



Each NASA research group submitting a design topic to the **TSGC DESIGN CHALLENGE** for team involvement agrees to provide a mentor to work with the student design team. Once projects are selected, TSGC notifies the mentor that a team is forming and provides contact information to everyone involved.



**MENTOR/TEAM RELATIONSHIP EXPECTATIONS:**

<p><b>MENTOR AS THE TEAM'S CUSTOMER.</b></p>	<ul style="list-style-type: none"> <li>- Think of the team's Mentor is the design team's "customer."</li> <li>- Establish design specification needs immediately upon forming the team.</li> <li>- The team's faculty advisor is encouraged to make contact with the mentor too, to insure that the team's plans align with the mentor expectations.</li> <li>- Run ideas by the mentor to make sure the design is on track.</li> </ul>
<p><b>HOW MUCH TIME WILL THE MENTOR SPEND WITH THE TEAM?</b></p>	<ul style="list-style-type: none"> <li>- Mentors volunteer their time to work with Design Challenge teams; but his/her "regular" job comes first.</li> <li>- If mentor availability becomes an issue and communication begins to suffer, let me know so I can try to help find you an alternate source of info.</li> <li>- Active mentors report that working with one to two teams has minimal impact on their time; however, a mentor working with three or more teams may face a high demand for "face time" with the team.</li> </ul>
<p><b>WHAT EXACTLY SHOULD THE TEAM EXPECT FROM THE MENTOR?</b></p>	<ul style="list-style-type: none"> <li>- The mentor offers the team a NASA-affiliated project which includes: a project overview, background info, technical specifications, design parameters.</li> <li>- Mentors typically read team proposals and offer comments on work submitted.</li> <li>- Mentors are generally sensitive to letting the team define the course of the project, while at the same time guiding the team toward the goal.</li> <li>- The mentor is not expected to provide any resources [materials or funds] for construction or maintenance - - although some provide access to samples.</li> <li>- A site visit / design review might be offered, but should not be expected.</li> <li>- Mentor is not expected to travel to visit the team, but some do.</li> </ul>
<p><b>WHAT SHOULD THE MENTOR EXPECT FROM THE TEAM?</b></p>	<ul style="list-style-type: none"> <li>- Keep the mentor updated on design progress - include the mentor in the Tuesday Tag Up reports.</li> <li>- Provide the mentor with copies of the initial proposal, mid-term, &amp; final report.</li> <li>- Teams should make a best effort in accepting invitations for site visit and design review if requested.</li> <li>- Teams should pursue original solutions in addressing the problem at hand.</li> <li>- Don't be afraid to ask questions!</li> </ul>
<p><b>WILL THE MENTOR ATTEND THE SHOWCASE?</b></p>	<ul style="list-style-type: none"> <li>- Each team's mentor is invited to attend the team's final design presentation at the <b>TSGC DESIGN CHALLENGE SHOWCASE</b> in Houston at the end of the semester - and traditionally make their best effort to be there</li> </ul>
<p><b>WHAT ABOUT RESULTS AND DESIGN TESTING?</b></p>	<ul style="list-style-type: none"> <li>- Provide the mentor with a bound copy of the team's final technical report.</li> <li>- The mentor is not entitled to any items purchased by the team with TSGC funds [models, equipment, software or parts] - although you may donate them.</li> <li>- If the mentor has loaned the team equipment, parts or samples, expectations need to be clear - and the team responsible - in ensuring their return.</li> <li>- If further testing of the team's device is warranted, a Testing Grant is available through TSGC to help with preparations and/or team travel to test site.</li> </ul>