TRANSCRIPT

Title: OC Maker Challenge

[Background music under]

- But the event today is the award ceremony for our 2017-18 OC Maker Challenge. The competition has been running all year, but the final exhibit was yesterday. Industry judges came and evaluated, judged the products and projects that were on display, and today, we know who the winners are, and it's the ceremony at which those winners will be awarded their certificates and/or cash prizes. The assignment was, they're given a prompt. It says designed and build or significantly repurpose a product that solves a problem, a need or a want. That's all they get. We recruit teachers to integrate this project within their curriculum area, within their instruction, so have teachers everywhere from social studies, math and science to entrepreneurship and engineering. And they use this as a project base or learning exercise to integrate it within their content area. They work in teams. It has to be a team between two and five students. The students decide which level they want to place or exhibit their prototype into, and, depending on the level, then they are competing with students from grades seven through community college.

- Our project was the electric prosthetic, which was a 3D printed prothetic hand, which is controlled by a glove. And the glove has variable resistors. When you move those, it is mirrored in the electric prosthetic hand.

- I current am a prospective premedical student. So I'm looking forward to going into medicine, so that was something that was a point of passion for me. So to see us be able to create new biotechnology just from the limited understanding that we had prior to this project was just so amazing.

- In the classroom, you might just be learning about it, some abstract ideas. But if you're actually doing, implementing what you've learned in a project, you're going to be able to get the experience and learn at the same time. I think that's valuable to an employer's standpoint, and it's just more fun.

- Actually getting hands-on with the project really helps you get your hands dirty, really understand all of the ins and outs of the project because you're working with it so closely independently. You just learn so much more this way, generally speaking.

- Our project was a seeing eye hat that gave, like, an extra pair of eyes to people that were visually impaired that could help them move around without bumping into things. So almost like the sticks they use. I really like the fact that we could use 3D printing and SketchUp and all that to help others. It's something that, it's, like, more of a hands-on, like, you're doing what you want to do, you're almost, like, teaching yourself, learning from your mistakes, picking yourself back up, and figuring out what goes with what, like everything, like, power circuits and all that. I liked that we could just figure everything out ourselves and bring it from nothing to something else.

- [Jillian] Right now we're told that original thought is the number one most desirable skill that industry has identified for the future. And so, when we look at the products that we're seeing here, we can see that our students are moving in the right direction.

- I had taken, like, a computer class last year, but this was like a completely new thing, like, with robotics and with programing and all that to help, like, do something, like, different, that, like, I was not, like, aware of at all. Like, that I knew I could myself.

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