IPRO 339
Enhance the IPRO Experience by Developing Team Building Games and Finding Good IPRO Ideas
Team Members

Meredith Allan—4th year CS Major
Brian Clark—3rd year CS Major
Reginald Curtis—5th year Architecture Major
Younan Fakhouri—3rd year CS Major
Tomas Glennon—3rd MMAE Major
Raj Luxmi—4th year Business Major
Silvia Mirtchev—4th year Architecture Major
Nicole Trevor—3rd year CS Major
Issues Being Addressed

- The IPRO Program can use more inspiring and engaging projects

- Long Forming Stage, typical to IPRO teams
Our Goals

Create and Help Select IPRO proposals.

Develop Team Building Games for the IPRO teams.
Problem: Quality of IPRO Projects

It is very difficult to create a good IPRO Project
What Makes a Good IPRO?

- Interdisciplinary
- Interactive
- Achieves Learning Objectives
- Appeals to students
- Well-Defined and Significant Problem
- Sponsor involvement
- FUN!
Creation & Selection Objectives

- Organize Faculty Lunches with different departments
- Benchmark other schools
- Identify and propose good IPRO Projects
- Support IPRO Selection Meeting
Faculty Lunches

Purpose:

- Raise Awareness and Update Faculty about the IPRO Program
- Gather Ideas and Suggestions about Improvements of the IPRO Program
- Short or Long Term Support

Faculty Lunches for Spring 2006:

- **Business**-March 9, 2006 - 6 Attendees
- **MMAE**-March 29, 2006 - 3 Attendees
- **Humanities**-April 18, 2006 – 7 Attendees
- **CS**-April 24, 2006 – 20 Attendees!
Benchmarking

Purpose: To Identify Other Schools with IPRO-like Programs, pick successful projects that fit the IIT Environment.

- MIT
- Michigan Tech
- Purdue
- University of California
- Iowa State University
- Harvey Mudd
- Amherst College
- Notre Dame
- Columbia University

<table>
<thead>
<tr>
<th>IIT</th>
<th>Benchmarked Universities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Interdisciplinary</td>
<td>Major Specific and Narrow</td>
</tr>
<tr>
<td>Average team size is 12</td>
<td>Average team size is 13</td>
</tr>
<tr>
<td>Approximately 36 Projects per semester</td>
<td>Average 19 Projects</td>
</tr>
</tbody>
</table>
IPRO Selection Committee

- 17 faculty & staff, including 5 students
- 51 proposals sent to committee (47 for Fall 2006 and 4 for Summer 2006)
  - 46 faculty proposals, 5 student proposals
- IPRO 339 Service Role
  - 47 IPRO 3 minute IPRO 339 presentations and discussions conducted by committee
IPRO 324-Disaster Recovery: Do-It-Yourself Home Building Training

- One of the Student Proposed IPRO’s selected and offered for Fall 2006
- Supported by Professor Frank Flury from Architecture Department
- Proposed by Silvia Mirtchev
IPRO 344
Advancing Community Gardens

- Also one of the Student Proposed IPRO’s selected and offered for Summer 2006
- Supported by Professor Blake Davis from Architecture Department
- Proposed by Reginald Curtis
Why Games?

- The first month of most IPRO teams is least productive
IPRO Games Development

- Research IPRO Games
- IPRO Game Selection
- Logistics
- IPRO Games Preparation
- Marketing
- Rehearsal (Friday, April 17th)
- Pilot Day (Saturday, April 22nd)
Rehearsal

- A preliminary practice of the games
- Participants: IPRO 339 team, and Friends
- Judges: IPRO 339 team, Dr. Tower, Carol DeBiakie, Mike Cama

Purpose:
- Determine if the games work correctly
- Gain familiarity with the games
- Practice judging the games, so that criteria can be revised
- Work out the kinks in the plan
Rehearsal

What worked

- Games:
  - Zen Obelisk, Apprentice Challenge, Helium Pole, Bull Ring, IPRO Idol
  - Timing within bounds
  - Teams had Fun!

What we need to improve

- Plumber’s Nightmare
  - Poor materials: Tube not transparent, not enough holes
  - Result: Game far too difficult
Pilot Day

- Judges
- Participants
- Communication system
- Location
- Timing
- Prizes
Awards

Clutziest Team Award

In recognition of benefit to IPRO Games Day, Created through the generation of mood-lifting comic relief
Thank you very much for your valuable contribution to the IPRO Games!
Sincerely,
The IPRO Program and The Spring 2006 IPRO 339 Team

Nerdiest Team Award

In recognition of an outstanding ability to apply scientific principles to literally everything, bringing a sense of IIT into the IPRO Games.
Thank you very much for your valuable contribution to the IPRO Games!
Sincerely,
The IPRO Program and The Spring 2006 IPRO 339 Team

Messiest Team Award

In recognition of contribution to the establishment of a relaxed, casual atmosphere through the creative placement of materials both during and after each event.
Thank you very much for your valuable contribution to the IPRO Games!
Sincerely,
The IPRO Program and The Spring 2006 IPRO 339 Team

Most Creative Team Award

In recognition of staving off monotony through of the most unique and novel approach to the completion of the IPRO Games
Thank you very much for your valuable contribution to the IPRO Games!
Sincerely,
The IPRO Program and The Spring 2006 IPRO 339 Team

Luckiest Team Award

In recognition of demonstration that skill and careful planning are not the only ways to succeed in the IPRO Games.
Thank you very much for your valuable contribution to the IPRO Games!
Sincerely,
The IPRO Program and The Spring 2006 IPRO 339 Team

Laziest Team Award

In recognition of the completion of all activities with minimal physical exertion, helping to set of new standards for energy conservation in the IPRO Games.
Thank you very much for your valuable contribution to the IPRO Games!
Sincerely,
The IPRO Program and The Spring 2006 IPRO 339 Team
Pilot Day

- What worked
  - Games (teams had fun, bonded)

- What we need to improve
  - Timing (passing period excessive, Zen Obelisk time overestimated)
  - Judging (criteria too subjective; judges inadequately trained)
  - Location (Keating locked at setup time)
Conclusions

- Student involvement in IPRO creation/selection increases the quality of the IPRO program.
- Better, more inspiring IPRO’s get selected.
- Faculty lunches are very effective in getting faculty interested in supporting the IPRO program.
- The IPRO Games work, both in terms of being fun and fostering better teamwork.
Future

- More Faculty Lunches
- Fall IPRO Games
- Fall IPRO Games Control Group
Thanks and Acknowledgements

- Professors Ferguson and Towler for their work with us.
- Michael Terrien and Bruce Fisher, for helping us plan and refine the games.
- Tom Jacobius, for his help with virtually everything we accomplished this semester.
- Stacy Newton, for helping us co-ordinate the games.
- Carol DeBiak and Mike Cama for helping us through-out the semester
QUESTIONS?