Computer Aided Drafting/Design
Student of the Year Competition

If you are nominated as the applicant from your high school or career center, you must:
1. **Type** your answers to this application;
2. Submit this **signed application** to VALEES via email (mborneman@waubonsee.edu) by **Friday, March 25, 2016**;
3. Submit a **resume** to VALEES via email (mborneman@waubonsee.edu) by **Friday, March 25, 2016**;
4. Be available for a 20 minute interview the evening of **Tuesday, April 26, 2016** at Waubonsee Community College, Sugar Grove Campus.
5. Bring your **vintage toy design** (see design brief) and a **portfolio** of previous work to the interview. A maximum of 8 portfolio pieces can be presented during the interview.

First/Last Name: _____

Address: _____

Email Address: _____

Phone number: _____

High School or Career Center Name: _____

_____

1. In what area of Computer Aided Drafting/Design do you excel?

2. What areas of Computer Aided Drafting/Design would you like to learn more about and why?

3. Name the Computer Aided Drafting/Design courses you have taken in high school.

4. Why have you chosen to pursue Computer Aided Drafting/Design at a higher level?

5. What are your immediate career plans and goals?

6. What would receiving the Computer Aided Drafting/Design Student of the Year award mean to you?

_____

Applicant signature (sign above the line)

Date: _____

Official high school use only

Number of days absent from start of school to March 15, 2016: _____

Student's GPA (indicate scale): _____

Official signature: _____

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Project: Vintage Toy Design

Design Brief

Before the rise of the computer and digital age, children of the world have been playing with traditional toys, from simple blocks of wood to tracks of train, jigsaw puzzles to mechanical robots. Most children have been said to play with whatever they can find. Historically there is wide range of toys including dolls and miniatures, vehicles, puzzles, collectables and toys for construction, pretend play and physical activities that have captured children's imagination. Often toys have been based on the interesting cultures from different parts of the world.

In the current society where tech-savvy children bury their heads in gadgets and game consoles, a new challenge presents itself. How can we use 3D printing to reinvent our traditional and vintage toys to draw children (even adults) back to appreciating and playing these functional toys which have been around for years? In this competition, we seek **designs adapted from vintage toys**, with new creative and engineering elements injected while at the same time retaining the unique cultural and historical significance of the toys.

Deliverables

- The design must be 3D printable. (The final object should be functional as is.)
- The final printed product should require minimal manual assembly. If manual assembly is required (e.g. snap fit, bolts, screws or glue), please provide a description of the instructions to assemble the final product.
- Detailed engineering drawings; orthographic drawings of each part with pictorial; and assembly drawing(s).
- Engineering journal (should show your journey, sketches, notes, lessons learned, etc.)
- Presentation of your design during the business advisory dinner and interviews.

Judging Criteria

- The design should fit the theme of the competition.
- The judges will be looking for the new creative elements injected into the vintage toy but at the same time retaining the unique cultural and historical significance of the toy and how it is taking advantage of 3D printing technology.
- Engineering journal documenting your journey through the design process.
- Engineering drawings of each component and an assembly drawing.
- Presentation – how you present and pitch your products.

Computer Aided Drafting/Design
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Student: _____

School: _____

Please rate each of the categories, 1 being low and 10 being high.

<u>Presentation</u>										
Knowledge:	1	2	3	4	5	6	7	8	9	10
Professionalism:	1	2	3	4	5	6	7	8	9	10
Presentation:	1	2	3	4	5	6	7	8	9	10
<u>Project (Materials)</u>										
Journal Quality:	1	2	3	4	5	6	7	8	8	10
Meets Criteria:	1	2	3	4	5	6	7	8	9	10
Creative:	1	2	3	4	5	6	7	8	9	10
Design:	1	2	3	4	5	6	7	8	9	10
Drawing details:	1	2	3	4	5	6	7	8	9	10
<u>Application</u>										
Quality of Application	1	2	3	4	5	6	7	8	9	10
WOW FACTOR	1	2	3	4	5	6	7	8	9	10

TOTAL SCORE OUT OF 100 POINTS ____

NOTES: