Overview [1]

The University of Texas at Austin Electrical and Computer Engineering Department (UT ECE), a consistently top-ranked department, provides a unique opportunity and a supportive environment for academic/industry partnership through our senior design projects. A two-semester capstone design course ensures industry-ready academic excellence as well as provides key corporate benefits as teams focus on solving open-ended problems submitted by industrial collaborators.

Companies partner with faculty and student teams, providing funding, equipment, industry expertise, and mentoring as the team works toward a successful outcome and prototype to solve a design problem.

Value

This win-win academic/industrial partnership provides substantial value for corporate partners. Each design team will work independently and will endeavor to solve the project problem.

Key Benefits:

- Support the educational mission of a top-ten ranked electrical and computer engineering department that delivers dominant talent and research to industry
- Build relationships that can lead to targeted talent acquisition (internships and hires)
- Build substantial and long-term relationships with faculty, facilitating future pipeline activities
- Build unique and positive brand and visibility on campus
- Gain from student focus and fresh ideas on industry issues (no guarantee of turnkey solutions, IP, or specific results as project output may differ from original project submission)
- Opportunity to be an educational guest lecturer in course, pending faculty approval

Output

Semester 1:

- Problem definition and statement
- Establish specifications and requirements, generate design options
- Research prior art in technical literature and patents
- Oral Design Review
- Produce a System Design Report for execution in the following semester
- Run risk reduction experiments ? become familiar with systems and tools, testing the best approach
Semester 2:

- Design Implementation Plan (commitment to scope of project)
- Test and Evaluation Plan (includes prototype)
- Open House (public demo session)
- Final Oral Presentation
- Final written project report (with executive summary)