

ENGINEERING TECHNOLOGY/DESIGN (VIRTUAL)



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.

First, download and review the General Regulations at: <http://updates.skillsusa.org>.

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

Class A: SkillsUSA Official Attire

- Red SkillsUSA blazer, windbreaker or sweater, or black or red SkillsUSA 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 to extend into the lapel area of the blazer, sweater, windbreaker or 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.

Contest Clothing Notes (Apply ONLY to Virtual Competitions):

- Official SkillsUSA Competition Clothing recommended but NOT required.
- Contestant clothing options include the following:
 - Official Competition Clothing.
 - Trade Appropriate Clothing.
 - Professional Dress.
 - Business Casual.
- Clothing must meet industry safety standards.
- No identification of the contestant, school or state is allowed on clothing.
- No offensive, vulgar or inappropriate images or text are allowed on contestants clothing.
- No shorts or sleeveless shirts are allowed.
- Skirts must be at least knee-length.
- Proper Personal Protective Equipment (PPE) must be worn by contestant to meet all state, local and school requirements due to COVID-19.
- Scoring deductions may only be given and/or disqualification of contestant if clothing safety standards are not met.

These regulations refer to clothing items that are pictured and described at: www.skillsusastore.org. If you have questions about clothing or other logo items, call 1-888-501-2183.

Note: Contestants must wear their official contest clothing to the contest orientation meeting

OBSERVER RULE

No observers will be permitted to enter the contest area during the first day of competition. Judging will continue on the second day of competition; however, teams are invited to repeat their presentation to the public when they are not being judged. Observers must avoid teams who are actively being judged and will be asked to leave if they are disruptive during the judging process.

EQUIPMENT AND MATERIALS

Supplied by the contestant's team:

1. Computer with high-speed internet capability and camera to use applications such as Zoom, Teams, etc. The minimum recommended internet bandwidth speeds for joining Zoom meetings, accessing on-demand curriculum and other online operations is 2.0 Mbps up and down. You can test your current internet speeds by following this link: <https://www.speedtest.net/>. Allow the page to load and click on GO.
2. A secondary camera(s) may be required to provide judges with the ability to view contestants from different angles. Additional camera requirements will be located on the SkillsUSA website at <http://updates.skillsusa.org>.
3. A contest Proctor will be required to be on site to assist judges. A local industry expert is preferred to serve as the Proctor and shall not be an individual that has been involved with the training of the contestant(s). The Proctor will serve as the onsite "hands and eyes" for the judges. Proctor will follow instructions from the judges for safety and operations related to the competition. Proctor may be asked by judges to perform several tasks such as operating a portable camera to show specific components or steps, measure parts, or any task that will provide judges with information needed to assist in accurate scoring of the contestant's work or presentation. However, the Proctor shall not serve as a judge nor have any influence in contestant scores.
4. The contestant's instructor or advisor shall be on site to observe all competition activities to ensure a safe and healthy competition experience for all participants. That instructor or advisor will not be allowed to interact or interfere with the competitor unless a safety issue arises that requires interaction. Any other support or interaction between the contestant and the instructor/advisor will result in disqualification
5. All competitors must create a one-page résumé and submit an electronic copy to the technical committee chair at least seven (7) days in advance of the competition.

Failure to do so will result in a 10-point penalty. Instructions for submission of the electronic résumé copy will be provided on the SkillsUSA website at <http://updates.skillsusa.org>.

6. 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 SkillsUSA headquarters in advance so other arrangements can be made. Design prototypes must be transported and set up in the contest area during the orientation meeting. No help will be provided by SkillsUSA.
 - b. Design board
 - c. Engineering Presentation (Powerpoint, Prezi, Google Slides, etc.)
 - d. Industrial review of engineering design

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 SkillsUSA website at: <http://updates.skillsusa.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 school and college/postsecondary educational institutions are eligible to participate.

The project must be designed and constructed by students who are enrolled (or were enrolled immediately preceding the National Leadership and Skills Conference) 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 or other technical professions within the design's respective industry.

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 will 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 NLSC. 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

ENG 9.0 — SkillsUSA Framework



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/.

Committee Identified Academic Skills

The technical committee has identified that the following academic skills are embedded in this contest.

Math Skills

- Use fractions to solve practical problems
- Use proportions and ratios to solve practical problems
- Simplify numerical expressions
- Use scientific notation
- Solve practical problems involving percentages
- Solve single variable algebraic expressions
- Solve multiple variable algebraic expressions
- Measure angles
- Find surface area and perimeter of two-dimensional objects
- Find volume and surface area of three-dimensional objects
- Apply transformations (rotate or turn, reflect or flip, translate or slide, and dilate or scale) to geometric figures
- Construct three-dimensional models
- Apply Pythagorean Theorem
- Make predictions using knowledge of probability
- Make comparisons, predictions and inferences using graphs and charts
- Organize and describe data using matrixes
- Graph linear equations
- Solve problems using proportions, formulas and functions
- Find slope of a line
- Use laws of exponents to perform operations
- Solve quadratic equations
- Solve practical problems involving complementary, supplementary and congruent angles
- Solve problems involving symmetry and transformation
- Use measures of interior and exterior angles of polygons to solve problems
- Find arc length and the area of a sector

Science Skills

- Plan and conduct a scientific investigation
- Use knowledge of the particle theory of matter
- Describe and recognize elements, compounds, mixtures, acids, bases and salts
- Describe and recognize solids, liquids and gases
- Describe characteristics of types of matter based on physical and chemical properties
- Use knowledge of physical properties (shape, density, solubility, odor, melting point, boiling point, color)
- Describe and use the Periodic Table — symbols, atomic number, atomic mass, chemical families (groups), and periods
- Use knowledge of classification of elements as metals, metalloids and nonmetals
- Use knowledge of potential and kinetic energy
- Use knowledge of mechanical, chemical and electrical energy
- Use knowledge of heat, light and sound energy
- Use knowledge of temperature scales, heat and heat transfer
- Use knowledge of sound and technological applications of sound waves
- Use knowledge of the nature and technological applications of light
- Use knowledge of speed, velocity and acceleration
- Use knowledge of Newton's laws of motion
- Use knowledge of work, force, mechanical advantage, efficiency and power
- Use knowledge of simple machines, compound machines, powered vehicles, rockets and restraining devices
- Use knowledge of principles of electricity and magnetism
- Use knowledge of static electricity, current electricity and circuits
- Use knowledge of magnetic fields and electromagnets
- Use knowledge of motors and generators

Language Arts Skills

- Provide information in conversations and in group discussions
- Provide information in oral presentations

- Demonstrate use of verbal communication skills: word choice, pitch, feeling, tone and voice
- Demonstrate use of nonverbal communication skills: eye contact, posture and gestures using interviewing techniques to gain information
- Organize and synthesize information for use in written and oral presentations
- Demonstrate knowledge of appropriate reference materials
- Demonstrate narrative writing
- Demonstrate informational writing

Connections to National Standards

State-level academic curriculum specialists identified the following connections to national academic standards.

Math Standards

- Numbers and operations
- Algebra
- Geometry
- Measurement
- Data analysis and probability
- Problem solving
- Reasoning and proof
- Communication
- Connections
- Representation

Source: NCTM Principles and Standards for School Mathematics. For more information, visit: <http://www.nctm.org>.

Science Standards

- Understands the structure and properties of matter
- Understands the sources and properties of energy
- Understands forces and motion
- Understands the nature of scientific knowledge
- Understands the nature of scientific inquiry
- Understands the scientific enterprise

Source: McREL compendium of national science standards. To view and search the compendium, visit: <http://www2.mcrel.org/compendium/browse.asp>.

Language Arts Standards

- Students read a wide range of print and nonprint texts to build an understanding of texts, of themselves and of the cultures of the United States and the world; to acquire new information; to respond to the needs and demands of society and the workplace; and for personal fulfillment. Among these texts are fiction, nonfiction, classic and contemporary works
- Students apply a wide range of strategies to comprehend, interpret, evaluate and appreciate texts. They draw on their prior experience, their interactions with other readers and writers, their knowledge of word meaning and of other texts, their word identification strategies and their understanding of textual features (e.g., sound-letter correspondence, sentence structure, context, and graphics)
- Students adjust their use of spoken, written and visual language (e.g., conventions, style, vocabulary) to communicate effectively with a variety of audiences and for different purposes
- Students employ a wide range of strategies as they write and use different writing process elements appropriately to communicate with different audiences for a variety of purposes
- Students apply knowledge of language structure, language conventions (e.g., spelling and punctuation), media techniques, figurative language and genre to create, critique, and discuss print and nonprint texts
- Students conduct research on issues and interests by generating ideas and questions and by posing problems. They gather, evaluate and synthesize data from a variety of sources (e.g., print and nonprint texts, artifacts, people) to communicate their discoveries in ways that suit their purpose and audience
- Students use a variety of technological and information resources (e.g., libraries, databases, computer networks, video) to gather and synthesize information and to create and communicate knowledge
- Students use spoken, written and visual language to accomplish their own purposes (e.g., for learning, enjoyment, persuasion, and the exchange of information)

Source: IRA/NCTE Standards for the English Language Arts.
To view the standards, visit: www.ncte.org/standards.