



Energy for
generations

ESB Engineering Challenge 2015

General Hints and Tips for the Teams

These hints and tips were provided by some of our ESBI Grad Engineers who trialled the challenge for us. I hope they are of assistance to you:

1. Be clear what you are being asked to provide for the clients. If anything is unclear make sure you raise questions at the briefing
2. You will be visited at least twice while you prepare your design. You are free to ask for clarifications on the challenge at that time but you won't get feedback on your design
3. Review the briefing notes as soon as you get to your team room and plan your time well
4. Break up the task into logical blocks and do as much in parallel as possible
5. Make sure everyone has a clear role on the team. You will have limited time and IT equipment..
6. Keep track of time - Don't spend too much time on any one aspect of the design. You will be asked to consider 3 or 4 aspects of the solution and all must be included in the pitch to maximise your score. It's a bit like the A Levels or Leaving Cert. Answer all parts of the question
7. You don't need to price the solution but you will be asked for some sense of the scale of cost and if the cost is very high there needs to be a good reason to include that item or service
8. Make sure to reference your sources of information or items included in the design
9. Be ready to explain particular methods, equipment etc. and defend your decision against a potential alternatives. It is useful to include some of the design options that you ruled out as part of the pitch. Clients like to know.

10. Construct and reference the presentation as you go. It does not take long to edit once the material is in the presentation.
11. With 15 minutes to go you should be honing the pitch and making sure everyone understands the design rather than adding new items
12. Use your 30 mins prep before the pitch to fine tune the presentation. You are not permitted to change the slides but its is an opportunity to prepare better answers and explanations
13. Use the full 10 mins of the pitch – you are in control so make it pay
14. Any member of the team may be asked questions so make sure everyone knows the pitch well
15. Enjoy the challenge and use your imagination and innovation.....