

# Ethics Competition Rules

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**Competition Description**  
 The SAC Ethics competition deals with an aspect of engineering that is often forgotten. Does my work infringe on the rights or safety of others? Are there conflicts involving intellectual property? A case study which deals with these issues will be presented to participants the day of the competition. They will have a period of time to prepare a presentation with a response in accordance to the IEEE code of ethics, which will be presented to a panel of judges. The presentation will be followed by a brief Q&A session. This competition is an opportunity to explore a prospect of engineering work that is not particularly glamorous but is extremely important.

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## 1. Eligibility

### 1.1 University Branch

The entrant team must be comprised of undergraduate students at a school in Region II that has an IEEE student Branch at the time of a team's entry and at the time of presentation at the competition.

### 1.2 IEEE Membership

All competitors must be an IEEE member with the University they are representing.

### 1.3 Team Size

Each team shall consist of 1-3 members from any discipline that are registered members of IEEE.

## 2. Preparation

### 2.1 Preparation Time

Teams will have two hours to review case materials and prepare a short presentation.

### 2.2 Cooperation

Cooperation is limited to other team members, which excludes assistance from outside individuals either in person or online.

### 2.3 Provided Materials

Contestants will be provided with the following materials:

- A prompt which gives a general explanation of the case at hand and a brief description of topics expected to be covered in the presentation.
- Documentation concerning the case at hand.
- A copy of the IEEE code of ethics.
- A copy of the rubric which judges will be using as scoring criteria.
- A copy of these rules.

### 2.4 Outside Materials

The use of any materials outside those provided at the competition, including any materials on the internet, is allowed. Citation of all material utilized from these outside sources are required during the presentation. If any visuals are used during the presentation, these sources must also be properly cited.

### **2.5 Submission of Final Deliverables**

After the two hours of the competition, all electronic material needed for the presentation portion of the competition shall be placed onto a provided flashdrive. Practicing or modifying the presentation after this point is not allowed.

### **2.6 Observing Other Teams**

Observing other presentations is only allowed once your team has presented.

## **3. Presentation**

### **3.1 Scores**

Scores will be determined based off the rubric provided on the competition website.

### **3.2 PowerPoint**

The use of PowerPoint is optional, but not required.

### **3.3 Citations**

All sources, internet or otherwise, must be cited verbally, as well as visually on any presentation material.

### **3.4 Presentation Time**

Presentation time will be 5 minutes. This time is subject to change based on the amount of registered teams.

### **3.5 Presentation Order**

Presentation order will be selected at random.

### **3.6 Q+A Duration**

Judges will have time to ask the team a series of questions based on their presentation or on the case in general.

### **3.7 Q+A Participation**

All team members are responsible for responding.



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