



# **Maker's Design Competition 2016-17**

## **Information Packet**

*Sponsored by The Center for Entrepreneurship & Innovation at Grove City College*

# Grove City College

## Maker's Design Competition

Sponsored by The Center for Entrepreneurship and Innovation (CEI)

The Maker's Design Competition gives all students the opportunity to design, develop, and implement projects of their own conception, offering cash prizes to the winners. The competition is open to all students and encourages a variety of majors to participate. The Maker's Executive Committee recommends that all entries be groups of 2-5 people, however, all applications will be considered. It is free to submit an application.

### Objectives

The competition has three major objectives:

- **Creativity and Innovation:** The Center for Entrepreneurship and Innovation encourages students to brainstorm new and exciting ideas for the benefit of Grove City College and/or society as a whole. The competition is designed to challenge students to think creatively while reaching beyond their sphere of knowledge
- **Hands-On Design Experience:** The competition strives to provide hands-on experience where students can bring their ideas into reality. The Maker's Executive Committee hopes to equip its entrants to build an excellent product prototype and gain valuable experience by offering funding, provided by the Center for Entrepreneurship and Innovation.
- **Teamwork:** By encouraging cross-disciplinary teams, the competition develops students' communication skills as they work through problems with the help of a diverse team. The team behind the Maker's Design Competition seeks to connect a variety of majors and to help students to gain an appreciation for the skills and talents of their teammates.

### Who Should Participate?

The competition will be especially beneficial to those who:

- Enjoy a challenge and love the hands-on application of knowledge
- Are passionate about taking a vision and developing it into a reality
- Are interested in developing their communication skills

### Competition Format

The competition will run from December 7, 2016 through February 25, 2017. Deadline to apply is December 7, 2016, and selected teams will be announced on December 10, 2016. Teams can begin their project any time after that date and are eligible to receive a budget of up to \$50 of funding in Round 1 to begin their project.

On February 8, 2017, teams will give a 5-10 minute presentation, pitching their project to a panel of judges. The judges will evaluate the projects and the top eight (8) teams will continue in the competition and receive an additional budget of up to \$50 to complete their project. These presentations are not designed to be burdensome, but rather to provide a framework for the final presentation.

The final presentations will be held at the end of the competition on February 25, 2017. Teams will have 10 minutes to present and demonstrate their projects plus a few minutes for questions from the judges and audience.

## **Important Dates**

- **December 7, 2016:** Application Deadline (online)
- **December 10, 2016:** Announcement of Selected Teams (via email)
- **January 27, 2017:** Interim Meeting to discuss rules, answer questions, and clearly communicate expectations
- **February 8, 2017:** Round 1 Judging
- **February 25, 2017:** Round 2 Judging—Final Competition

## **Prizes**

The first place winner will receive a \$400 prize, second place will receive \$300, and third place will receive \$200.

## **Teams**

While there is no set limit regarding the number of people on a team, it is recommended that your team consist of 2-5 members. All competitors must be current GCC students. Each team is encouraged to have interdisciplinary majors represented on the team. Note that judges will consider the interdisciplinary makeup of the team when judging the competition.

## **Prototypes**

All prototypes must be built within the timeframe of the competition. Projects may be electronic, software, hardware, woodworking, etc., as long as they comply with Grove City College's safety rules and regulations. Please feel free to consult with professors and off-campus professionals to help in the brainstorming process, but be sure that team members build the prototype without outside help.

All work should be original to the student team members. Teams may not create a product that already exists and claim it as their own. They may build a common product, but they should be sure they make it unique from anything else sold in the market.

## **Presentations**

Be aware that two presentations are required in the course of this competition: a 5-minute informal presentation on February 8 and a 10-minute formal presentation on February 25. Plan and practice all presentations as if they are to be presented in front of a group. Be prepared to demonstrate your prototype's functionality if it performs a particular task.

Each team member is required to introduce him/herself with his/her name, major, and year. Failure to do so will result in a loss of points. Slides are permitted, if necessary, but restrict the presentation to no more than 3 slides with no more than 100 words on each slide.

## **Final Presentation Tips**

- Teams should convince the audience of the usefulness of their project.
- Teams should use presentation strategies to create a fun environment.
- Teams should pitch their projects as if speaking to an audience that may be interested in purchasing or supporting it.
- Rules and Judging Criteria may be found at [gcentrepreneurship.com](http://gcentrepreneurship.com).
- Teams should be excited about their project and that excitement should be obvious in the presentation delivery!

## **Funding**

The funding for the Maker's Design Competition will be provided in two rounds. In the first round, ten selected teams will be eligible to receive a budget of up to \$50 from the CEI to build their projects.

During the second round, two teams will be eliminated thereby leaving eight finalists. Each remaining finalist team will be eligible to receive a budget of up to an additional \$50 from the CEI to continue to build their project. If a team needs the full amount of funding (\$100) before the first round cut occurs, they may front the money themselves with the hope of being reimbursed by the CEI in the second round, but, beware, as this reimbursement is contingent upon the team being selected for the second round.

A team may also procure project supplies at their own expense once a team's project spending has exceeded the budget provided by the CEI. The team may use their own funds to make up to \$25 dollars in additional purchases without pre-approval. If the team chooses to make any additional purchases beyond the \$25 threshold, then they must request approval from Samuel Cooper at [coopersj1@gcc.edu](mailto:coopersj1@gcc.edu). The need for pre-approval is for the purposes of fairness and judging knowledge. This policy is to ensure fairness and general awareness in the competition.

By accepting the funds provided for this competition, a team is committed to completing the competition. In the case of a team withdrawing from the competition, the team is responsible for returning all funds provided during the competition. Each team must provide an expense report that shows record of use for all funding provided by the CEI. All purchases made must be used for the projects, and no purchases should be made for personal gain.

The funding will be provided via online purchases (Amazon, etc.) made in coordination with the CEI. Alternatively, teams may purchase supplies with their own funds and apply for reimbursement from the CEI. The purchasing contact will be Mrs. Lynn Stillwaggon. Additional information about the purchasing process will be provided to the selected teams via an email from Mrs. Stillwaggon when the teams are announced. All questions regarding funding should be directed to Mrs. Stillwaggon.

## **Key Contacts**

If you have any questions regarding any of the information above, please contact:

- Sam Cooper, [CooperSJ1@gcc.edu](mailto:CooperSJ1@gcc.edu) – Cofounder, Senior, Electrical Engineering
- Logan MacKenzie, [MackenzieLA1@gcc.edu](mailto:MackenzieLA1@gcc.edu) – Cofounder, Senior, Electrical Engineering
- Lindy Bowser, [BowserLH1@gcc.edu](mailto:BowserLH1@gcc.edu) – Executive Committee Member, Sophomore, Entrepreneurship
- Lynn Stillwaggon, [LASStillwaggon@gcc.edu](mailto:LASStillwaggon@gcc.edu) – Program Manager, The Center for Entrepreneurship & Innovation
- Yvonne English, [YJEnglish@gcc.edu](mailto:YJEnglish@gcc.edu) – Executive Director, The Center for Entrepreneurship & Innovation

*The rules provided are used as guidelines. Ethical behavior in keeping with the Christian worldview is expected. On any matter in question, the decision of the judges is final.*