



TSGC DESIGN CHALLENGE

SHOWCASE PRESENTATION GENERAL GUIDELINES



The **TSGC DESIGN CHALLENGE SHOWCASE** provides teams with a formal venue where they can display and discuss their design efforts and accomplishments.

Two methods will be used to convey the team's work to the **SHOWCASE** audience:

- Poster presentation / Table display
 - Oral presentation
- Attendance is required. Guests are welcome! Attire is "Business Casual."
 - One-half of each team's membership must be present throughout the day to preserve a day-long audience for all teams. **THIS COURTESY TO OTHER TEAMS IS TAKEN VERY SERIOUSLY;** a funding penalty will result for full teams departing early.

Poster Presentation: Each team's poster display will profile the design project with textual and visual information. Models are strongly encouraged.

- Teams will set up display on the morning of the presentation.
- Text used on any poster display should be large enough to easily read at arm's length.
- Team's topic title, mentor group, team members and institution should be included.
- Other information may include: overview, illustrations, charts, photos, etc.
- Teams may display models, drawings, team scrapbook or design notebook, etc.

TWO TYPES OF POSTER PRESENTATION CAN BE ACCOMMODATED

Table Display

Limited to standard "table-sized" dimensions; designed to take up no more than a 4' X 4' area.

Poster must describe the team's project on a self-standing display board. Models or other materials may be included.



Easel Display

Easel displays must use sturdy display board that can be securely placed upon an easel. Landscape or portrait set-up.

Additional model display beyond what the foam board will hold may be placed on the floor at the easel's base.



SHOWCASE PRESENTATION - GENERAL GUIDELINES

SAMPLE POSTER PRESENTATIONS / TABLE DISPLAYS



**RICE – TEAM COBRA
TABLE DISPLAY SPRING 2005**



**LAMAR UNIVERSITY – ROBOCARDS
TABLE DISPLAY – SPRING 2005**

Oral Power Point Presentation.

- First semester teams – **allowed a maximum 20 minutes** for the entire oral presentation.
- Semester II teams – allowed 25 minutes to allow time to introduce the project's background.
- Time includes: **15 minutes for the oral presentation; 5 minute question and answer.**
- Speaking roles may rotate through all teams members; or be limited to one or two members.
- *The total number of teams participating this semester will impact **SHOWCASE** presentation time allowance, transitions and scheduled breaks. More details with set times will be provided at the mid-term.*

Media: TSGC will provide a Windows laptop with PowerPoint, CD drive, presentation remote/laser pointer and projection for team use during its presentation. A MacIntosh MacBook Pro running OX will also be available. Teams may also choose to bring their own laptop for presentation purposes.

Audience: Teams can expect a medium-sized audience that typically includes: other student teams, TSGC representatives, industry partners, JSC community and other invited guests.

Awards: Bonus and other achievement awards are traditionally presented the conclusion of the **SHOWCASE** and include recognition for Best Poster, Best Model and Best Oral Presentation.

ORAL POWER POINT PRESENTATION



TEXAS A&M – TEXAS AGGIENAUTS - ORAL PRESENTATION – SPRING 2005 SHOWCASE