PURPOSE
To recognize an outstanding engineering design project that has been developed by a three-member team of engineering or technology students. The student team will present its innovative idea along with a design board, a design prototype and engineering notebook.

ELIGIBILITY (TEAM OF 3)
Open to active SkillsUSA members enrolled in a career and technical education engineering program or a curriculum that integrates engineering/pre-engineering concepts and techniques as an integral component of the instructional strategies.

CLOTHING REQUIREMENTS
NYS Official attire
- Red SkillsUSA blazer, windbreaker, or sweater, or black or red SkillsUSA jacket. Also, the NYS SkillsUSA red/black jacket.
- Button-up collared, white dress shirt (accompanied by a plain, solid black tie), white blouse (collarless or small-collared) or white turtleneck, with any collar not to extend into the lapel area of the blazer sweater windbreaker or any jacket.
- Black dress slacks (accompanied by black dress socks or black or skin-tone seamless hose) or black dress skirt (knee-length, accompanied by black or skin-tone seamless hose)
- Black dress shoes - no open back or open toed shoes

Note: Contestants must wear their official contest clothing to the contest orientation meeting. Also bring #2 pencil, resume and safety assurance form.

OBSERVER RULE
No observers will be permitted to enter the contest area during the competition. Design prototypes and presentation displays may be viewed on the day of the competition. If time allows all teams will be invited to repeat the team presentation to the public following the judging phase.

EQUIPMENT AND MATERIALS
1. Supplied by the technical committee:
   a. A space for the design prototype and design board that is no bigger than 10’x10’
   b. One standard 120-volt electrical outlet
   c. One standard 8’ conference table
2. Supplied by the contestant team:
   a. Design prototype: The design prototype cannot be hazardous in any way. If the prototype is not conducive to being presented in an indoor facility, please notify the NYS SkillsUSA headquarters in advance so other arrangements can be made. Design prototypes must be transported and set up in the contest area PRIOR to the orientation meeting. No help will be provided by NYS SkillsUSA.
   b. Design board
   c. Engineering notebook
   d. Industrial review of engineering design
   e. Laptop or computer with documentation and presentation software such as Microsoft Office or Open Office.
   f. All competitors must create a one-page résumé and submit a hard copy to the technical committee chair at orientation. The one-page requirement will be strictly enforced. Failure to submit a résumé for any one team member will result in a 10-point penalty.

Note: Your contest may also require a hard copy of your résumé as part of the actual contest. Check the Contest Guidelines and/or the updates page on the NYS SkillsUSA website at: http://www.nysskillsusa.org.
**SCOPE OF THE CONTEST**

The team consists of three students, all enrolled in the same educational institution during the current school year. Students may be members of only one team per contest year and may not compete in more than one contest at the national level. High schools are eligible to participate.

The project must be designed and constructed by students who are enrolled (or were enrolled immediately preceding the NYLSC) in an engineering program or career and technical education program (see definition in the Eligibility section).

Each team will have one design board explaining the new innovation it collaboratively developed. This must represent the engineering process, detailing brainstorming efforts, schedule, prototypes, modeling, relevant industry regulations, restrictions and laws, safety considerations, manufacturability as is relevant to design. The design board may not be any larger than a 36”x56” tri-fold display. Digital media, such as digital picture frames, can be attached to the design board. The board must be a comprehensive representation of the team’s design process.

The design prototype must be an accurate reflection of what is being claimed in the oral explanation and presentation.

Importance is placed on the oral presentation, which lasts no longer than 10 minutes. Following the oral presentation, there may be a question and answer session by the judging panel — not to exceed five minutes — to clarify any questions that arise during the presentation.

Each team is required to have an industrial review of its proposed engineering design completed by a technical person in that area of study. This review must be conducted by engineers, technicians, postsecondary teachers or other technical professions within the design’s respective industry. The reviewer is to give written feedback to the team, which will be submitted to the judges at the NYLSC.

Mentorship from the team’s career and technical instructor, academic teachers, and representatives from the business and industry world, including engineers and industrial designers, is highly encouraged.

The panel of judges may consist of engineers, engineering educators and members from business and industry.

**Judging Criteria**

Each engineering presentation will be judged in accordance with its own merits and compliance with the listed criteria. Participants should read the guidelines carefully to ensure the project presentation covers all the criteria.

1. **Design Prototype**

   The design prototype is a working model that demonstrates the results of the team’s research and how the team has put its research into action. The design prototype must accurately reflect the engineering design accomplishment referred to in the presentation. These criteria include: virtual modeling, schematics, assembly drawings, materials selection ergonomics, manufacturing analysis, construction and aesthetics. Students should be able to answer questions about their prototype and its development process. Design prototypes will be judged independently of the oral explanation and presentation.

2. **Engineering Notebook**

   Teams are required to keep a handwritten engineering notebook chronologically documenting the engineering process used to design and prototype their innovation. The entries must be written in permanent ink — not pencil. Corrections to entries must be initialed. Every page must be numbered. The notebook must include entries made by each team member. Every entry must be dated and signed. The entire engineering process should be documented with such things as sketches, notes, calculations, evidence of research, photographs, test results, code descriptions, etc. as they apply to the design. The notebook will be submitted to the judges after they have reviewed the team’s design prototype. The notebook must be from the
current year in which the project is being presented.

3. **Oral Explanation and Presentation**
   Students must demonstrate appropriate mastery of the engineering project. Each student must take an equal role during the allotted time. The presentation given by the entire group must reflect excellent presentation skills, as well as clear communication and explanation of the technical process related to the engineering design project. This presentation must include analysis on the design feasibility.

4. **Industrial Review**
   The project must demonstrate evidence of the integration and involvement of business and industry related to the engineering field. Each team must present its design project to a technical person in that area of study. The reviewer is to give written feedback to the team, which will be submitted to the judges at the NYLSC. The industrial review must include feedback on the engineering design, to include feasibility, industry regulations, laws and/or standards, design safety, prototype quality, and suggested improvements as they apply to the design.

5. **Design Board**
   The design board will chronicle the comprehensive history of the innovation from idea to reality. The design board will be judged on the explanation of the team’s engineering process, to include brainstorming, scheduling (Gantt chart), cost of materials, consideration of industry regulations, laws, and limitations, safety, quality, product testing, redesign, overall appearance.

6. **On-Site Problem-Solving Activity**
   Teams will be given an on-site problem-solving activity during the competition. All required materials will be provided by the technical committee.

7. **Overall Effect**
   The synergy of the overall presentation of the team’s engineering design project and supplied materials must be projected in a businesslike and professional manner. The design prototype and presentation materials must be well organized. The judges will look for the students’ display of knowledge, clear communication and overall professionalism.

**Standards and Competencies**

ENG 1.0 — Integrate knowledge of basic engineering principles into technical writing and presentations following the guidelines the contest technical committee has established

1.1 Apply engineering knowledge in the areas of force, work, rate, resistance, energy, power, force transformers, momentum, waves and vibrations, energy converters, transducers, radiation, optical systems

ENG 2.0 — Transform existing systems into conceptual models

2.1 Transform conceptual models into determinable models
2.2 Use determinable models to obtain system specifications
2.3 Select optimum specifications and create physical models
2.4. Apply the results from physical models to create real target systems
2.5 Critically review real target systems and personal performance
2.6 Design effective and usable IT-based solutions and integrate them into the user environment
2.7 Assist in the creation of an effective project plan
2.8 Identify and evaluate current and emerging technologies and assess their applicability to address the users’ needs

ENG 3.0 — Showcase knowledge of project planning

3.1 Apply brainstorming techniques
3.2 Implement benchmarking
3.3 Discuss continuous improvement
3.4 Explain cause and effect relationships
3.5 Apply knowledge of customer satisfaction
3.6 Demonstrate how to collect data
3.7 Apply decision-making skills
3.8 Define and describe a process
3.9 Empower team members
3.10 Recognize methods of idea generation
3.11 Prioritize tasks
3.12 Reach consensus amongst the team
3.13 Display teamwork during the contest
   3.13.1 Have equal team participation
   3.13.2 Show positive group dynamics
   3.13.3 Define team roles

ENG 4.0 — Developing/identifying opportunities
4.1 Identify and define the opportunity
   4.1.1 Identify the customer
   4.1.2 Identify the customer’s needs
   4.1.3 State the problem or areas of improvement within the identified opportunity clearly and concisely
   4.1.4 Quantify the opportunity with data
4.2 Show data gathered from research
   4.2.1 Identify opportunity for improvement
4.3 Make decisions based on facts, not opinions
4.4 Show how the team determined the cause(s) of the problem and gained an understanding of the variation that occurs in the process
   4.4.1 Diagram and perform a thorough assessment of the possible causes
4.5 Develop various solutions
   4.5.1 Show alternative approaches or changes that would improve the situation
   4.5.2 Show the analysis used to select the most beneficial solution to implement
   4.5.3 Define milestones
4.6 Recommend a plan to implement the solution(s)
4.7 Use analytical decision making by making full use of flow charts, bar graphs, cause and effect diagrams, Pareto diagrams, etc.
4.8 Describe a method to standardize or institutionalize the process

ENG 5.0 — Write a problem statement
5.1 Define the problem
5.2 Define the customer
5.3 Explain the customer expectations
5.4 Describe the product or service
5.5 Discuss how the product or service fulfills the customer’s expectations
5.6 List the needed data
5.7 Reflect on how the process can be improved
5.8 Describe how the improved process will meet or exceed the customer’s expectations

ENG 6.0 — Design and deliver a presentation that discusses the problems and processes of the local institution
6.1 Make the presentation clear and concise
6.2 Use graphics effectively to clarify presentation topics
6.3 Use time wisely while presenting

ENG 7.0 — Design and develop a presentation that is the result of findings from the on-site problem and process
7.1 Make the presentation clear and concise
7.2 Use graphics effectively to clarify presentation topics
7.3 Use time wisely while presenting

ENG 8.0 — Deliver the presentation in a professional manner, meeting the standards outlined by the technical committee
8.1 Explain the topic through the use of displays or practical operations
8.2 Demonstrate an effective and pleasing delivery style
8.3 Use verbal illustrations and examples effectively
8.4 Make a formal and effective introduction to the presentation that clearly identifies the scope of the presentation
8.5 Pronounce words in a clear and understandable manner
8.6 Use a variety of verbal techniques including: modulation of voice, changing volume, varied inflection, modifying tempo and verbal enthusiasm
8.7 Demonstrate poise and self-control while presenting
8.8 Demonstrate good platform development and personal confidence
8.9 Communicate the primary points of the speech in a compact and complete manner
8.10 Tie organizational elements together with an effective ending
8.11 Complete the speech within the time limits set by contest requirements
8.12 Develop storyboards for the presentation outlining the process
The SkillsUSA Framework is used to pinpoint the Essential Elements found in Personal Skills, Workplace Skills, and Technical Skills Grounded in Academics. Students will be expected to display or explain how they used some of these Essential Elements. Please reference the graphic in the previous column, as you may be scored on specific elements applied to your project. For more, visit: www.skillsusa.org/about/skillsusa-framework/.