MIDWEST
COLLEGIATE
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CONFERENCE

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MWC³

Project Management (2020)

Sponsored by SIMPROJECT

The Project Management competition is a progressive, interactive set of challenges designed so that a student with little project management experience can succeed – all necessary tools will be introduced along the way.

The software used for this contest is SimProject. Everyone in the learning competition will be introduced to the SimProject environment together.

This competition consists of a set of interactive tasks to be completed by teams of 1-2 students.

Students will be given access to the SimProject software immediately prior to the contest time, with time for setup. Competition instructions will also be presented at this time, along with time for any questions in a common session. Once instructions are given, setup is complete, and general session questions are answered, further questions will not be permitted at any point during the competition.

At the end of the contest period, the judging team will inspect each student's work and grade the results.

Students competing in this contest will receive a contest packet, 1 per team, prior to the beginning of the contest time during the training/registration time. This will save teams time during the competition.

Team Composition

Individuals or teams of 2 students can register for this competition.

Skills

Previous project management skills will be helpful, but are not required for this competition. A motivated student with no prior project management experience can do very well in this contest. The main skills for students wishing to be successful are an inquisitive nature and a drive to succeed.

Scoring

Points will be given for successful and correct completion of challenges. In case of a tie, the winners' partial, incomplete, or incorrect submissions will be analyzed, and partial points will be given for attempted, but incorrect challenges. Grading will be done by a judge with experience grading the SimProject challenge.

In the event of multiple students or teams completing the entire contest with identically judged results, the student to complete the contest first will be awarded first place.

Schedule

Refer to the contest schedule for contest time and place. The time will include contest overview, contest work and completion of the competition.

Check in will begin in the session prior to this contest, with registration and a brief training period (30 minutes total).

Resources

Each team must have at least 1 computer to complete your project, along with an ability to connect to available WiFi, and a web browser. All other resources will be provided at the beginning of the competition time. (No other software is necessary.)