSESSMENT

MODE OF DELIVERY	Theory: Face-to-face. Lectures Face-to-face using PC	
USE OF INFORMATION AND COMMUNICATION TECHNOLOGY	Teaching with the use of supervisory means. Support of teaching process via the electronic platform e-class	
TEACHING METHODS	<i>Method description</i>	<i>Semester Workload</i>
	Lectures	70
	Laboratory Exercises	30
	Projects	50
	Total	150
ASSESSMENT METHODS	<ul style="list-style-type: none"> • Four (4) projects. 	

5. RESOURCES

- Recommended Book Resources:

1. V. Raja, K.J. Fernades, (2008), 'Reverse engineering: an industrial perspective', Springer
2. D. Bryden (2014), 'CAD and Rapid Prototyping for Product Design', Laurence King
3. P. Gianniotis, A. Manavis, K. Kakoulis, P. Kyratsis, (2015), 'Reverse Engineering Applications', ISBN: 978-960-499-162-4