

# Modeling and Simulation-Based Design

## **MATSCEN 4321**

#### **Credit Hours:**

3.00

#### **Course Levels:**

Undergraduate (1000-5000 level)

#### **Course Components:**

Lecture

Lab

#### **Course Description:**

Practical modeling and simulation techniques appropriate to senior-level design in materials science and engineering.

#### **Prerequisites and Co-requisites:**

Prereq: 2321, 3321, and enrollment as MatScEn-BS major; or permission of instructor.

#### **Course Goals / Objectives:**

- Knowledge of setup and execution of advanced modeling and simulation for materials structure, properties, and process problems
- Apply modeling and simulation techniques to open-ended problem solving involving engineering materials

#### **Course Topics:**

- Modeling and Simulation Introduction and examples: computation in materials design; basics (Input, equations, execution, output); numerical methods vs. length/time scales and application areas; common features and differences.
- Applied modeling Properties vs. process modeling: general concepts, independent of specific materials and methods; methods vs. application & materials class; form student project teams; begin development of student project proposals.
- Property modeling Introduction of computational methods: calculate structural features and properties in the instructor's field of expertise (e.g., classical molecular dynamics, phase field modeling, etc).
- Process modeling Introduction to practical process modeling (goals, methods) in an area selected by instructor. Hands-on labs with standard software typically used in an industrial environment.
- Presentation of Student Projects

### **Designation:**

Required