



# Industry Project Clinic


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[Best Project Winner - Spring 2005 Seat Adjuster Tester for ARCCA Inc.](#)

## Program Description

Interdisciplinary teams of students tackle problems sponsored by industrial clients. This clinic challenges our students to apply the knowledge and tools acquired during their undergraduate education to the solution of real engineering problems. The clinic provides a unique opportunity for industry to partner with Penn State to help educate the next generation of "[World Class Engineers](#)". Students have at their disposal state-of-the-art facilities for design, prototyping and production in the [Learning Factory](#). Participating departments include Chemical, Computer Science and Engineering, Electrical, Industrial, and Mechanical Engineering.

**Since January of 1995, over 500 projects have been completed for more than 120 industrial clients.**

## Benefits to Industry Sponsors:

- Fresh ideas, solutions to real problems
- Low cost, low risk investigation of "back-burner" ideas
- Identifying talent for employment
- Corporate exposure on campus
- Project management experience for your junior staff engineers
- Improving engineering education at Penn State
- The mental stimulation of interacting with bright, energetic, creative young minds
- Networking with other companies and Penn State faculty

## Expectations and Deliverables:

Each project will typically involve a team of 3-5 students over a 14 week semester, under the supervision of a faculty member. This equates to approximately 400 person hours of effort. Since results are dependent on many variables, no guarantees can be made other than the students will give it their best effort. From follow-up surveys, >90% of our sponsors are satisfied or highly satisfied with their project results.

## Sponsor Requirements:

A successful project requires that the sponsoring organization assign a motivated individual to oversee and interact with the students throughout the project duration. The most critical factors to a successful project are communication and commitment. This requires a minimum commitment of 1-2 hours/week as well as attendance at two on-campus events.

## Attributes of a Good Project:

The ideal project is the design of a product, service or process that involves technical analysis, financial justification, communication, prototyping, and verification. This is an excellent opportunity, for a minimal investment, to investigate that "back-burner" idea

which has been sitting on your desk. Projects must be scoped such that they may be completed within one semester. Interdisciplinary projects are encouraged. Descriptions of completed projects can be found [here](#)

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### Intellectual Property Issues

**Confidentiality:** In order to protect their competitive positions, sponsors may require each team member to sign a confidentiality agreement as a condition for working on their project. This agreement ([click here](#)) obliges the students to observe due diligence in protecting the confidentiality of company-provided information (data, drawings, design intent, etc).

**Intellectual Property Ownership:** For an additional administrative fee, sponsors may also request ownership rights of all intellectual property that is developed by the students during the course of the project. Projects in this category require students to assign their intellectual property rights to the sponsor ([click here](#) for IP assignment form).

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### Financial Commitment

The project commitment fee is a donation of \$2500 per student team. The cost for a second team working on the same project is \$1250. Since this is a tax deductible, charitable contribution to the University, no guarantees can be made of project outcomes. All that can be promised is best effort. Each team is provided a working budget of \$1000 which covers basic expenses such as supplies, materials and car travel to the sponsor's location. Should additional resources or equipment be needed to complete the project, students are expected to justify them by written proposal to the sponsor. The remainder of the fee covers the operating costs of the Learning Factory.

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### How to Submit a Project

All that is needed to initiate a project is a one page description. The easiest way to provide this information is to use our [electronic form](#) . Projects must be submitted at least 2 weeks prior to the beginning of each semester.

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### Future Dates

- 8 December 2005 - Project Showcase XXII
- 16 December 2005 - Deadline for Spring 2006 Projects
- 16 January 2006 - Project Kickoff @ Nittany Lion Inn
- 27 April 2006 - Project Showcase XXIII

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**For More Information:** please contact:

John Lamancusa, Ph.D., P.E.  
Penn State University  
314 Leonhard Building  
University Park, PA 16802  
(814) 863-3350 [jsl3@psu.edu](mailto:jsl3@psu.edu)

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