IEEE Project Night: The Details

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Abstract

The IEEE Project Night is a weekly event put on by the IEEE Lab to encourage students to work on personal projects. Every Project Night is catered and students are encouraged to start new projects and finish existing ones. This directly benefits students and campus as a whole by providing ample opportunity for teamwork and collaboration in an open environment.

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1 Background

Imagine you're a bright mind at Tech.[1] You have a lot of great ideas and maybe some half-done projects that are stalled. You started most of them during breaks, over the summer, on that free weekend back in September. You intend to finish them some day, but right now it seems like there's no time for that. You're cramped on one side by school, you're working a part-time job, you have a social life—there's just never a good time, so it never happens.

Despite all this, you and your friends worked on your projects just the other night. You made it happen. You participated in a Hack-A-Thon. You allocated the time to do the work and planned around it in advance. Everybody agreed on the time, and everybody was there. It felt good to finish a project!

- The IEEE Project Night is a wake-up call: you probably have everything you need to finish your project except the impetus and the time slot.

- The IEEE Project Night gets you working on these projects and is a great benefit to campus—your work reflects on everyone!

Several IEEE members recognized that the recent hack-a-thon (TechHacks 2013) provided the impetus needed to start and complete projects. The reason for this was the structure and organization of the event and the fact that it was scheduled—it could be planned-around! The IEEE lab is organizing this event in the spirit of a recurring hack-a-thon. It will become the de-facto work time for members and non-members alike to work on personal projects.

The appeal of this event is structure and free food

Yes, that deserves its own header. TechHacks was a success because it brought everyone together at a unified time.

2 Five-Year Vision

3 Goals

asdf

3.1 Qualitative

asdf

3.2 Quanitative

asdf

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[1]You may not need to imagine.

4 Benefits

Participants bring their projects and a desire to work on them.

4.1 For all students

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4.2 For the IEEE Student Organization

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4.3 For Michigan Tech

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5 Schedule

5.1 Spring 2014 (kick-off)

5.2 AY 2014-2015

5.3 Infinity and Beyond

The general recurrence relation for this event will depend

6 Funding Opportunities