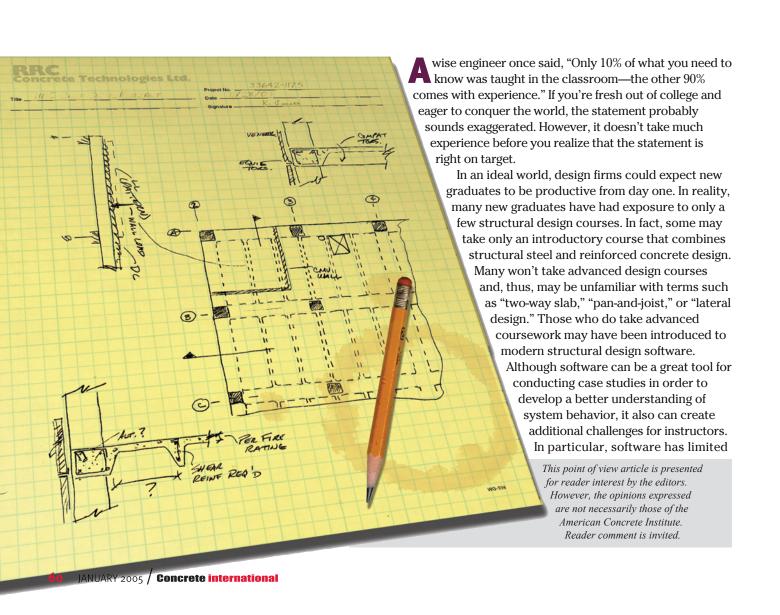
**Practical Design:** 

## A Supplement to Academics

## For the Novice Concrete Designer Only: A Series Introduction

BY EMILY B. LORENZ AND AMY REINEKE TRYGESTAD



value if the student learns only to be proficient using it, without necessarily gaining a basic understanding of the theory behind the computer code. Without that understanding, "Garbage In, Garbage Out" (GIGO) applies all too well.

The new engineer requires mentoring. Unfortunately, in the fast-paced world of design and construction, with the conflicting demands of tight fees and ever-evolving, complex code requirements, it's difficult for seasoned engineers to find the time for mentoring. In a humble (and probably humbling) attempt to help, we'll be presenting the Structural Novice Series in future editions of Concrete International.

Our primary goal is to provide a bit of guidance to young engineers. However, as we readily acknowledge that the mentor-apprentice relationship has no substitute, we also hope to stimulate our more experienced readers to become stronger mentors by using the series as a conversation starter or even by submitting their own discussions or articles for publication in CI. Along the way, perhaps this series of articles will bridge a few gaps and help to make the transition from academic life to professional life a little smoother (it won't hurt our feelings if it brings a few laughs and groans as well).

- Some of the topics for articles include: ■ Loads (sources, resources, and calculations);
- Sizing of members (schematic design);
- Lateral systems;
- Detailing (standard as well as case specific);
- Scheduling (of beams and columns, not your time);
- Bond and development (how it's really communicated in the drawings);
- Specifications (it's not just 4000 psi concrete);
- Plans and coordination (call it, Communication 101);
- Who is the design team? (You <u>are</u> part of a team, so let's get to know the other members);
- Constructibility (<u>someone</u> has to build your project);
- Software (what's available, what you can expect it to do, and what you shouldn't expect it to do); and
- Serviceability (it's more than cracking and deflection, but that's a good start)

Do you have another topic that might be worthy of an article? As a young engineer, is there something that you find confusing? Seasoned engineers—do you remember the problems you had when you were an inexperienced designer? Please send your ideas—we're looking for additional topics.

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Selected for reader interest by the editors.



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