WEEX : EOLIEN

WEEX : WIND POWER

Lecturers: **Pierre DUQUESNE, Giacomo CASADEI, Jean-Pierre CLOAREC**

| Lecturers : 0.0 | TC : 0.0 | PW : 0.0 | Autonomy : 0.0 | Study : 0.0 | Project : 0.0 | Language : FR

Objectives

- Increasing the capacity to work as an engineer in function.
- Apply theoretical course knowledge in a concrete situation.
- Link the different knowledge of a multidisciplinary technological object.
- Increasing the capacity to work in an uncertain/unpredictable environment that evolves over time.
- Increasing the team work capacity.

Keywords : Wind turbines, energy, team work

Programme

The activity is a role-playing game; "in the skin of an engineer."
 Students, in groups, work in three engineering professions, linked to each other:
- Design/measurement engineer
- Project engineer.
- Operations engineer.

Learning outcomes

   • First Engineer Mission: Design/measurement Engineer From measurement database model a wind turbine and a map of winds.
   • Second Engineer Mission: Project Engineer Propose a wind turbine farm implantation projects on a territory to optimise the electricity production and respecting the constraints (progressing over time).
   • Third Engineer Mission: Operations Engineer Solve all problems of the wind farms under the team responsibility.

Independent study

Objectifs :   Most of the work is in autonomy to put students in the position of a working engineer.
Deliverables:
- Modelling reports.
- Presentation of modelling.

Méhodes :   Team work in a limited time.
Automatic correction (server)
Presence required

Core texts

Assessment

Skills assessment:
- oral presentation
- group observation