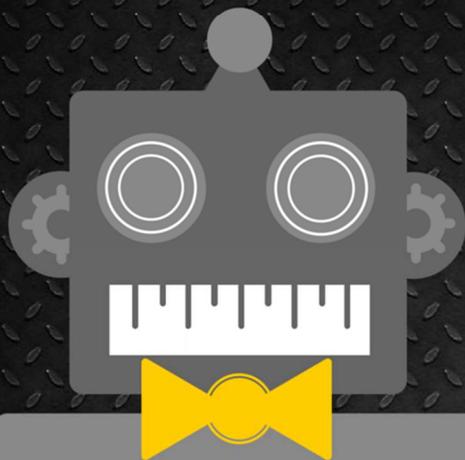




# The Piqued Geek

Art by Eric Joyner



## Upcoming Events:

Sept 27<sup>th</sup>: Career Tec Expo

## Large Group Meeting:

Sept 26<sup>th</sup>, STEM TBD  
 Oct. 5<sup>th</sup>, STEM 130  
 Oct. 26<sup>th</sup>, STEM 130  
 Nov. 7<sup>th</sup>, STEM 130  
 Nov. 30<sup>th</sup>, STEM 122

## Weekly Watts Up:

### Things to do:

- Pay Membership Fee
- Check Out the Apparel store link (paste the link in your browser):  
<http://programs.rambowinc.com/login.php?UserID=bison&ReturnURL=http://www.rambow.com>
  - Apparel store is open now until September 30<sup>th</sup>
  - It will be open again next semester if you miss out this round
  - After paying the member fee, you get the green t-shirt FREE
- Do the Member Survey
- Sign Up for GroupMe

### Other Announcements

The Battlebots lead, Kevin King has given some great examples of what to send in for pictures for the contest at the bottom. Don't forget to send those in so that they can be put into the contest next week! For more information look on the last page.



Check out...

[Twitter](#)

[Facebook](#)

[Instagram](#)

[Vine](#)

[BR Website](#)

[Trello](#)

Sun 9/17	Mon 9/18	Tues 9/19	Wed 9/20	Thurs 9/21	Fri 9/22	Sat 9/23
Snowplow: 6:00pm Auxiliary Enterprises	Quad: 6:00pm QBB 108	Battlebots: 5:30pm Dolve 117  ICCC: 7:00pm Dolve 202	Snowplow: 7:00pm Auxiliary Enterprises	Video Game Design: 5:00pm, QBB 114  Snowplow: 6:00pm Auxiliary Enterprises  FLL Info Meeting: 8:00pm AG Hill	NRMC Mechanical GrabCAD Together: Starts 5pm Dolve 115  Quad: 5pm, TBD  NRMC GITogether: Starts 6pm	Quad: 6pm QBB 108



# Project Updates

## NRMC

Contact: noah.m.curfman@ndsu.edu

The NASA robotics mining completion builds a robot according to systems, engineering principles, and competes in a simulated Martian environment at Kennedy Space center each year against 49 other teams. The project includes Mechanical and electrical engineering, machining, and lots of Jimmy John's!

There is no GroupMe just email the email above.

## Quadcopter

Contact: abduallah.almosalami@ndsu.edu

All subgroups (Mechanics, Software/Electronics, and Strategists) have had their initial meetings and division of labor within each has been implemented. Mechanics will work on an outer frame, a casing for internal components, and CAD work to optimize weight distribution and run simulations/tests. Software begins work in Computer Vision, MAVLink & QGroundControl, and the Obstacle Avoidance System. Strategists are running through and statistically analyzing the different possible strategies for competition. Big priority has been put on being professional and being educational/newbie-friendly.

GroupMe Link [Here](#)

## Snowplow

Contact: abduallah.almosalami@ndsu.edu

We are officially registered for the 2017-2018 competition. All subgroups (Mechanics, Software/Electronics, and Strategists) have had their initial meetings and division of labor within each has been implemented. Mechanics has completed all initial CAD work and will begin the next stage of modeling by filling in the details of the CAD model (weight, material, etc.) and begin creating a simulated environment to run tests. Next stage will be frame redesign/modifications. One group within Software/Electronics has started work on completing the code to run the IMU and GPS and the other on building a logic model for the Snowplow's autonomy and should begin tests soon on both. Strategists have completed initial evaluations for the possible strategies of the competition. Big priority has been put on being professional and being educational/newbie-friendly.

GroupMe Link [Here](#)

## Volunteering

Contact: rose.m.mcnamee@ndsu.edu

Many opportunities to get involved in Bison Robotics through volunteering! Updates on different volunteer opportunities throughout the year will be sent out via GroupMe, your email, or at large group meetings. Looking forward to a great year!

There is no GroupMe just email bisonroboticsservice@gmail.com

## Game Development

Contact: benjamin.mohan@ndsu.edu

Video Game Development Club is a project for novices and experts alike who wish to work on fun game development projects. We will be using Unity, Visual Studio, Blender, and many more tools to make awesome games.

GroupMe Link [Here](#)

## ICCC (Learn Code)

Contact: Joseph.cluett@ndsu.edu

This group was very recently started by Cluett and is essentially a Learn-to-Code group that deals mainly with C and C++. This group will present amazing opportunities to and benefit members majoring in computer engineering or otherwise! Also, ICCC was added to BlackBoard, so go join ASAP to get all the updates! Contact Joe with any questions or concerns!

GroupMe Link [Here](#)

## Miscellaneous/Other:

Any questions? Lost on where to begin or how to do something or even what there is to do? Check out the [Bison Robotics Member Guide!](#) This will be your best non-human friend; I promise you. If you have something that you think should be added to it, bisonroboticssocialmedia@gmail.com!

*"To the optimist, the glass is half full. To the pessimist, the glass is half empty. To the engineer, the glass is twice as big as it needs to be."*  
~Unknown

**CHECK THIS OUT.**

## Battle Bots

Contact: Kevin.king@ndsu.edu

Decided on a preliminary design and began fine-tuning details.

GroupMe Link [Here](#)

## Ri3D

Contact: brian.kalvoda@ndus.edu

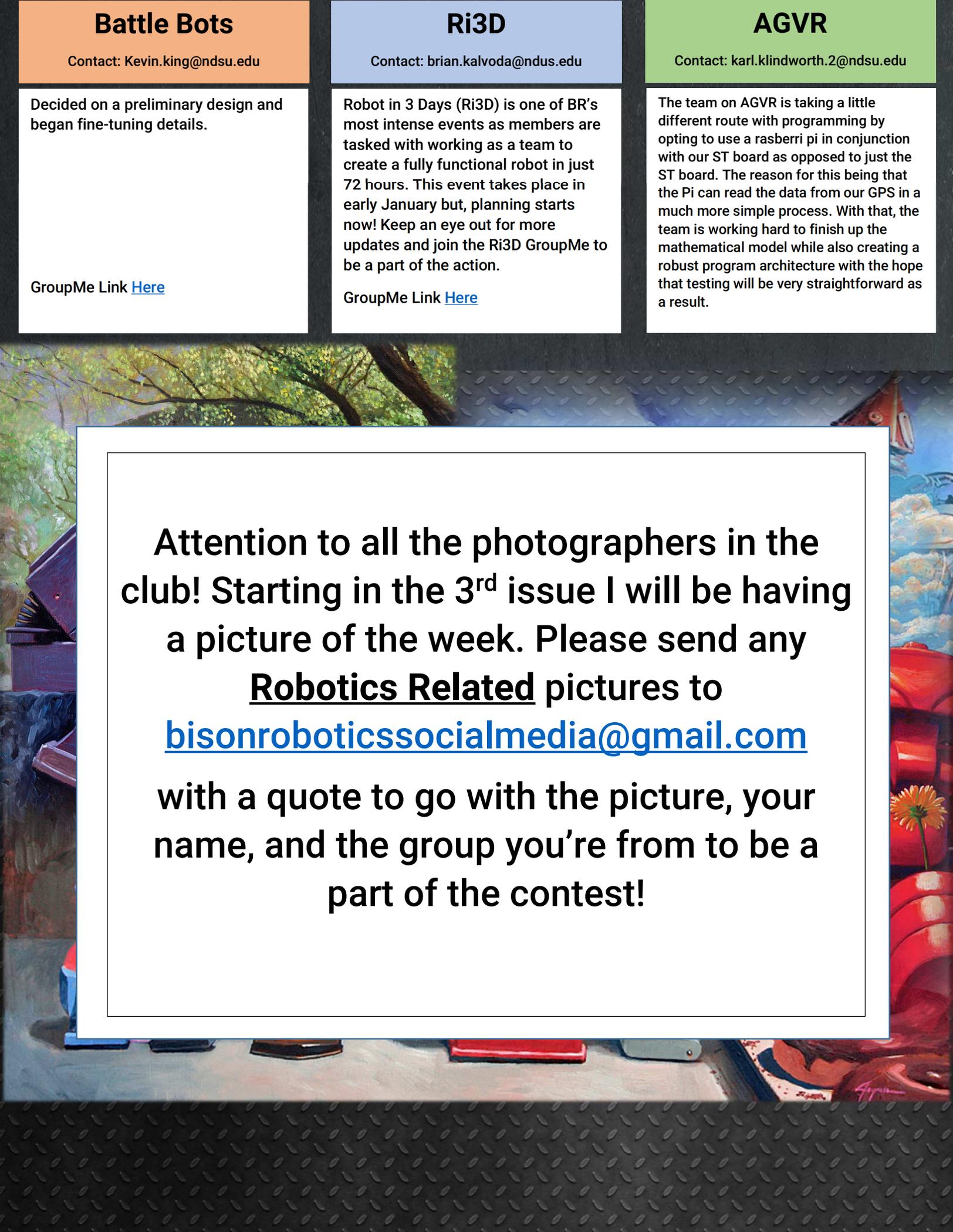
Robot in 3 Days (Ri3D) is one of BR's most intense events as members are tasked with working as a team to create a fully functional robot in just 72 hours. This event takes place in early January but, planning starts now! Keep an eye out for more updates and join the Ri3D GroupMe to be a part of the action.

GroupMe Link [Here](#)

## AGVR

Contact: karl.klindworth.2@ndsu.edu

The team on AGVR is taking a little different route with programming by opting to use a raspberry pi in conjunction with our ST board as opposed to just the ST board. The reason for this being that the Pi can read the data from our GPS in a much more simple process. With that, the team is working hard to finish up the mathematical model while also creating a robust program architecture with the hope that testing will be very straightforward as a result.



**Attention to all the photographers in the club! Starting in the 3<sup>rd</sup> issue I will be having a picture of the week. Please send any Robotics Related pictures to [bisonroboticssocialmedia@gmail.com](mailto:bisonroboticssocialmedia@gmail.com) with a quote to go with the picture, your name, and the group you're from to be a part of the contest!**