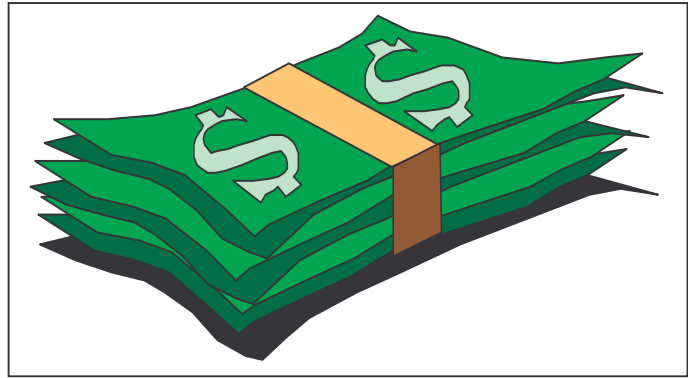


# Win Dr. Hodel's Money Contest Rules

Are you bored with E-day displays? Is there more to being an engineer than just reading books and doing impossible homework problems all hours of the night? Do you like to work with other people and show off your work? If you are an Electrical or Computer Engineering major who said "yes" to any of these questions, then you should participate in the *Win Dr. Hodel's Money* E-day contest! Monetary prizes will be awarded to the best three displays selected by a three member judging panel, with honorable mentions being recognized at IEEE meetings. Work on your own or as a part of a team!



## Participation



1. Students must be majoring in the department of Electrical and Computer Engineering, i.e., majoring in ELEC, ECPE, or WIRE.
2. Only students presenting in the Electrical and Computer Engineering displays on E-day, 2006 are eligible to participate in the Win Dr. Hodel's Money contest.
3. Students may work in teams on their displays.
4. Eligible E-day displays must be in either Broun Hall or in the Electrical and Computer Engineering display room in Foy Union.
5. Displays must be manned by the designer or design

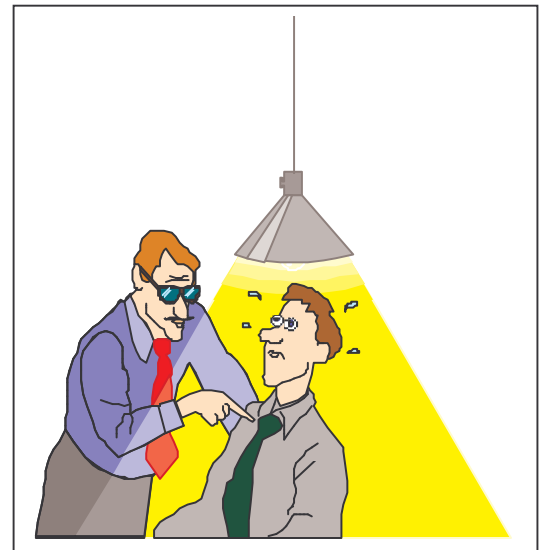
team members throughout the E-day event (8:00am-12:00 noon).

## Display judging

The goal of any E-day display entered into the Win Dr. Hodel's Money contest should be to build interest and enthusiasm in the pursuit of a career in Electrical and Computer Engineering. Contest judging will be performed by a three member panel composed of faculty and/or IEEE officers, to be selected by Dr. Hodel. Judges' decisions are final. Judging is based on the following subjective criteria:

### 1. Technical quality/difficulty: does it work?

- Judges will assess the design goals of a display project



and the degree to which the design meets those goals. Challenging, functional projects are more impressive than non-functional or boring projects.

**2. "Gee whiz" factor (generating interest and awe from visitors)**

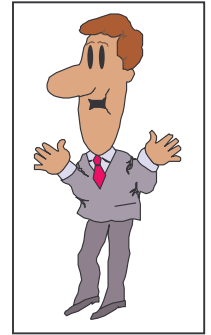
- Does the project provoke interest in our visitors?
- For that matter, do the judges hearts leap with joy when they look at the project?

**3. Visual presentation (posters, decorations around the display)**

- Did the presenters take time to develop a user-friendly display area? Are there posters, tablecloths, backdrops, sounds, lights, soft music (just kidding), etc.?
- Use your imagination and marketing skills to capture the attention of our passers-by.

**4. Oral presentation (communication skills of presenters with visitors)**

- Rumor has it that our students have taken lots of courses in the College of Liberal Arts that render them capable of meaningful communication with other humans. Let's see some of that background put to work.



Judges have the freedom to weight and evaluate the above criteria as they see fit. The above criteria are not necessarily equally weighted. **Note** If the judges are thoroughly embarrassed by ELEC displays, Dr. H reserves the right not to award prizes. After all, "it's my money."

If desired, students may develop displays from projects done as a part of course work. However, course grades and contest judging are done independently of one another.

## Prizes

Awards will be awarded to the presenter/team captain of winning displays. Prize amounts are as follows.

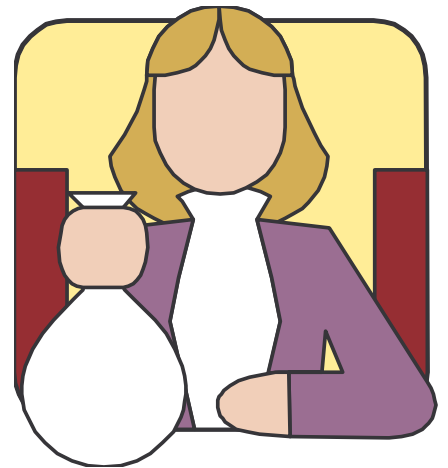
**First prize display: \$150**

**2nd prize display: \$90**

**3rd prize display: \$60**

Prize amounts are awarded per display; i.e., a first prize team of 3 students will receive a total of \$150 to split between them as they deem appropriate.

Awards will be made to participants as a part of the first IEEE meeting following E-day.



## Procedure

1. Form a team, choose a project
2. Inform Dr. Hodel that you'll be competing [a.s.hodel@eng.auburn.edu](mailto:a.s.hodel@eng.auburn.edu)
3. Attend IEEE meetings to get news and announcements!