Wegmans/RIT Senior Design 2009-2010 Academic year Projects – Decision Matrix Criteria

Wegmans (40%)

• Pay Back:

  0: Wegmans does not see a payback after the MSD project is successfully implemented. The project does not carry heavy financial consequences.

  1: Wegmans sees a small payback from the successfully implemented project. The project will reduce the implication of the problem to a small amount.

  3: Wegmans sees a significant payback within moderate amount of time (5-7yrs) after the successful implementation of the project.

  9: Wegmans sees a fast payback in a short amount of time (1-5yrs). The successful implementation of the project will save the company a large sum of money, in the form of dollar savings in reduced scrap, etc.

• Solves a Problem

  0: The project does not directly solve a current problem in the Wegmans manufacturing facility.

  1: The project solves a small part of a larger problem in the Wegmans facility.

  3: The project will solve a big problem in the Wegmans facility. There will be no need for further investigation to solve any related or remaining issues.

  9: The project will solve a MAJOR problem in the Wegmans facility. The resolution of this problem can be related to other issues within the facility. The solution will be self sustainable in order to grow with any process needed.
RIT Fit (40%)

- Multidisciplinary

  0: There is no multidisciplinary opportunity in this project. (No design work for ME, no electrical work for EE, etc)

  1: There may be a multidisciplinary opportunity in this project, but the scope of work for a non-IE is too small to be considered effective for a positive MSD experience.

  3: There is a multidisciplinary opportunity for ONE non-IE student. The scope of work for a non-IE is sufficient for ONE student (may be design work, electrical work, etc).

  9: The project involves multiple disciplines. There is sufficient work for multiple members from each discipline.

- 22-week Time Frame

  0: The project scope is either too short or too long for the 22 week time frame given.

      If too short, the project may not have a large enough scope of work for 4-5 students.

      If too long, the project scope can not be scaled down to fit within RIT’s 22 week time frame. The project may require more expertise or resources than 4-5 RIT students can provide.

  1: The project scope may fit within the 22 week time period, but to do so it will require moderate changes to the project scope and difficulty.

  3: The project will be a close fit into the 22 week time period. The project will end not 100% complete, or end finishing a few weeks early.

  9: The project’s scope is able to be ramped up/down to fit into the 22 week time period.
• Design Elements
  0: The project does not involve creating new designs (process, layout, equipment, fixtures, etc)
  1: The project involves “tweaking” current design elements of the process/equipment. It does not involve creating something from scratch.
  3: The project involves moderately changing current design elements. Half of the design elements will be created from existing, and the other half will be creations from scratch.
  9: The projects’ design elements must all be created from scratch. The design that will be created and implemented for the project has never been attempted before.

Student (20%)

• Interesting Concept for Project
  0: The project does not appeal to the involved disciplines. Project either does not have enough substance or reason for completion.
  1: Project is slightly interesting to students in a specific concentration of the discipline. The project does not include multiple concentrations for the disciplines staffed.
  3: The project is interesting to most students on the MSD team. There is good reason to complete the project, and the team understands that. The project spans across many concentrations, or interests, of the RIT students.
  9: The project is very interesting to all students staffed on the project. The students recognize the importance of the project and are willing to put in time, effort, and creativity to solve the problem.

• Scope of Work
  0: The scope of work for the project does not vary and is very specific to one specific project. The project cannot be applied to other real-world problems.
  1: The scope of work for the project varies slightly. The project can be applied to a small amount of real-world problems. The scope of the project does not reach other disciplines.
  3: The scope of work for the project can be applied to other real-world problems. The scope of the project is moderately wide to accompany the interests of many different concentrations.
  9: The scope of work for the project can be applied to most other real-world problems involved in manufacturing settings. The scope includes a variety of different interests for all disciplines of the MSD team.