

Evaluate-Compete

More information on
the EvaluateUR
Method website



About Evaluate-Compete (E-Compete)

E-Compete builds upon the structure and functionality of EvaluateUR and is designed to support students participating in engineering/design competitions. It provides a detailed, reliable evaluation of general and competition-specific outcomes (see table below). The essential features of E-Compete include an initial set of open-ended questions that provide students an opportunity to share their ideas about the research and design process as well as their career plans. Several times during the design project, the students and team advisor complete assessments followed by discussions that provide an opportunity to consider the reasons for assigning scores. E-Compete helps students learn and practice the discipline of realistic self-assessment that will serve them throughout their education and as they enter the workforce. E-Compete helps team advisors focus their mentoring efforts on specific areas where team members might benefit from extra guidance. Similar to all EvaluateUR variants, score reports are automatically generated for students and team advisors. Summary data are provided to the team advisor.

NEW! A second version of E-Compete (E-Compete 2.0) is now available. Version 2.0 only requires the team members to score the assessments. In place of the team advisor scoring each member of the team, the team members and advisor will receive automatically generated emails with several 'prompts' to consider in advance of each de-brief session that would take place at the beginning, mid-point, and end of the project. The de-brief sessions are intended for the team to discuss progress to date and consider 'next steps'. An additional optional de-brief is held after the team returns from the competition.

E-Compete has several versions sharing the same general outcome categories and competition-specific outcome categories that align with judges' rubrics for the competition. The table below lists the competition-specific outcomes for two competitions. CCIC specific outcomes can be added!

General Outcome Categories	ROV-specific Outcome Categories	Baja SAE-specific Outcome Categories
Communication	Vehicle Design, Buoyancy, Propulsion	Vehicle Components and Safety
Creativity	Systems Design	Design Evaluation
Autonomy	Structure	Cost Evaluation
Ability to Deal with Obstacles	Control/Electrical	Business Presentation
Intellectual Development	Sensors/Payload/Tools	Acceleration, Traction, Maneuverability and Specialty Events
Critical Thinking & Problem Solving	Safety	Endurance
Project Knowledge & Skills	Project Management	Project Management
Teamwork/Collaboration	Technical Presentation	
Entrepreneurship	Technology and Society	
Ethical Conduct		

E-Compete and Metacognition

A set of cards complement E-Compete designed to strengthen habits that can improve performance in any domain. Each card offers a fun way for students to reflect on their own learning and how they might make adjustments to learn more effectively. This metacognitive process has been shown to improve student success in many ways, including improvements in: critical thinking, performance, communication, and problem solving. Cards can be used at any time, in any order, singly, or in any combination. They can be played by individuals or by a team. More formal metacognitive exercises are also available on the website. The exercises and card game were developed by John Draeger, SUNY Buffalo State University.



Fill out the short form on the website to request a free set of cards.



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