**STUDENT HARDWARE DESIGN COMPETITION GENERAL RULES**

1. The Team should include a mentor (i.e., academic advisor, industry professional, etc.). Entries are limited to one team per mentor.

2. Student groups are expected to complete the work on their own.

3. The student(s) should use the corresponding institutional email address rather than their personal emails for all correspondence.

4. All submittals will be judged by a team comprised of several EMC Society Education Committee members based on technical design, creativity, and educational merit/value.

5. The winning team will receive a first prize of $1,000 USD plus a travel grant of a maximum of $2,000 USD to cover the cost for one member or more members to attend the conference. The best runner up will receive a prize of $500 USD. Award recipients will need to complete the appropriate US Department of the Treasury Internal Revenue Service forms as required by the IEEE. Travel stipend recipients will need to complete an expense account report for reimbursement.

6. The winning team will be asked to submit a brief article to IEEE EMC Magazine in order to share their design experience with the greater EMC Community.

**STUDENT HARDWARE DESIGN COMPETITION INSTRUCTIONS**

Submit the video or a link where the video can be viewed to:

**Student Design Competition Coordinator**

Pavithrakrishnan Radhakrishnan

(pavithrakrishnan.radhakrishnan@ieee.org)

Submissions should include the names of all team members and their institutional email addresses along with the mentor’s name, title, and email address. Submissions will be accepted anytime between January 3, and April 29, 2022. Prepare the video as instructed (title, team members, mentor name and institution name in the beginning with institutional background) and have the mentor prepare a letter stating that the video is the original work of the students. **This letter is mandatory**. The submittor will receive an email confirming reception of the contest entry.

**Evaluation Criteria**: Entries will be judged on technical design (35%), creativity (35%), and educational merit (30%).