



New Engineering Design Process Resource

How to Invent or Design...Anything!

Not all projects use the scientific method.

The [scientific method](#) is one of the most powerful techniques of the past millennium, but if you want to invent or design a **solution to a problem**, then the scientific method is most definitely the *wrong* tool for the job. Inventors, engineers, and designers instead use a complementary method, **the engineering design process**.

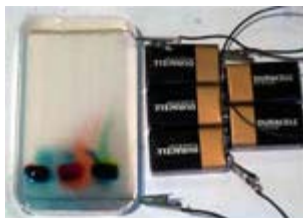


Our new [Engineering Design Process Guide](#) provides a blueprint for working on engineering projects. Instead of starting with a question, **the engineering design process begins with a human problem or need**. Then the process systematically guides you in figuring out how to create an optimum solution in the real world.

Need help determining which method is most appropriate for a project? We've got you covered with the ["Comparing the Engineering Design Process and the Scientific Method"](#) resource, a side-by-side comparison of the two methods.

3-2-1, Science 'Action'

There were **explosions**, **flames**, and even some **rubber chicken** fun when the [Summer Science Fellows](#) joined the ranks of YouTube science filmmakers this summer. Check out their [videos](#) to see two exciting Science Buddies Project Ideas in action!



COOL BIOTECH EQUIPMENT! 



A BANG OUT OF BREATH SPRAY 

New Video Gaming Resources

Video Games for Science Projects?

Absolutely! Our new video and computer game design resources can help you get started thinking about a cutting-edge video game design



No Bones Required!



Interested in old bones? *Dig in* with the ["Get Some Practice at 'Fossil' Reconstruction with Owl Pellets"](#) geology project. After some hands-on *skeletal* detective work, you can learn more about related career paths in the [geoscientist](#) profile.

(Science Buddies [geology projects](#) are sponsored by Chevron.)

Do Something New!

Looking for something fresh? The following projects were recently added to the Science Buddies [library](#)



project--and can help you convince your parents and teachers of its value.

We just released an updated set of video and computer game design resources for school science projects and exploration at home. These resources are sponsored by **AMD Changing the Game**, an initiative of the AMD Foundation, which is designed to spark student interest in science, technology, engineering and math through the creation of video games.

- [Kid-Friendly Programming Languages](#)
- [Tips and Resources for Making Video and Computer Games](#)
- [Resources for STEM Education Through Video Game and Animation Creation](#)
- [Video & Computer Games Project Ideas](#)
- [AMD Changing the Game video](#)

of Project Ideas:

- [Go Fish! Creating an Ocean-Friendly Fishing Video Game](#)
- [Under Pressure: Does a Child's Blood Pressure Depend on His or Her Age?](#)
- [When Your Sniffer Snoozes, You've Got Olfactory Fatigue](#)
- [Want to Warm Up or Cool Down? Go Underground!](#)

Making Connections



THE 'ROW TO THE POLE'



LEGO PHOTO-ENGINEERING



INSPIRED BY ARMSTRONG



PHYSICS AND ANGRY BIRDS




WINNING ASTRONOMY



EXPLORING COLOR SENSE

Students Like You!

- [Lara Fulton](#) investigated the microbes that grow on a water bottle. 
- [McCray McGee](#) tested the effectiveness of fish as a fertilizer on the family farm.
- [Mikaela Kay](#) turned an interest in the floral industry into a multi-year study of floral preservatives.
- Read more [Science Buddies in Action](#) stories.
- We would [love to hear](#) about your summer science experiences and science projects!

Quick Links

- [Project Ideas](#)
- [Topic Selection Wizard](#)
- [Project Guide](#)
- [Scientific Method](#)
- [Careers in Science](#)
- [Ask an Expert Forums](#)
- [Volunteer Opportunities](#)
- [Donate](#)

