Project Selection Criteria

1. Project should solve a specific need for a company

2. Project should not be of immediate concern to company assuming a minimum development cycle of two semesters (8 months)
   - project definition: April to June
   - project execution: late August to mid-April

3. Discrete projects should involve design and manufacture. For example the project could involve:
   - a physical prototype for a new product or product derivative including the associated manufacturing processes
   - the redesign of an existing product including a physical prototype and the associated manufacturing processes (redesign for cost, quality, performance, productivity, automation, etc.)
   - a physical prototype for a new or redesigned test equipment or manufacturing process

4. Continuous process projects should involve design, modeling and analytical prototyping

5. Discrete projects can have firmware content

6. Projects may be purely software oriented; software projects requiring 2 or more disciplines to successfully execute are encouraged

7. Project scope should be approximately 600 engineering hours (spread over an 8 month calendar period)

8. Student teams (5 to 7 per team) will be responsible for the success of the project

9. Student teams will be coached by experienced engineering faculty (6 to 8 hours/week)

10. Company must be willing to dedicate some time of a liaison engineer to the project (2 to 4 hours/week)

11. Liaison engineer should:
   - have management support
   - have vested interest in the success of the project
   - be willing to work with students

12. Projects should not be classified or highly proprietary. If required students/faculty will sign nondisclosure agreement

13. Students should be able to publicly present their work with the mutual agreement of company