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# Senior Design

## Regina Engineering Competition

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### Team Composition

The Senior Design team will be comprised of a maximum of four competitors. All members of design team must be a student enrolled in the Faculty of Engineering at the University of Regina.

### Procedure

#### 1. Presentation of Problem

The problem must be presented to all competitors and judges at the beginning of the competition. The competition director must provide detailed explanations of what is expected from the competitors, both orally and in writing.

Competitors have fifteen (15) minutes to ask the competition director any questions they may have. This takes place during the competition briefing, after the presentation of the problem.

#### 2. Development of the Solution

The teams will have four to five (4 - 5) hours to develop their solution, produce all required deliverables, and prepare their presentation for the judges. All the deliverables must be submitted to the competition director before the allotted time expires. Competitors may finish before the end of the allotted time.

#### 3. Presentation and Tests

Competitors have fifteen (15) minutes to present their designs. All team members must be present and participate in the presentation or be penalized by the judges. The original design, its rationale, a description of the design process, and a critique of the prototype must be presented. The judges then have a maximum of fifteen (15) minutes to ask questions.

Each team will carry out two attempts to exhibit their design (or an alternate number of attempts, at the discretion of the organizer). The testing may be carried out directly after each team's presentation or after all presentations are complete, at the discretion of the organizer.

### Deliverables

Each team is required to submit, electronically, before the end of the design period, a presentation about their design and a prototype of their design before the end of the design period. The requirements of the presentation and design will be outlined in the problem design package.

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## Team #0

Team Member #1

Team Member #2

Team Member #3

Team Member #4

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### Overview

This competition challenges competitors to design a solution and build a prototype to address a technical problem.

### Resources

#### Facilities Required

- 1 amphitheater (presentations)
- 1 workroom per team (design)
- 1 competition/testing space

#### Equipment Provided

##### During Design

- Materials and/or tools specific to the design problem
- Digital storage to submit presentation

##### During Presentation

- 1 digital projector
- 1 computer with presentation preloaded
- 1 table
- White board(s) or blackboards
- Team's design prototype
- Test Section

##### Equipment that may be brought

- Any textbooks, course notes or other reference material
- Up to three extra laptops (to make a total of four laptops)
- Custom presentation templates

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### Assessment and Judging

- The panel must have an odd number of judges.
- The panel must a minimum of three (3) judges.
- The assessment shall be carried out in the audience's presence.

### Judging Matrix

<b>Presentation</b>	<b>30%</b>	<input type="text"/>
Design process		
Design justification		
Critique of the design		
Critique of the prototype		
Presentation delivery		
<b>Design Quality</b>	<b>25%</b>	<input type="text"/>
Design compliance with expectations		
Technical innovation and creativity		
Consideration of economic, social and environmental impacts of design		
Abides to the spirit of the competition		
<b>Testing</b>	<b>45%</b>	<input type="text"/>
Quantifies score including time, quantity and cost consideration		
<b>Total</b>	<b>100%</b>	<input type="text"/>

Judge's Name.....

Notes

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