## 20 Factor of 7 - Guest Lecture-Zach Weaver

Friday, March 8, 2024 12:12 PM

### Today:

Admin Guest Lecture

### Admin

day)

Next Wednesday start Design Preview presentations
Volunteer for Pod Facilitator (sets the schedule) and/or Critique Facilitator (leads the questions, 1

Does anybody use the AI summaries?

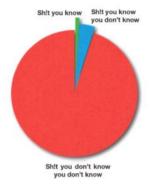


Diagram from Nathan Seidle, founder of Sparkfun

## Magic Factor of 7

Here is some advice I got from Larry Talbot, my PhD advisor:

"In research, tasks will take you 7 times longer than you think they should" You may think that you are a reasonably good project planner, that things may take longer than you plan by a factor or 2 or 3, but a factor of 7? Really? Why?

Everyone acknowledges the difficulty of planning when there are many unknowns. Used in project planning and risk assessment. You must consider

- □ **Known knowns**: things we know we know. You can make reasonable estimates of time regarding these issues. For example, how long it will take to order a material you need, or carry out an assembly step you have done before.
- □ **Known unknowns**: things we know that we don't know. For example you may know that you will need to learn to use a 3D printer for your projects. 'How to use a 3D printer' is a known unknown.
- □ **Unknown unknowns**. Things you have no way to predict.
  - Examples from previous years: A family emergency. A catastrophic laser cutter failure that will take months to repair. A nationwide shortage and backorder of a widget you need. Your friend who was going to help you with 3D printing falls in love and has no more time for you, and there are no more workshops offered this semester.
  - ◆ Example from 2 yrs ago: Covid.

This is a type of epistemology, knowledge about knowledge. "Epistemology is the investigation of what distinguishes justified belief from opinion." <a href="https://www.google.com/search?q=epistemology&ie=utf-8&oe=utf-8">https://www.google.com/search?q=epistemology&ie=utf-8&oe=utf-8</a>

Very topical given recent controversies around national news!

There is a fourth category sometimes added: unknown knowns, things we deny

knowing. Unconscious bias, for example.

"Unknown unknowns" was made famous in 2002 by Donald Rumsfeld during the Iraqi War w.r.t WMDs, but has been used by NASA and others since the 1950's. <a href="https://en.wikipedia.org/wiki/There are known knowns">https://en.wikipedia.org/wiki/There are known knowns</a>

For time management and planning, some use a time order-of-magnitude safety factor:

if it should take 1 second, it will take 1 minute if it should take 1 minute, it will take 1 hour If it should take 1 hour, it will take 1 day and etc, for days, weeks, months, years.

Factors of 60, 60, 24, 7, 30 etc. Perhaps excessive.

This may work, but I have found the Magic Factor of 7 to be remarkably accurate for doing anything new, in research or design.

### **Zack Weaver**

As an ATLAS PhD student in 2014, Zack Weaver helped establish the BTU Lab. In 2015, he left ATLAS to work for an electronics company he co-founded while a student at Carnegie Mellon University. In 2017, he was appointed as co-director of the Boulder Public Library's BLDG 61, a maker space that has received national recognition for helping pioneer the incorporation of similar facilities into public libraries around the country. Zack taught undergraduate and graduate classes for ATLAS for two years as a lecturer before joining the full-time faculty in October 2022. An evangelist for the role maker spaces can play in learning and community building, Zack has a dynamic vision for the role of the BTU Lab in the ATLAS community. Zack earned a BFA from the University of Michigan and an MS in architecture from Carnegie Mellon University. His passion for equity and accessibility in hands-on learning drive him to advocate nationally for public access to technological literacy.

The Joy of Learning and Creating: The Rise of Maker Spaces (KGNU) Auto-Meter Reader Feeder Keeps Meter-Maids at Bay (Hackaday)

From < https://www.colorado.edu/atlas/zack-weaver>

## Aesthetics:

This slide doesn't have any...Or does it?







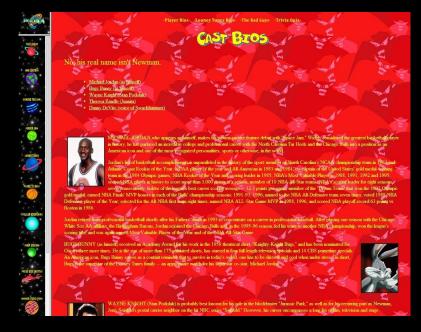
https://www.tweaktown.com/news/83795/alienware-m17-r5-amd-edition-worlds-most-powerful-17-inch-laptop/index.htm

a set of principles underlying and guiding the work of a particular artist or artistic movement

"Engineering", as a university marketing campaign, has told you artists and artistic movements are beneath you.



a set of principles underlying and guiding the work of a particular artist or artistic movement

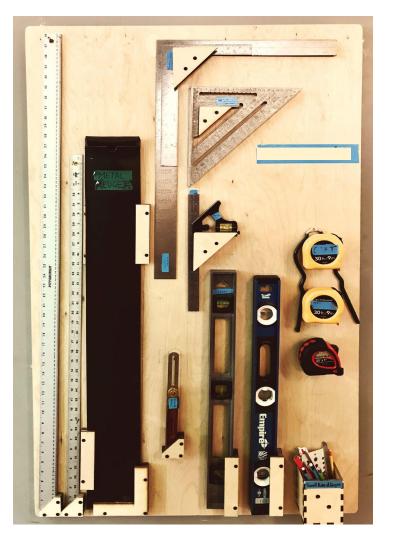




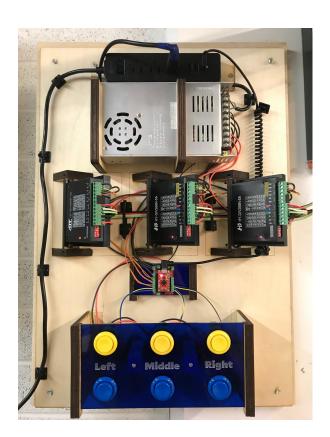
a set of principles underlying and guiding the work of a particular artifact.

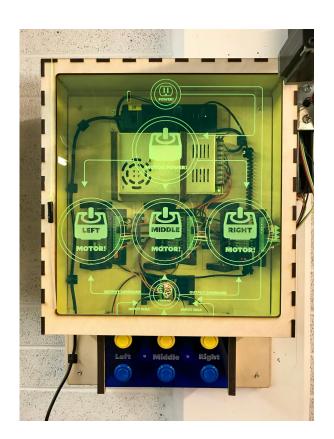
Artifact: an object made by a human being, typically an item of cultural or historical interest.

Aesthetics are practical.













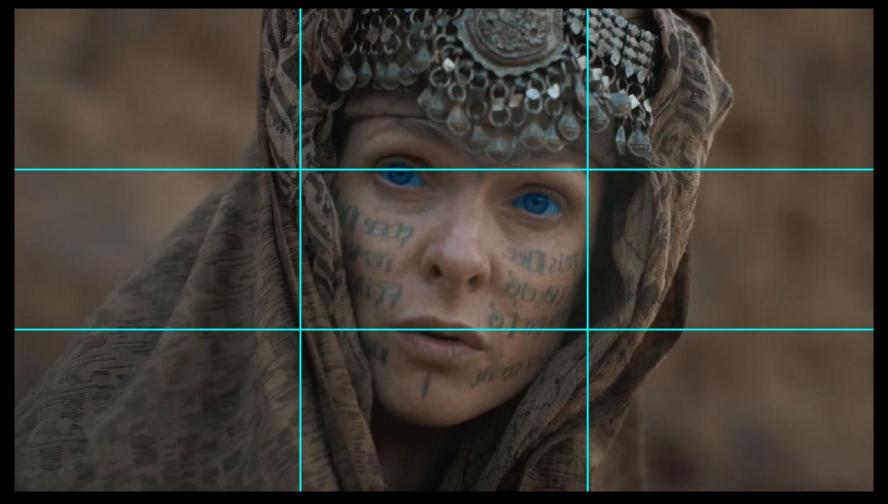
Just...nah.

Aesthetics are quantifiable.

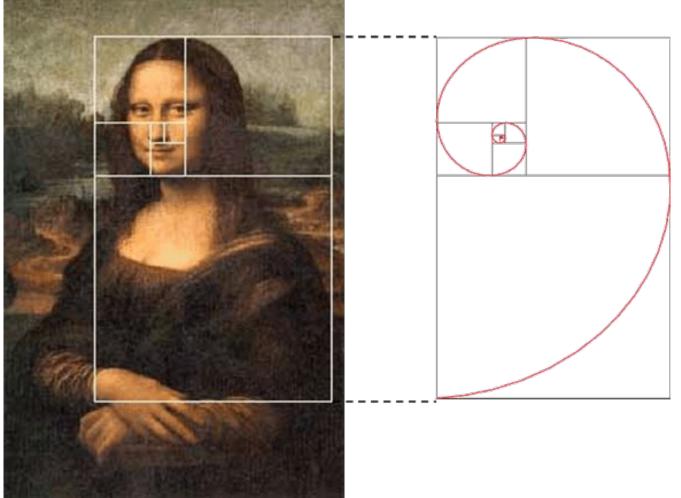


https://www.companyfolders.com/blog/rule-of-thirds-graphic-design

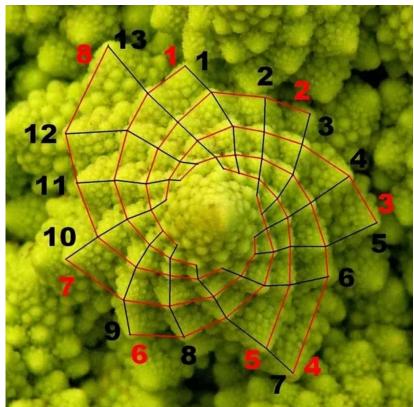


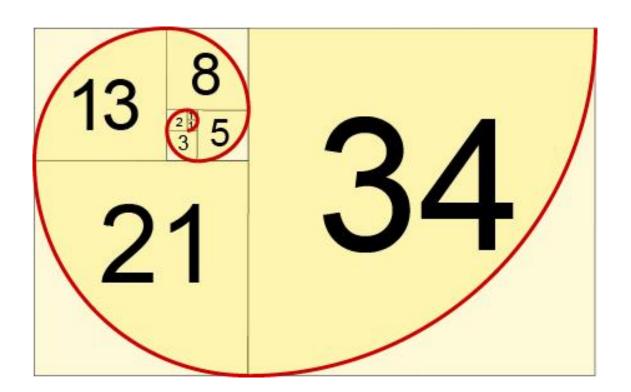


https://imean.okay.butdoyouactuallycare





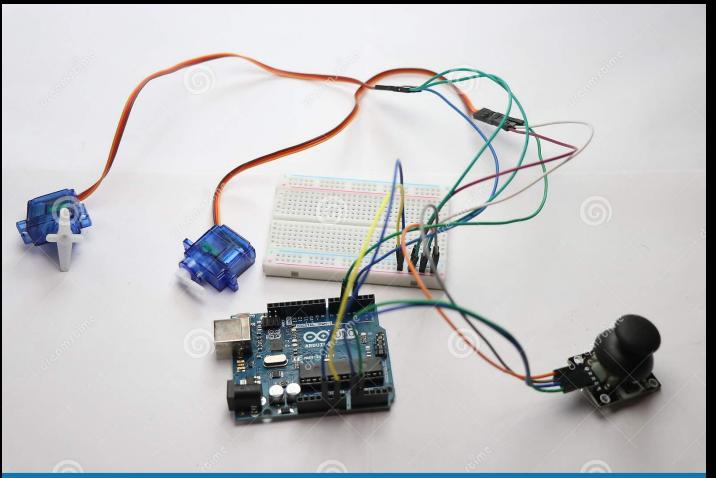


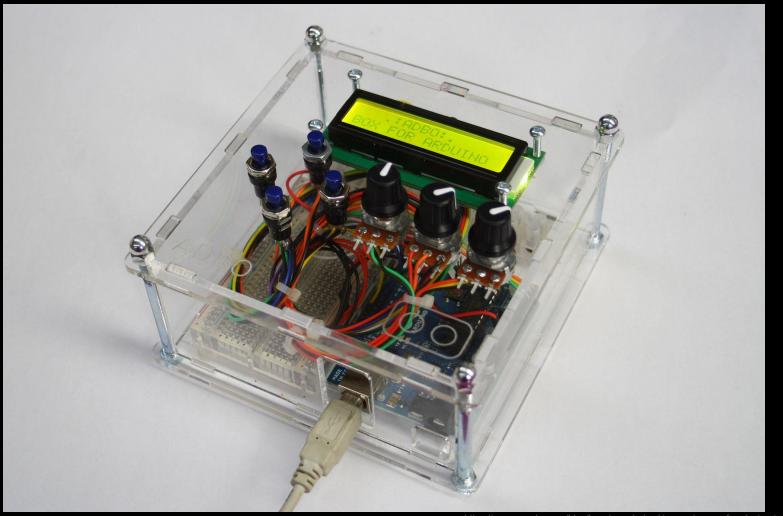




# Skeptical?

Aesthetics will get you the job.

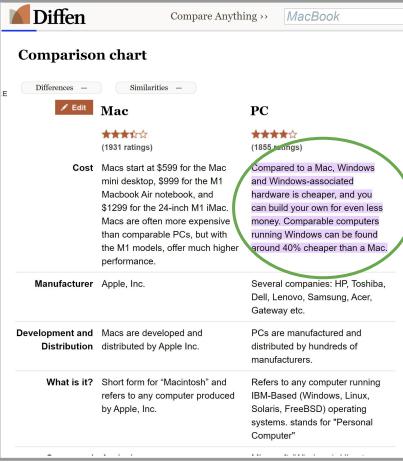






## So...





 $https://www.diffen.com/difference/Mac_vs_PC\#: \sim text = Compared \% 20 to \% 20 a \% 20 Mac \% 20 Windows, 40 \% 25 \% 20 the aper \% 20 than \% 20 a \% 20 Mac.$ 

Top 5 Companies, Worldwide Traditional PC Shipments, Market Share, and Year-Over-Year Growth, 2022 (Preliminary n	esults, shipments are in
millions of units)	/

2022 Shipments	2022 Market Share	2021 Shipments	2021 Market Share	2022/2021 Growth
68.0	23.3%	81.8	23.4%	-16.9%
55.3	18.9%	74.0	21.1%	-25.3%
49.8	17.0%	59.3	16.9%	-16.1%
28.6	9.8%	27.9	8.0%	2.5%
20.6	7.0%	21.8	6.2%	-5.7%
70.1	24.0%	85.2	24.3%	-17.8%
292.3	100.0%	350.1	100.0%	-16.5%
	68.0 55.3 49.8 28.6 20.6 70.1	68.0 23.3% 55.3 18.9% 49.8 17.0% 28.6 9.8% 20.6 7.0% 70.1 24.0%	68.0     23.3%     81.8       55.3     18.9%     74.0       49.8     17.0%     59.3       28.6     9.8%     27.9       20.6     7.0%     21.8       70.1     24.0%     85.2	68.0       23.3%       81.8       23.4%         55.3       18.9%       74.0       21.1%         49.8       17.0%       59.3       16.9%         28.6       9.8%       27.9       8.0%         20.6       7.0%       21.8       6.2%         70.1       24.0%       85.2       24.3%

Source: IDC Quarterly Personal Computing Device Tracker, January 10, 2023

https://www.computerworld.com/article/3687228/apples-growth-story-is-consistent-and-sustained.html#:~:text=Just%20look%20at%20the%20data,and%2017%25%20in%20the%20US.





















Good engineering, plus **equally** good aesthetics: That changes things.

## Questions?

How to find me:



Physical User interfaces require UI/UX as well.

ASEMI-ABUATIC YOU big goof balls.

FALSE, PERRY THE PLATYPUS

-old guy