

Team Presentations

Each team will make a maximum 10-minute presentation to a panel of judges on the day of the competition. The team should present as though they are the sales team of the company that designed and built their sea perch. The client (panel of judges) has a mission to repair an underwater pipeline and they are screening possible companies to determine which sea perch model would be right for them. It is the sales teams' responsibility to prove to the clients that their product is the best. The formal presentation will be followed by an informal 5-minute question, answer, and discussion period. At this time, teams that modified the original Sea Perch design should discuss their modifications. They should discuss the experiments they conducted during their design phase and what modifications came from them. At the conclusion of the question, answer, and discussion period, judges should have a clear understanding of how students implemented their basic knowledge of fluids and propulsion.

Presentation Rules

- a. All teams must include the following in their presentation:
 - Company Overview
 - Company name, size, and demographics
 - Mission/Vision statement with an emphasis on naval engineering
 - Organization of the company explained
 - Recruiting Methods
 - How did the company recruit new members
 - Budget information and implementation
 - Identify additions and modifications to the Sea Perch
 - Explain any trade-offs of the modifications
 - Design and Manufacturing Process & Engineering Process
 - Identify the steps taken to achieve the design
 - Design research (naval engineering research)
 - Identify technical calculations or testing conducted and design priorities
 - Integrated lessons learned
 - Charts/Drawings/Pictures
 - Use of computer technology

b. High School Teams must also:

- Hand out a corporate brochure to the clients which must include
 - Mission/Vision statement of the company
 - Overview of the types of engineers involved in the process
 - Organizational Chart
- Each member of the sales team must have a resume to distribute
 - Resume may be fictitious; can include real life activities
 - Team members should include their role and responsibility in the company
 - Students should use a fictitious name and address

The format for the presentation is open to creative interpretation and teams are encouraged to use technology in their presentations. Physical models, or other items can be used by a team to supplement their presentation. An overhead projector, lap top and LCD projector are all available. Additional equipment may be brought in but it must conform to the existing layout of the room. Equipment including computers with special software must be furnished by the team.

1. A maximum of eight people per team will be allowed in the presentation room including the advisor
2. Each team member must participate in giving the presentation. The presentation may be videotaped by one of the eight representatives in the room and this must be done without causing a disturbance.
3. Each team member is required to answer questions from the judges.

A schedule of presentation times will be posted during the competition. Teams are advised to arrive at their designated presentation room 10-minutes prior to their scheduled start time. Teams who are more than 5-minutes late will not be allowed to present.

2017 Sea Perch Challenge Presentation Checklist

I. PRESENTATION OF THE COMPANY

Company Information and Objectives

- Company Description
- Mission/Vision statement and purpose that includes naval engineering focus
- Organization/structure of company explained
- Recruiting methods for new company members

Budget Management

- Identified and itemized modifications
- Explained tradeoffs for various modifications

II. KNOWLEDGE OF DESIGN AND MANUFACTURING PROCESS/ENGINEERING PROCESS

Design Process

- Identified steps to achieve design modifications/alternatives
- Demonstrated design research as part of their process, (naval engineering research)
- Identified technical calculations or testing to optimize/select design
- Practicing and testing was well planned
- Lessons learned from testing were present and specific

Engineering Process and Roles

- Discusses naval engineering field and roles
- Demonstrates knowledge of design process: problem definition, tradeoffs, and testing.
- Identifies naval engineering design considerations.

III. PRESENTATION CONTENT

- Organization & Flow
- Objectives & Main Points/Summary

Presentation Skills

- Focus on naval engineering
- Fluent, clear, audible delivery. Correct grammar and language use
- Non-verbal skills: Posture; practiced
- Overall confident, direct, and animated.
- Presenters and teamwork (at least 2 presenters and less than 9)

IV. INNOVATIVE DESIGN INTERVIEW Q and A (5 MIN)

Clarification of System Designs

- Team response to judges questions