

# Project Showcase Rules

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## Competition Description

The Project Showcase allows undergraduate students, as individuals or teams, to demonstrate what they have learned or worked on throughout their undergraduate career. Projects/designs (other than competing robots) can be related to school, work, or extracurricular activities that pertain to electrical and/or computer engineering.

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## Contents

<b>1</b>	<b>Eligibility</b>	<b>1</b>
1.1	University Branch	1
1.2	IEEE Membership	1
1.3	Team Size	1
<b>2</b>	<b>Subject Matter</b>	<b>1</b>
2.1	Topics	1
2.2	Academic Honesty	1
<b>3</b>	<b>Presentation Rules</b>	<b>1</b>
3.1	Presentation Media	1
3.2	Provided Materials	1
3.3	Presenting Your Work	1
3.4	Presentations	1
<b>4</b>	<b>Judging</b>	<b>2</b>
4.1	Judges	2
4.2		2
4.3	Voting	2
<b>5</b>	<b>Awards</b>	<b>2</b>
5.1	People's Choice Award	2
5.2	Overall Award (1st, 2nd, 3rd)	2
<b>6</b>	<b>Rules Discrepancies, Disputes, and Clarifications</b>	<b>2</b>

## 1. Eligibility

### 1.1 University Branch

The entrant team must be comprised of undergraduate students at a school in Region II that has an IEEE student Branch at the time of a team's entry and at the time of presentation at the competition.

### 1.2 IEEE Membership

All competitors must be an IEEE member with the University they are representing.

### 1.3 Team Size

Each team shall consist of 1-3 members from any discipline that are registered members of IEEE.

## 2. Subject Matter

### 2.1 Topics

Projects should cover an engineering or technical topic of interest to the team that had been encountered in courses, hobbies, summer work, or other similar experiences.

### 2.2 Academic Honesty

All work presented by the team must be original work by that team.

## 3. Presentation Rules

### 3.1 Presentation Media

Students may use a tri-fold poster board, a regular poster board, a computer presentation (PowerPoint, Prezi, Slideshow, etc.), and any model they are able to fit on a table.

### 3.2 Provided Materials

A standard wooden foldable table will be the **ONLY** thing provided for each team. All visual aids must fit on the table and must be brought by the team. A projector and any additional visual aid resources will **not** be provided. Contact the Project Showcase Contest Chair for any problems in doing so.

### 3.3 Presenting Your Work

Beginning at approximately 5:30pm until dinner is served, teams are expected to stay with their table and present their project to any person or group that wishes to see the presentation. Student competitors throughout the SAC will be judging the teams.

### 3.4 Presentations

Presentation format is completely self-directed. It is up to each team to produce a presentation that they feel will best convey their project to the judges.

## 4. Judging

### 4.1 Judges

Judging will be performed by the students attending the IEEE Region 2 SAC as well as panel of judges which will consist of IEEE professionals and event sponsors.

### 4.2

Students will be given a judging rubric (See section G. below) that they are expected to follow when judging.

### 4.3 Voting

A mobile application will be available for students to submit their votes. Should a student not have access to the application in the event that they do not have a smart phone, they will follow this procedure:

1. Display valid state or federally issued photo-ID. (i.e. a driver's license)
2. Print and sign their name on a ballot, along with their votes for 1st, 2nd, and 3rd

**NOTE:** We will cross reference the mobile database with paper ballots to ensure voter integrity. In the event that any voter dishonesty arises the votes will be voided and the following may occur at the conference chair's discretion:

1. The individual will be banned from any future voting activities.
2. The individual may be asked to leave the premises of the banquet.
3. The individual may be denied any and all prizes he or she would have received throughout the course of the banquet.

## 5. Awards

### 5.1 People's Choice Award

All students attending the conference will be provided the opportunity to select their choices for 1st, 2nd, and 3rd place. The student votes will be used to determine the project which will receive the "People's Choice" award. There is only one People's Choice Award, in other words no second or third place. Honorable mentions will be provided to the teams who receive the 2nd and 3rd most student votes. If prizes are provided to winners of competitions at this conference, the People's Choice award prize will be approximately 10% - 50% the value of the 1st place team prize. The Judges Panel will determine the projects which will receive 1st, 2nd, and 3rd place awards.

### 5.2 Overall Award (1st, 2nd, 3rd)

A panel of judges will determine which project teams will receive 1st, 2nd, and 3rd place according to the provided Project Showcase rubric.

## 6. Rules Discrepancies, Disputes, and Clarifications

In the event that any discrepancy in the rules arises, any clarification is necessary, or any dispute of the rules is brought up, it will be settled by the sole judgment of the project showcase competition chair and the conference chair. Any rulings made by the project showcase chair and conference chair will be considered official and final.