Preparing for the 2004
IEEE Computer Society International Design Competition (CSIDC)

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Workshop Summary

This workshop aims to promote the annual Computer Society International Design Competition (CSIDC) among academics by providing information on what is required for each team, competition deadlines, how best to prepare, and practical guidance for each phase of the competition. A review of the top five winning teams from the 2002 competition will also be presented, with the characteristics that helped make each of these teams successful.

The IEEE Computer Society challenges undergraduates from around the world to apply their learning to a real-work problem in the annual CSIDC. The goal of the competition is to replicate the type of environment that students might encounter in industry. The CSIDC is a contest in which students are required to work in teams to specify, design, build, test, document, and market a working prototype of a device that could be used to solve a real-world problem. The solution consists of both hardware and software, which typically requires that students assemble multi-disciplinary teams.

CSIDC planners constructed the competition to advance excellence in undergraduate education. By completing the project, students develop competence in planning and managing a large-scale design project, delegating tasks among peers, and working in teams towards a common goal—as well as gaining technical expertise in hardware architecture and software engineering. In CSIDC 2002 approximately 70 teams from countries ranging from the USA to India to Australia competed for the top cash prizes. This workshop provides academics from sponsoring universities, or those interested in finding out more about this international competition, with the information that they will need to help their students compete successfully.

The main goals of the workshop are:

- to promote the CSIDC as an academic incentive to students to participate in interdisciplinary teams
- to promote design as a multi-disciplinary activity
- to promote interdisciplinary teams among educators and perhaps motivate the creation of courses where interdisciplinary teams are the rule as opposed to the exception.