

## 2024 IEEE REGION 3 SOUTHEAST CON STUDENT Outreach COMPETITION RULES

### I. OVERVIEW

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The Student Community Outreach Competition is new to the Region 3 Student Activities Committee (SAC). The spirit of the community Outreach competition is to highlight outreach activities IEEE students and branches are performing. Students will prosper with this competition if they apply creativity, analysis, and perspective ability to implement technical or non-technical solutions that fit their community needs.

### Competition Timeline

#### *Key Dates*

January 15 <sup>th</sup> , 2024,	Registration for the Outreach Competition opens which means that students can start submitting their project proposals.
February 14 <sup>th</sup> , 2024,	Registration closes and students must submit their project proposal by this time.
March 23 <sup>rd</sup> , 2024,	Teams attend Atlanta Science Fest and manage a booth for their STEM activity.

#### *Competition Process*

Below is a breakdown of the competition process. The remaining section of this document will address the details needed to complete each step:

1. Determine your project and team.  
*Teams must consist of 2-3 students and at least one student must be undergrad.  
Universities can submit up to two teams.*
2. Register for Outreach Competition by submitting project abstract to SAC.  
*Instructions on how to register are found in the registration section of these rules.*
3. Prepare for the Atlanta Science Fest.  
*Each team will have a booth and should be able to accommodate up to 150 kids throughout the Atlanta Science Fest duration.*

## 2024 IEEE Region 3 Southeast Con

### *Student Outreach Competition Rules*

4. Load all materials in the MOVE truck by Friday

*Teams will receive information on how to do this ahead of the Atlanta Science Fest*

5. Attend the Atlanta Science Fest and manage your booth

## Registration

There are two registrations that students need to be aware of; conference registration and competition registration. Information for both registrations as it pertains to the Outreach competition are as follows:

- 1) Student Outreach Competition registration
  - a) Each team must register for the outreach competition by filling out the Outreach Competition registration form on the SoutheastCon website.
  - b) There are no fees for students to register for the outreach competition.
- 2) Conference registration (i.e., IEEE SoutheastCon 2023 registration)
  - a) All students on the outreach team must be registered for SoutheastCon 2024.

## II. OUTREACH COMPETITION RULES

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### Team Requirements

Each branch is allowed to send at most two teams of 2-4 students, with at least one student being undergrad. All team members must be IEEE members and register for SoutheastCon 2024.

### Outreach Competition Logistics

- Teams must plan to attend the science fest on March 23rd. Teams must have their booth ready by 9:30 am. The science fest will end at 4 PM and teams will clean up their booth after that time.
- Teams can use Uber/Lyft to travel to and from the science fest (one trip to and one trip from) and IEEE will reimburse the branch for those 2 trips.
- The material for STEM activities should not exceed \$200. IEEE will reimburse the branch for up to \$200 in material costs. Branches should plan for enough material for 250 kids. The branch will be responsible for any leftover material and can do with it what they wish (i.e. dispose of it or take it back to school).

### Deliverables

Teams must email the following by February 15th to [ieeesacregion3@gmail.com](mailto:ieeesacregion3@gmail.com)

- Bill of Materials (BOM)
- Guide for how to complete the STEM activity
- Digital copy of any files needed for the STEM activity (i.e. if 3D parts are used, provide the CAD file)

## Judging Rubric

Teams will be evaluated based on the following rubric.

<p><b>Budget (5 points)</b> Cost per student should be \$0.8 each. 1 point is deducted for every 10 cents below or above.</p> <p>Resulting budget:</p>	
<p><b>Time (5 points)</b> It should take no more than 7 minutes to explain the activity. The time it takes for the kids to complete the activity should take no more than 5 more minutes.</p> <p>Resulting average time:</p>	
<p><b>Hands-On Activity (5points)</b> Highly interactive and hands-on: 5 points Moderately hands-on: 3 points Limited hands-on engagement: 1 point</p>	
<p><b>Safety (5 points)</b> Safe activity with no observed risks: 5 points Minimal safety concerns: 3 points Safety concerns present: 1 point</p>	
<p><b>Messiness (5 points)</b> Minimal mess generated: 5 points Moderate mess generated: 3 points Significant mess generated: 1 point</p>	
<p><b>Understanding and Connection (5 points)</b> Kids demonstrated clear understanding and connection with the project: 5 points Moderate understanding and connection: 3 points Limited understanding or connection: 1 point</p>	
<p><b>Expandability (5 points)</b> Easily expandable into a more in-depth lesson plan or be done at home: 5 points Moderate potential for expansion: 3 points Limited potential for expansion: 1 point</p>	

## APPENDIX A: ADDITIONAL RESOURCES

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### Discord Channel

Students are encouraged to follow the Outreach Competition discord discussion on the 2024 SoutheastCon discord channel. This will be the best place for students to stay in the loop on information for the outreach competition as well as other student competitions. The discord link can be found at: <https://ieeesoutheastcon.org/student-program/>