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.

creation & selection

- 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!

IPRO
creation &
selection

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

IIT	Benchmarked Universities
Interdisciplinary	Major Specific and Narrow
Average team size is 12	Average team size is 13
Approximately 36 Projects per semester	Average 19 Projects

IPRO
creation &
selection

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)

IP RO
Games

Rehearsal

➢ A preliminary practice of the games

➢ Participants: IPRO 339 team, and Friends

➢ Judges: IPRO 339 team , Dr. Tower, Carol DeBiake, 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

IP RO
Games

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
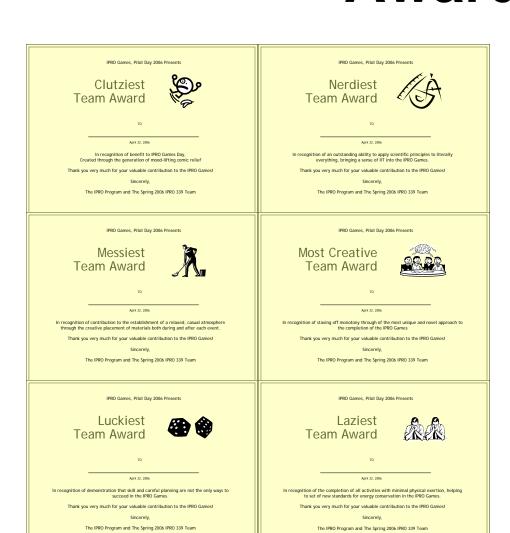
  ➢ Result: Game far too difficult

IP RO
Games

Pilot Day

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

IP RO
Games

Awards

IPRO Games, Pilot Day 2006 Presents

Clutziest Team Award

TO

_____

April 22, 2006

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

IPRO Games, Pilot Day 2006 Presents

Nerdiest Team Award

TO

_____

April 22, 2006

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

IPRO Games, Pilot Day 2006 Presents

Messiest Team Award

TO

_____

April 22, 2006

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

IPRO Games, Pilot Day 2006 Presents

Most Creative Team Award

TO

_____

April 22, 2006

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

IPRO Games, Pilot Day 2006 Presents

Luckiest Team Award

TO

_____

April 22, 2006

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

IPRO Games, Pilot Day 2006 Presents

Laziest Team Award

TO

_____

April 22, 2006

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

iPod

IP RO Games

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)

IP RO
Games

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?