

Earth Day's "Exploring Civic Engagement through the Lens of STEM"
Competition Guidelines

April 22, 2011, 10 A.M. – 2 P.M.

Location: College of Engineering and Computer Science

1. Each class enters one or multiple projects for Earth Day judging. For classes that are working in teams it will be at the discretion of the Professor as to which project or projects go to the competition. Each participating instructor will have approximately 200 square feet of exhibition space for display; every area will have Wi-Fi, and electrical outlets. If an instructor has a specific space need please let Civic Engagement know by April 1st and every effort will be made to accommodate those requests.
2. Projects shall be a visual and verbal demonstration of the sustainable solution. Teams will display their project in a clear, concise method through which both judges and observers will understand the intent of the solution.
3. Integration of environmental, social, and economic concerns will be a part of the scoring rubric. Teams are expected to display or explain how their solution has considered each of these dimensions.
4. Community involvement of a non-profit organization is required. Projects exhibited need to tie a specific organization needs and/or challenges for which the exhibit presents a solution. Evaluation for this effort will be judged on the team's ability to demonstrate a thorough understanding and resolution to the agency's problem.
5. The project will also be judged on its potential for real world application. This potential must address economic, social and environmental practicalities as well as implementation challenges.
6. Teams are encouraged to collaborate outside of their class, college, and team. Cross-departmental collaboration is encouraged and will be rewarded in the final judging. Teams demonstrating efforts to garner knowledge and expertise from other groups will be awarded additional credit.
7. Projects that have a physical dimension will be judged on the amount of thought and effort made to incorporate reused or recycled materials. Any use of virgin materials in the construction of the project will be evaluated lower. Teams' ability to demonstrate effort and a concern for resource conservation will be awarded accordingly.
8. The use of environmentally friendly materials that have a useful life after the project will be rewarded. The intent of this area of the evaluation is to keep as much of the team's project out of the landfill at the end of its life, regardless of how long the materials can be used for their intended purpose. Each entry will provide a materials list and procurement process to determine the scoring for this criterion.
9. The three teams with the highest overall score based on the above criteria (and see attached rubric) will be awarded the following cash donations to the non-profit organization of their choice:

1st Place: \$500.00 – Kimley-Horn & Associates

2nd Place: \$300.00 – Dynamic Test & Balance

3rd Place: \$200.00 - TBD

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RUBRIC

FINAL SCORE:	/100
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TEAM: _____

Instructions to judges: Please place your score for each rubric item in the appropriate box below and the final score at the top right of this sheet. Thank you!

	OUTSTANDING	GOOD	FAIR
I. Integration of environmental, social, and economic concerns	The solution is valuable and integrates environmental, social, and economic issues intelligently and effectively. 21 - 30 points <input style="float: right;" type="checkbox"/>	The solution is of some value and addresses and integrates at least two of the environmental, social, and economic issues effectively. 11 - 20 points <input style="float: right;" type="checkbox"/>	The solution is of little value and addresses only one environmental, social, and economic issue effectively. 0 - 10 points <input style="float: right;" type="checkbox"/>
II. Collaboration with Community Agency	The solution incorporates a clear, well-structured plan for community engagement with a significant social impact. 16 - 20 points <input style="float: right;" type="checkbox"/>	The solution incorporates opportunities for community engagement that will have some social impact. 11 - 15 points <input style="float: right;" type="checkbox"/>	The solution does not incorporate community engagement as a significant component. 0 - 10 points <input style="float: right;" type="checkbox"/>
III. Potential for practical application of the solution	The solution demonstrates high potential for practical implementation and addresses all three of the environmental, social, and economic dimensions of the problem. 16 - 20 points <input style="float: right;" type="checkbox"/>	The solution demonstrates good potential for practical implementation and addresses at least two of the environmental, social, and economic dimensions of the problem. 6 - 10 points <input style="float: right;" type="checkbox"/>	The solution demonstrates some potential for practical implementation but addresses only one of the environmental, social, and economic dimensions of the problem. 0 - 5 points <input style="float: right;" type="checkbox"/>
IV. Cross-departmental collaboration	The project was developed by a highly-integrated cross-disciplinary team consisting of participants from different departments, colleges and the selected agency. 11 - 15 points <input style="float: right;" type="checkbox"/>	The project shows clear contributions by participants from different departments, colleges and the selected agency. 11 - 15 points <input style="float: right;" type="checkbox"/>	The project shows minimal contributions by participants from different departments, colleges and the selected agency. 0 - 10 points <input style="float: right;" type="checkbox"/>
V. Use of Environmentally friendly materials and post life recyclability	80 - 100% of the project materials will be recycled or reused. Considerable effort to reuse materials was put into the final product (minimum use of virgin materials) 11 - 15 points <input style="float: right;" type="checkbox"/>	60 – 79% of the project materials will be recycled or reused. Some effort to reuse materials for demonstration (moderate use of virgin materials). 6 - 10 points <input style="float: right;" type="checkbox"/>	40 - 59% of the project materials will be recycled or reused. Little or no effort to reuse materials for demonstration (extensive use of virgin materials). 0 – 5 points <input style="float: right;" type="checkbox"/>