How It Works [1]

At the start of the semester, students review all project proposals, submit their preferences and skill sets, and are matched to a project. Each team is also matched with a faculty advisor.

The company assigns an engineer to be the point of contact for the team, providing mentoring and industry expertise. The company technical engineer is expected to spend an hour per week (in person or remotely) with the team during the first month of each semester and one half hour per week thereafter. Additional time with the team is welcome and encouraged at the sponsor’s discretion.

Together, course staff and company technical engineer co-mentor student teams to guide the project.

During the yearlong project, students define the problem, analyze competing needs and requirements, perform prior art and patent searches, develop alternative designs, carry out cost analyses, select and implement a design solution, and construct a working prototype of their solution.

If your company needs assurance of licensing or protection of proprietary information, please visit the Intellectual Property (IP) Rights [2] webpage for more details.

Crafting a Project Description

State a descriptive, enticing ½-1 page introduction to the project using the following outline:

- Project background, problem and need: the concept. The purpose of the project is to design, build and test.
- Design considerations (if any): A brief overview is sufficient, details may be sent later.
- Desired student skills: Please take a look at our courses and department technical cores [3] to suggest pre-requisite courses for targeting qualified students you would appreciate having on your team.
- Acceptable solutions and deliverables

SUBMIT A PROJECT >> [4]
Source URL: https://www.ece.utexas.edu/corporate/how-it-works

Links
[1] https://www.ece.utexas.edu/corporate/how-it-works
[4] https://www.ece.utexas.edu/content/capstone-design-project-proposal