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IOWA	STATE	UNIVERSITY	



Advisor: Josh Bertram coln.panic@gmail.com

Department of Electrical and Computer Engineering	Senior Design Project Proposal Form				
Lient/Company/Organization:					
Jay Becker Submitter (name):	coln.panic@gmail.com Email:				
Jay Becker Project Contact:	coln.panic@gmail.com Email:				
Due to st Title					

Project Title:

Modular audio "mixer"

Project Abstract (include **ALL project goal(s)**, design constraints, and technical approaches and tools): The overall goal is to have a modular "mixer" of sorts, composed of several classes of components such as: main control/brain box, inputs, and outputs. This would not be a mixer that you would use for recording music, but more of a mix and match many-to-many interface between multiple audio sources and outputs for casual use. Affordability is important, and manufacturability would be great but not necessary for the initial project.

Main Control: This piece is the brains of the operation, I envision the various I/O passing through this piece and probably ultimately where the mixing takes place. Use of something like a Raspberry Pi for this piece would allow it to run networking software to enable smartphone or browser control.

Inputs: The simplest form would be just an 3.5mm input jack and some method of connecting to the main control bus. More advanced features could be a knob or slider for volume control, LEDs indicating input level, or even a bluetooth interface.

Outputs: Largely the same as inputs, just the reverse direction.

Multiple phases would likely be necessary: investigation, experimentation, and building the prototype.

Expected Deliverables (include expected schedule, cannot be open-ended, must list at least one deliverable):

Functional, even if minimal, prototype of all three parts.

Specialized Resources Provided by Client (be as specific as you can):

none

unsure Anticipated Cost: \$tbd Financial Resources Provided by Client (if any):

NOTE: General Resources Provided by ISU/ECpE: MSDNAA software, and access to resources in ECpE teaching and research labs, e.g., electronics, embedded systems, etc.

Enter # Students Preferred/Required:	Special Skills Required of Students (be specific): - audio experience *NOT* required
C Electrical Engineering	- audio experience ^NOT^ required
Computer Engineering	- this is probably a bit more hardware than
Software Engineering	software, so heavier on that end of the
Other (specify):	spectrum. Beyond that I am open to recommendations for how many of what type.

Anticipated Client Inte	eraction (estimate):									
1 meeting per week	< Comparison of the second sec									
🖬 phone, 🖬 internet, 🗖 live										
□ 1 meeting per mont	th									
□ phone, □ internet, □ live										
□ 2 or more meetings										
\Box phone, \Box in	ternet, 🛛 live									
□ 1 meeting per seme	ester									
□ phone, □ in	ternet, 🗆 live									
Meeting ABET Criteria	 à									
-		y relate to your proposed pr	oject:							
0 – Not at all					4 – Completely					
On this project, studer science, and engineeri	D 0	Π1	2	□ 3	□4					
This project gives stud or process to meet des economic, environmen manufacturability, and	ent, 🖸 0	Π1	□ 2	□ 3	I 4					
This project involves students from a variety of programs, i.e., SE, EE, and CprE				□1	□ 2	□ 3	1 4			
This project requires students to identify, formulate, and solve engineering problems				□1	□ 2	1 3	□ 4			
This project gives students an opportunity to use the techniques, skills, and modern engineering tools necessary for engineering practice				Π1	□ 2	3	∎ 4			
Project Approval – for	r use by ECpE Senior I	Design Committee								
□ Approved		□ Not Appro	oved							
□ Faculty Advisor Assi	igned:									
Project Number Ass	signed:									