Win Awards !!!

Academic Excellence, Consistency and Teamwork pays you $500+!

1. Bring your ‘A’ Game
   a. Award Amount: $300
   b. Number of Awards: 2 groups/semester

2. Rapid Fire
   a. Award Amount: $20
   b. Number of Awards: 6/biweekly

3. Perseverance
   a. Award Amount: $200
   b. Number of Awards: 1/semester

Minority Engineering Program
Neil Armstrong Hall of Engineering
701 West Stadium Avenue, Room 1261
West Lafayette, IN 47907
mep@purdue.edu / muralidv@purdue.edu
1. **Bring your ‘A’ Game**

   During the semester, students attend the virtual tutorial sessions hosted by MEP as well as submit exams, projects, and HWs. They receive value points for attending the sessions and their submissions. The group with the highest cumulative value points by the end of the final’s week wins an award.

   **Rules:**
   a. Classes that qualify must be minimum of 3 credits within STEM, offered by Purdue Main Campus.
   b. Submission through Qualtrics form [https://purdue.ca1.qualtrics.com/jfe/form/SV_eKwC4zN3vnDopPU](https://purdue.ca1.qualtrics.com/jfe/form/SV_eKwC4zN3vnDopPU)
   c. The game will be played in groups of 3. Overall score of the group will be the average of all the students.
   d. Awards will be presented at the end of the semester.

   **Scoring Criteria:**
   a. Attending Virtual Tutorial Sessions: 2 point/session
      b. Sessions must be attended in the presence of a tutor.
      c. Video must be turned on throughout the session. Session will be considered invalid if the video camera is turned off.
   b. Exam submissions
      a. 10 points/Grade A
      b. 5 points/Grade B
   c. Project submission
      a. 6 points/Grade A
      b. 3 points/Grade B
      • A collective maximum of 10 submissions for Exams + Projects (best of 10)
      • Not more than 3 Exam/Project submissions per class.
   d. HW submissions (max 25 submissions total, not more than 8 per class):
      a. 2 points/Grade A
      b. 1 point/Grade B
   e. Unless specified by the instructor, score >= 90% is considered as A and a score between 80-89.99% is considered as B for receiving value points.

   Please submit your name to Vivek Muralidharan (muralidv@purdue.edu) by Sunday, Feb 21st. Teams will be formed by MEP staff in lieu of their academic standings. Mention “Bring you A Game” in the title of the email.
2. Rapid Fire

A review session will be conducted for MA 161, MA 162 and CHM 116 once every 2 weeks using Kahoot, a game-based platform. Questions will be displayed in real time and students receive points based on their promptness. Since the scoring depends on the time counter, the student who answers it correctly in the least amount of time will receive maximum points for a particular question. The total score will determine the winner of that session. Top 2 students each session will receive the award. Starting week of Feb 22, 2021.

Rules:

a. Student participation in the month of February is open to all.
b. For participation in March events, students must have attended at least 3 virtual tutorial sessions till Feb 28, 2021.
c. Similarly, to participate in April events, students must have attended at least 8 virtual tutorial sessions till March 31, 2021.
d. You are advised to login to the virtual tutorial sessions during the scheduled hours to get counted as a valid session.
e. Video camera must be turned on during the session. If not, the session will be considered invalid.
f. Each session must be at least 1 hour.
g. All awards will be presented at the end of the semester.
3. **Perseverance**

MEP rewards the consistency of the student who attends the virtual tutorial session the maximum number of times. Starting Monday, Feb 15, 2021.

**Rules:**

a. You are advised to login to the virtual tutorial sessions during the scheduled hours to get counted as a valid session.

b. Video camera must be turned on during the session. If not, the session will be considered invalid.

c. Each session must be at least 1 hour.

d. Awards will be presented at the end of the semester.